

The background of the page is a dynamic action scene from the game Battlestations: Pacific. It depicts a large Japanese aircraft carrier, the Yamato, being targeted by several US Navy fighters. Bright orange and yellow explosions are visible on the carrier's deck and superstructure. The sky is filled with smoke and the trails of aircraft. The overall tone is dramatic and intense, capturing a key moment in the Pacific theater of World War II.

BATTLESTATIONS ★ ★ PACIFIC ★ ★

PRIMA OFFICIAL GAME GUIDE

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As a Foreign Service brat, André Fredrick spent his formative years slightly behind the gaming curve while he lived in places like Yemen and Morocco. When he returned to the United States in 1990, what had begun as a growing interest quickly became an obsession. After graduating from high school in Virginia, he made his way to Iowa, where he attended Wartburg College, graduating with a degree in English. After college he spent a number of years working nine-to-fives and writing for popular gaming websites. He had always hoped to one day make a living out of his two favorite hobbies—gaming and writing—and becoming an author for Prima marked the realization of a lifelong dream. When not writing for Prima, you can find André spending time with his family, reading military histories, writing poetry, and gaming with his clan, OK Company.

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HOW TO USE THIS GUIDE



The battle for the Pacific was brutal and hard fought on both sides of the conflict. Whether playing as the Imperial Japanese Navy or the U.S. Navy, you will find that your enemies will offer no quarter. As you fight tooth and nail through some of the fiercest naval engagements the world has known,

you can count on this field guide to give you the upper hand, no matter what your opponent throws at you.

THE PACIFIC THEATER



Visit this section of the field guide for some historical background on the Pacific War. This abridged history offers some insights into the rise of Imperial Japan and sets the stage for the events retold in *Battlestations: Pacific*.



NOTE

These boxes offer trivia and other interesting information about the battles you participate in and the vessels at your command.

THE ACADEMY



Familiarize yourself with the weapons at your disposal. Visit this section of the field guide for pointers on piloting a ship, engaging in dogfights, and navigating a submarine.



These boxes offer valuable tips on accomplishing individual objectives.

THE FLEETS



Visit this section to learn about the various vessels that comprise the U.S. and Japanese fleets. This is an indispensable resource to any naval tactician.

CAUTION

The information contained in these boxes is mission-critical and often makes the difference between mission failure and mission success.



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THE RISING SUN



Use this portion of the field guide as you lead the Imperial Japanese Navy in the battle for the Pacific. Each mission is broken down individually, giving you a katana-keen edge in the battles ahead.

THE SLEEPING GIANT



This section aids you in the U.S. campaign against the Japanese Empire. Find the best ways to deploy the U.S. Navy as you take on the Imperial Japanese Navy's combined fleet.

MULTIPLAYER



Gain the edge you need to wage your own campaign in the online theater. Featuring strategies and tips for each of the online multiplayer engagements, this section offers you all the intel you need to see your way to victory.

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Find all the raw intel you need to gain the upper hand in every engagement. Whether checking the statistics for a ship in your fleet or looking for the best way to earn that medal and unlock that Achievement, you'll find it here.

THE PACIFIC THEATER



While the Japanese attack on Pearl Harbor on December 7, 1941 marked the start of the Pacific War, the conflict's roots reach back much further. In the late 19th century, China was fragmented by competing warlords. Japan took advantage of this chaotic landscape to establish a strong foothold in the region.

In the late 1920s, China was exhibiting the beginnings of a centralized government. Fearful of a unified China, Japan staged the destruction of a Japanese-owned railway in southern Manchuria in 1931. Dubbed the Mukden Incident, the Japanese used the ruse as a justification to invade Manchuria, where they would soon establish a puppet government to maintain control of the area. Japan's unilateral invasion of Manchuria was met with much objection that led to Japan's eventual departure from the League of Nations. Japan continued to use its political and military strengths to maintain a tight grip on the burgeoning nation.



NOTE

Ironically, the Japanese threat ultimately only led to further unification, and in July of 1937, the Second Sino-Japanese War began.



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As the conflict waged, the West remained neutral. In 1940, Japan was granted sanction from the French government to establish bases in French Indochina. Their aim was to isolate China from other countries. However, when Japanese forces violated the agreement, fighting broke out, resulting in a Japanese victory.



The attacks against France's colonial holdings in the region sparked outrage from powers in the West, who quickly launched trade embargoes in an effort to curb Japan's imperial and military ambitions. These embargoes were highly effective, leaving Japan to choose between economic meltdown and

withdrawal from China and French Indochina. Unfortunately, the West failed to consider the cultural implications the dishonor of retreat might have for the Japanese. Thus, the Japanese Imperial General Headquarters began to draft a plan of attack for a war against the West.



The Japanese devised two separate plans to deal with their numerous Western enemies in the Pacific. First, the Southern Plan was devised to secure British and Dutch holdings in Malaya and the Dutch East Indies, respectively. In anticipation of U.S. involvement in the coming war, Japan also established the

"Eastern Plan." Opening with a vicious surprise attack against the U.S. Pacific Fleet stationed at Pearl Harbor, the Eastern Plan would then shift Japan's focus to taking key U.S. interests in the Philippines, Guam, and Wake.



NOTE
In addition to being the catalyst for active U.S. involvement in World War II, the attack on Pearl Harbor served to solidify Japan's alliance with Nazi Germany and Fascist Italy.

Concurrent with the attack on Pearl Harbor, Japan launched its attack on British holdings in Malaya and Singapore. Beleaguered by efforts to thwart Nazi Germany's campaigns in Europe, North Africa, and the Middle East, Allied presence in the region was greatly diminished. Those units that remained suffered calamitous defeat in the first six months of hostilities with Japanese forces.



At the same time, early on the morning of December 7, 1941, the Imperial Japanese Navy launched a carrier-based attack against the unsuspecting U.S. Pacific Fleet stationed at Pearl Harbor. While the attack on Pearl Harbor knocked eight U.S. battleships out of action, the Japanese forces were

dismayed to find the U.S. aircraft carriers away. Further compounding the absence of the carrier fleet, Japanese pilots also failed to deal sufficient damage to U.S. naval infrastructure. Many believe these oversights made the eventual Allied victory in the Pacific possible.

Japan's bold and decisive attacks in December of 1941 marked the start of the Pacific War. It's now up to you to see it through, so choose your side and man your battlestations.





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THE ACADEMY

Before heading out to face your opposition on the open sea, it's vital that you feel comfortable in any role you play, be it manning an Iwo-class battle-ship's artillery or mastering a barrel roll in a Japanese Zero. In-game tutorials and the game manual will provide you with a thorough education on conducting maneuvers once at sea.



The Tactical Library offers some exceptional resources for the aspiring naval tactician.



In particular, the Naval Academy section provides some exceptional tutorials for the ships, planes, and submarines at your command.



With training sessions that cover basic movements and others that address more specific roles, this is a great place to start your naval career.

This section of the field guide is a supplement to the materials already at your disposal. It offers tips and techniques gleaned from countless hours at the helm and in the cockpit of every vessel and aircraft in the Japanese and U.S. arsenals.

SHIPS



The clash between Japan and Allied forces in the Pacific Ocean pitted the world's most powerful ships against one another. These immense iron hulks prowled the high seas, poised to dish out as much punishment as they could withstand. The ability to pilot a ship is key to your success in the Pacific, but

knowing how to best deploy individual ships is just as crucial. Use the following information to maximize the effectiveness of your forces.

GENERAL PILOTING TECHNIQUES

There are a range of vessels available that vary in size, speed, armament, and maneuverability. Each ship class serves a unique and critical function in any battle group. In principle, all ships behave in much the same way, despite their many differences.



NAVIGATION

A ship's bearing is governed by a rudder, which in turn is controlled by the helm. While moving forward, turning the wheel left or right will steer your ship in that respective direction. The most important thing to note about steering a ship is that the rudder does not correct itself, meaning that once you've turned the wheel, the rudder will maintain in that position until you correct it.



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The key to successful navigation is turning the wheel in the direction you wish to be heading.



As the ship comes about and reaches the bearing you wish to take, quickly turn the wheel back to center to continue in that direction.

CAUTION

Failure to pay attention to your heading can be catastrophic in the midst of battle. In addition to moving your vessel out of firing position, it can lead to collisions with other vessels (friendly or otherwise) if left completely unchecked.



SPEED

The other commonality among all ships is their method of acceleration. When moving forward, a ship can travel at one of four different speed settings: 1/4, 1/2, 3/4, and full speeds. Full speed is excellent when pursuing an enemy battle group or simply when traversing open ocean. The lower speeds

are particularly useful for performing tighter turns or trying to keep an enemy along your broadside during an offensive.

NOTE

Every ship has a 1/2 and a full-reverse setting.



Larger vessels, such as battleships, are incredibly slow to turn. When time is of the essence, pivoting is an essential turning technique. The following demonstrates a pivot to the left:

From a stopped position, turn the rudder hard to the right and go into full reverse.



As the ship comes about halfway into your turn, come to a complete stop.

Now, turn the rudder hard left, and use 1/4 or 1/2 speed to complete the maneuver.



BINOCULARS

The Pacific makes for a large battlefield. Its expansive stretches can often make identifying potential threats difficult. Judicious use of your binoculars will aid you in spotting enemy ships on the horizon, and they are invaluable when directing fire from the deck guns.



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NOTE

Binoculars are particularly useful when visibility is poor.



Try not to get "scoped in" when using the binoculars in the heat of battle, as they diminish your peripheral vision.

ARMAMENTS



The series of lights that appear along the perimeter of your crosshair represent the readiness of your selected weapon. The color of the light indicates different levels of readiness:



- Red ● : Weapon is unable to fire at that target due to angle or range restrictions.
- Yellow ● : Weapon is currently changing direction and will be ready soon.
- Green ● : Weapon is ready to fire.
- Yellow/Green ● : Weapon is reloading.
- Gray ● : Weapon is out of ammunition.
- Black ● : Weapon is damaged but repairable.

ANTIAIRCRAFT AND FLAK GUNS



Antiaircraft and flak guns represent the least powerful weapons in your arsenal; however, the shifting role of airpower in the Pacific War makes them indispensable to the defense of your fleet. The following sections detail the most important things to remember.



Antiaircraft guns and flak cannons are completely ineffective against the heavy armor of warships.

Antiaircraft (AA) Guns

Standard AA guns are .50-caliber machine guns. The larger rounds and high rate of fire make them highly effective against the light armor found on airplanes and PT boats.



When deploying AA fire against distant aircraft, place your shots where your target will be rather than where it is. Judge your target's speed and bearing, and lead it while firing, using the tracer rounds to determine your accuracy and making necessary corrections.

Flak Cannons



As antiaircraft artillery pieces, flak cannons are far more powerful than their .50-caliber counterparts. In addition, they have a much longer range, making the flak cannon a lethal threat to any incoming enemy aircraft. Like standard AA guns, you should lead



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your targets; however, the flak cannon's detonating artillery rounds require a great deal less pinpoint accuracy.

DEPTH CHARGES

The depth charge is an antisubmarine weapon, and the principle behind it is to explode the charge in the target's proximity, damaging your foe. To maximize damage, drop your depth charge directly over the target submarine. The fact that PT boats and destroyers are the only ships capable of deploying depth charges makes them essential to antisubmarine warfare.



NOTE

The antisubmarine warfare (ASW) Fletcher-class destroyer has the highest depth-charge proficiency rating of any ship you'll pilot.

ARTILLERY

The heavy guns of a warship, such as a battleship, represent your fleet's most formidable weapons. Aside from the sheer power that they bring to a skirmish, their range and accuracy make them a triple threat. With the exception of airplanes and submerged submarines, artillery is effective against any other units you might encounter, including land installations.



The chief problem with artillery on a warship is that the size of the guns limits the warship's field of fire. Because of this, warships are at their most powerful when firing from their broadside. When used at longer ranges, artillery loses a great deal of accuracy. To compensate for this, lead your targets and use a raking technique that begins slightly ahead of their current bearing and moves along the hull of the ship as you fire off a salvo.

TARGETING TIPS FOR ARTILLERY

Warships and troop transports have three distinct strike areas:



- **Magazine:** Located in the warship's bow, the magazine is where munitions are stored. A lucky hit to the magazine can trigger a chain of explosions that can severely damage a ship and temporarily disable its armaments.



- **Engine:** This is found amidships. A well-placed shot to the engine can cripple an enemy vessel, stopping it dead in the water. Until repair crews can restore the engines, a floundering ship will be unable to position its guns effectively while it continues to take punishment.



- **Fuel:** This is situated in the stern. A shot to the fuel section will cause fire to spread throughout a ship. Left unchecked, fire will continue to cause massive damage.



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Use tacking, or zigzagging, maneuvers when engaging an enemy ship. This disrupts incoming artillery strikes, and it allows you to keep the target vessel along your broadsides during your approach.

TORPEDOES



A PT boat launches a torpedo.

The torpedo's ability to strike a ship beneath the waterline is what makes it such a dangerous piece of ordnance. If a ship takes on enough water through a breached hull, it will sink.



Torpedoes take time to reach their targets. Anticipate your foe's moves and launch multiple torpedoes in a spread formation to give your target as few opportunities for evasion as possible.

DAMAGE CONTROL



In addition to dishing out punishment, be ready to take it as well. The key to your survival and success will often come down to your ability to manage your repair crew with a sure hand. Here's a rundown of handling damage control:

The icon in the lower right corner offers a snapshot of repair types: Water Repair (A), Fire Fighting (B), Engine Repair (C), and Armament Repair (D).



To initiate a repair, first access the Repair menu.



Select the type of repair you wish to conduct from the Repair menu.



NOTE

By not selecting an option, you can order a Body Repair. This is a general repair that slowly rebuilds your vessel's health bar.



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CAUTION

Prioritize your repairs! In the thick of the fray, it's not uncommon to have damage flash points flare up across the boards. In such cases, it's crucial that you know where to focus your efforts first. Handle repairs in this order:



- 1. Flooding:** Your ship's ability to stay afloat is critical. If not dealt with immediately and effectively, flooding can be the quickest way to "decommission" an enemy vessel.
- 2. Fire:** Although it's not nearly as swift to spread as flooding, fire can get out of hand rather quickly. As long as a fire rages, your ship will continue to take damage.
- 3. Engine:** Damage to the engines can slow and even halt your ship, leaving her unable to move into firing position and unable to evade incoming artillery and torpedoes.
- 4. Weapons:** Although vital to your ultimate success, weapons can be neglected to some degree when other damage areas need attention. Just remember that damaged weaponry does not perform as effectively.

TRANSPORTS AND LANDING CRAFT



With no real offensive or defensive capabilities, transports and landing crafts are helpless when at sea. They are, however, a vital part of wresting land installations from enemy control. Thus, providing close escort should be a priority, particularly as landing craft are disembarking.

PT BOATS

Designed to take on the much larger destroyers, PT boats are an effective means for delivering accurate torpedo strikes. The edge offered by the PT boat's lethal combination of speed, agility, and firepower is blunted only by its size and minimal armor.



Unlike all other ships, the PT boat's helm automatically returns itself to center. This allows for a great deal more agility.

PT boats are highly vulnerable to attacks from the air. Focus on clearing airspace of enemies before deploying them. You may even consider assigning a Combat Air Patrol (CAP) to accompany them into the fray. In addition, although a PT boat's diminutive nature might make it seem rather ineffective against its larger warship cousins, its maneuverability and speed allows it to slip into enemy battle groups to make highly accurate torpedo strikes and disrupt a battle group's formations.



NOTE

For more detailed information about the individual ships in the U.S. and Japanese fleets, visit the "Fleets" section of this field guide.

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WARSHIPS

With their heavy armor and heavier armaments, warships represent the raw power of any naval force. Broken down into three distinct types, each one brings its own unique capabilities to your fleet. The following provides some reference and generalities regarding the types of warships one might encounter in a fleet. Given the wide variety of classes for each type of warship, weapon arrays and capabilities do vary between them to some degree. Visit the “Fleets” section of this field guide for specific data and statistics on the individual classes.

Destroyers



Powerful and highly maneuverable at sea, destroyers are an integral part of any fleet. Their speed and agility make them ideally suited for escorting larger ships, be they in a convoy, fleet, or battle group. Destroyers were originally designed for defense against smaller attack vessels, such as PT boats.

However, the increasing role of airplanes in naval warfare along with improved submarine technology in World War II demanded that many post–World War I vessels be refitted with antiaircraft guns and improved antisubmarine warfare capabilities.

NOTE

The term “destroyer” is an abbreviation of “torpedo boat destroyer.”

Given the size and positioning of their guns, all warships are most effective along their broadsides and are least effective from their bows. Keep this in mind as you enter the fray, because rushing in headfirst is a one-way ticket to Davy Jones’s locker.

Cruisers

As the middle child of a fleet’s heavy warships, cruisers are larger than destroyers and smaller than battleships. Designed for lone wolf–style operations, a cruiser strikes a compromise between the best attributes of her sister classes, pairing speed and power to stalk enemy merchant vessels on the open sea.

The cruiser’s versatility makes her a formidable opponent and an exceptional support vessel during fleet operations.



NOTE

The term “cruiser” is shortened from “light armored cruiser.”

In addition to their effectiveness against other warships, cruisers bristle with antiaircraft batteries. Keep them close to your main battle group to swat down any aerial offensives the enemy hurls at you.

Battleships



As the largest class of warship, the battleship’s history is long and distinguished. Known originally as a “ship of the line,” the battleship’s origins stretch back into the 1400s. Since then, the battleship has evolved a great deal; however, her principle function of bringing devastating firepower to any engagement remains the same. Once the most formidable weapon in a navy’s arsenal, the battleship’s supremacy would be shaken by the rise of airpower in World War II. Nonetheless, the battleship remained a vital player in the Pacific War.



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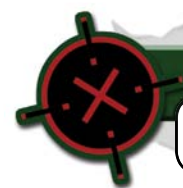
NOTE



The bulk of a battleship's attack power rests with the large main turrets found at the bow, amidships, and at the stern. These are represented by the three dots at the top of your reticle. These massive cannons have a great deal more range and power compared to a battleship's smaller artillery batteries.



The bottom row of dots on your targeting reticle represents a battleship's smaller artillery pieces. These smaller guns outnumber the larger guns handily but are hampered by significantly less range and power.



NOTE

The German battleship *Schleswig-Holstein* fired the first shots of World War II.

CARRIERS

The aircraft carrier forever redefined the role of airpower in naval combat. The long reach of her unique and versatile strike package makes her a decisive element in any naval engagement. The fighters she berths are capable of long-range offensive strikes and tenacious defensive maneuvers, and they serve crucial support functions, such as escorting friendly units through enemy territory.



It's no wonder that aircraft carriers soon supplanted the battleship as a fleet's most important ship.

You cannot afford to lose your carrier. Period. Keep her well guarded and far removed from the main engagement. Establishing a Combat Air Patrol, or CAP, over your carrier(s) is absolutely vital. Aircraft launched from your carriers will automatically take up a CAP until directed otherwise. In addition to a CAP, it's always good to keep a cruiser or destroyer close at hand.



While the planes they carry are agile and nimble, carriers are as sluggish and ungainly as they appear. Slow to turn and poorly equipped to meet any close-quarter engagement, a carrier's ability to maintain a safe distance from enemy ships is crucial to both its success and survival. This maximizes the effectiveness of the carrier's most useful and unique weapon: their aircraft.

Conversely, your opponent can't afford to lose their carrier either. When feasible, make it the focus of your offensive efforts.

Flight Deck Operations

A carrier is only worth the planes she has in the air, so proper management of your fighter squadrons is a critical part of commanding one. This means familiarizing yourself with the "Support Manager."



Use the Support Manager to:

1. Monitor the planes you have in the air.
2. Keep track of the inventory you have belowdecks.
3. Aim and launch additional units.
4. Recall an active squadron.



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WHAT YOU NEED TO KNOW ABOUT SQUADRONS

- A squadron consists of three airplanes.
- A carrier can have a maximum of four airplane squadrons in the air at one time.
- You can launch only a fresh squadron once all planes in an active squadron have either been shot down or have landed.



Allowing recalled airplanes to land on their own is convenient but can be time-consuming. If you're comfortable managing a manual landing and time is of the essence, you may want to take control of the situation.

AIRCRAFT



During World War II, the airplane adapted to nearly every combat situation in the Pacific War. Be it dropping high explosives, firing torpedoes, or providing cover for friendly units, the airplane could do it.



GENERAL PILOTING TECHNIQUES

Flying a plane can take a little getting used to, but once you get a feel for it, everything will fall into place.

NAVIGATION

When piloting an aircraft, consider the following factors:

Pitch: Changes your aircraft's altitude.

Roll: Banks your aircraft to the left or right.

Yaw: A side-to-side movement of the aircraft's nose caused by the deflection of the airplane's rudder. This can be used for making slight changes in direction. Yaw is particularly helpful when lining up an attack run.



THROTTLE



Unlike ships with their incremental speeds, aircraft can be throttled up and down between a wide range of speeds. Throttle up to gain speed and throttle down to slow down.

CAUTION

A stall occurs when speed and angle are such that the wings of an aircraft no longer generate sufficient lift to keep aloft. A stall can occur in banking and climbing maneuvers, but it is most commonly encountered in near vertical climbs. The simplest way to recover from a stall is to accelerate to create more lift and then hope there's enough air between you and the ground to pull out of it.



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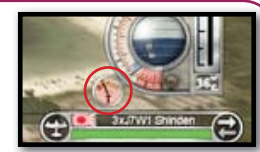
TURBO



With the exception of the level bomber, all aircraft have a turbo feature that gives them an extra boost of speed. Turbo is particularly helpful when closing ground with a fleeing enemy or escaping enemy fire.



Keep a close eye on your Turbo gauge and manage it strategically to ensure you have it when you need it most.



Remember to throttle down during a strafing run approach to give yourself the largest attack window possible. Throttle up as you complete your attack run to escape retaliation and set up for another run.

ARMAMENTS



Though some of the weapons remain the same as those found on ships, deploying them from an aircraft requires a different approach. This section offers a quick look at the array of weapons you should be familiar with.

MACHINE GUNS



As the default weapon for any plane, the machine gun lacks power but makes up for it with its high rate of fire and ability to tear through lighter armor.

BOMBS

Available in a range of sizes, bombs are highly effective in bringing down large warships and heavily fortified land installations such as airfields or shipyards. While dive-bombers are limited to carrying one to two bombs, level bombers carry massive payloads capable of pulverizing even the most stalwart of defenses.



DEPTH CHARGES



Depth charges dropped from the air operate in much the same way as those dropped from a ship. Position your plane over the target and release your depth charges.



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NOTE

A recon plane like the Japanese 13A Jake's improved sonar capabilities and depth charges make her an exceptional sub hunter.



ROCKETS



The end of the Pacific War saw rockets entering the battlefield. Bringing both pinpoint accuracy and explosive power to aerial combat, rockets are an all-purpose strike weapon that can be deployed against every target, with the exception of battleships.

TORPEDOES



The torpedo bomber's ability to deploy torpedoes in close proximity to enemy ships allows for unparalleled accuracy.

AIRCRAFT TYPES

Navigation and throttle between the aircraft that you can pilot remains identical in all cases. However, each type of aircraft performs a specific and important function. This section covers the individual aircraft types and their role in your campaign.



FIGHTERS



Nimble and swift, the fighter is critical to the proper defense of a battle group. The threat posed by level bombers, dive-bombers, and torpedo bombers is great, and fighters are ultimately the best countermeasure for defending against aerial attacks. The key functions of a fighter squadron are detailed below.

CAP

The Combat Air Patrol, or CAP, is one of the most critical functions that a fighter squadron can perform. Once in place, a CAP will maintain vigilant watch over your fleet, meeting any attacks head-on. CAPs allow you to tend to other fleet operations, such as bombing sorties or launching an offensive with your warships, while giving you the peace of mind that your aircraft carrier and main battle group are in capable hands.



During an air raid, have your fighters focus on any incoming bombers rather than fighters before tackling the torpedo and then dive-bomber squadrons.

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Escort



The escort detail is another crucial duty that fighters perform with excellence. Take advantage of this when dispatching level bombers or troop transports through hostile territory.



NOTE

Although dive-bombers and torpedo bombers can also conduct CAPs and escort details, their reduced speed and maneuverability make them less suited to such duties than their fighter cousins.

In addition to their defensive capabilities, the fighter also makes for an excellent offensive weapon. Until the development of the rocket, a fighter's reliance on machine guns limits the range of targets that she can take on. The following highlights the offensive repertoire of the fighter.

Strafing



To set up a strafing run, begin above your target and take an angled approach. As the target comes into range, open fire and keep it up.



As you close with the target, pull up from your descent and begin climbing to set up for a second run.

Strafing is the primary attack technique of the fighter. Although warships are impervious to the fighter's machine guns, troop transports, PT boats, landing craft, and many land installations are vulnerable to them. Use strafing runs to make quick work of these types of opponents.



Remember to use slower air speeds on the approach of your strafing run to deal as much damage as possible. Then accelerate past the target to evade any reprisal.



Fighters will make short work of any attacking PT boats. Use this knowledge to your advantage.

Dogfighting



Dogfighting is aerial combat between fighters. When defending your fleet, expect to regularly engage other fighters throughout your campaign. Here are some useful tips to keep in mind when engaging in a dogfight:

When firing on a target airplane, aim for the smaller crosshair that precedes the target. This represents where the enemy fighter plane will be by the time your rounds travel the distance between you and your target.



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Yaw is critical to accuracy in a dogfight. Use it to line up a target to really make your shots count.

When banking in pursuit of an enemy fighter, let up on the throttle as you begin the maneuver, then accelerate as you come around on the bearing you need to take. This will tighten your turn and help you to reengage the target sooner. This technique is also highly effective for turning the tables on any pursuers you may have in tow.

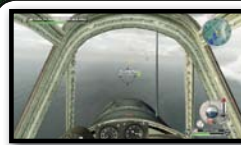


When under enemy fire, use your turbo and roll to minimize your opponent's accuracy.

Always mind your surroundings. A dogfight can get pretty hairy, and the proximity of so many aircraft to one another can lead to midair collisions.



NOTE



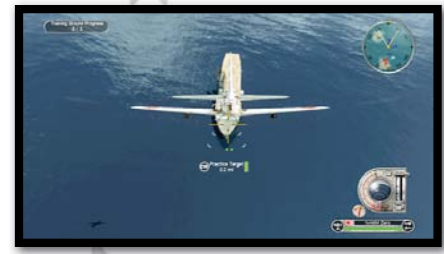
You can alternate between a cockpit view and third-person view while piloting any of the smaller aircraft. In a fighter, the cockpit view lends a great deal more accuracy for machine guns and rockets, while the third-person view offers an improved peripheral view of your fighter's surroundings.

DIVE-BOMBERS



Highly prevalent during World War II, the dive-bomber was a small aircraft that dives directly at its target in a bombing run. Here are some helpful pointers to maximize your effectiveness as a dive-bomber pilot.

The dive-bomber's steep angle of approach limits her exposure to AA fire while getting her in close to make a highly accurate strike against the target.





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A dive bomber's payload will reload on its own. This may take time, but it takes longer to recall a squadron and launch another. Just make certain to order any friendly squadrons to clear out of enemy airspace following their bombing run.

Your dive bomber's targeting reticle accounts for your airspeed on its own. Simply square up your reticle and release your payload when it lines up over your target.



NOTE

Torpedo bombers and dive-bombers fall into the category of fighter bombers.

TORPEDO BOMBERS



The torpedo bomber is capable of making critical strikes against enemy vessels. Their ability to launch their torpedo close to a target makes for greater accuracy. Here are some general tips on piloting a torpedo bomber:



The sensitivity of her payload requires that a torpedo bomber release the ordnance close to the water. If dropped from too high, the torpedo will detonate on impact.

Unfortunately, her even approach at a low altitude during a torpedo run makes the torpedo bomber a choice target for enemy AA fire and CAP aircraft.



Like the dive bomber, the torpedo bomber will rearm in the air on her own given enough time. Keeping her out of harm's way during the reload period will ensure that your squadron survives to make another torpedo run.



Has the enemy thinned the ranks of your fighters on CAP? Don't hesitate to send in your dive-bombers and torpedo bombers to cover the fleet while you get another fighter squadron off the deck.

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LEVEL BOMBERS



Unlike their diminutive cousin the dive-bomber, a level bomber drops her payload from level flight at much higher altitudes. To compensate for the lack of accuracy when bombing from these altitudes, the level bomber carries a much heavier payload. Use the following tips when dealing with level bombers:

The level bomber's sluggishness relative to fighter aircraft makes her an easy target. Keeping a friendly fighter squadron in escort is highly recommended whenever possible.



As bulky and slow as she is, the level bomber is far from defenseless. Bristling with defensive gunpods along her fuselage, she can dish out a great deal of punishment.

Nonetheless, a level bomber is most vulnerable to frontal and flank attacks.



When piloting any type of bomber, if you hold down the Fire button as you release your payload, you can follow it on its path.

CAUTION

Attention, fighter aces! It's vital that you minimize exposure to a bomber's defensive arsenal. Do this by steering clear of the aft section and using angled approaches. A flank attack is effective for two reasons:

1. It minimizes the bomber's defensive capabilities.
2. This angle of attack presents the largest target.

SUBMARINES

With an extensive military service history that reaches back to the American Civil War and beyond, the submarine truly came of age during World War II. Highly effective for commerce raiding and disrupting supply lines, they also proved to be lethal to warships. The following offers insights into the challenging art of submarine warfare.



NAVIGATION

Like a ship, a submarine's bearing is controlled via the rudder. Use the helm to adjust the rudder. While moving forward, steering the wheel left or right will turn the submarine in that direction.



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Remember that your submarine's rudder does not correct itself. Once you've turned the wheel, the rudder will maintain that position until you correct it.

SPEED



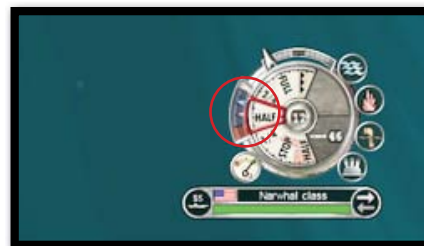
A submarine's speed is identical to that of a ship, using four variable default speeds: 1/4, 1/2, 3/4, and full speeds.

DIVING



The submarine's greatest weapon is its ability to strike undetected from beneath the surface before diving into the depths to hunt again. Properly managing a submarine's dives is the key to successful submarine operations. Here's a crash course in crash diving:

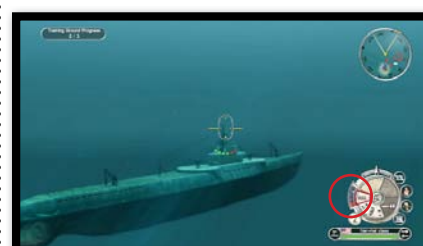
This gauge indicates your submarine's current depth.



The highest depth will surface your submarine. Submarines also travel faster on the surface.

CAUTION

A submarine is highly vulnerable when on the surface. Try to avoid it whenever possible and use your periscope to make sure the horizon is clear.



The second depth setting will bring your submarine to periscope depth. Once at this depth, use the periscope to scan the horizon for ships in the distance.

CAUTION

The periscope is a dead giveaway to any lurking antisubmarine units. Try to rely on sonar and tactical maps as much as possible.

Depth Level 3 is ideal for evading pursuit.





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Depth Level 4 is the deepest a submarine can go. While this depth is excellent for escaping a destroyer's depth charges, the water pressure can and will damage the submarine's hull as long as you remain at this depth.

AIR SUPPLY

The submarine's ability to lie in wait beneath the waves does come at a price. With a limited air supply, she can't stay submerged indefinitely. When oxygen gets low, a submarine must surface to replenish her tanks. A submarine's increased vulnerability on the surface makes proper oxygen conservancy a matter of life and death. Take careful note of these helpful tips:



This is your Oxygen gauge. Live by it, or die by it.

Always check your air supply prior to an engagement.



When dealing with a convoy under escort, focus your initial attacks on the escort vessels before turning your attention to the convoy. Transports are docile enough that you can engage them on the surface.



CAUTION

Once oxygen levels are critical, a submarine will surface automatically. It cannot dive again until its air supply is at least 50 percent replenished.

THE PERISCOPE

A submarine isn't blind while submerged. The periscope can be used to scan the horizon for ships in the distance. However, you must be at periscope depth to deploy it.



CAUTION

Remember, sailor, a periscope can easily alert any nearby enemy units of your presence. Rely on your radar and tactical maps as much as possible.

ARMAMENTS

Generally speaking, the submarine is equipped with many of the same weapons that her surface cousins carry.



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AA GUNS



Effective for taking down enemy aircraft, these guns are only operational while surfaced.

ARTILLERY

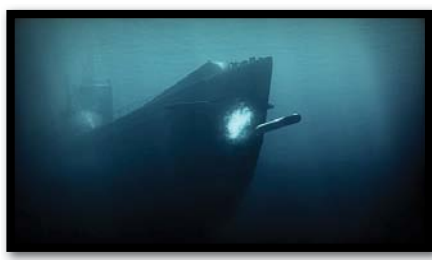


Also limited to use on the surface, submarine-based artillery does not have the same power or magnitude of warships.

CAUTION

Although they can provide limited cover while replenishing oxygen supplies, the submarine's surface weapons are defensive, and even then only marginally effective.

TORPEDOES



A submarine's ability to gain the initiative over enemies with devastating surprise torpedo attacks made her a terror of the high seas. Just remember that they can only be fired while surfaced or at periscope depth.



NOTE

Some classes of submarine have both fore and aft torpedo tubes. Only the tubes in the direction you aim will fire.

ISSUING ORDERS



In a pitched battle, a good leader can't be everywhere at once, as much as they might wish they could be. In these situations, it's important that you know how to delegate duties via the Orders menu. This section will give you a broad overview of issuing orders.

ISSUING ORDERS TO A SHIP OR SUBMARINE

Ship crews are trained to respond to threats automatically, be they an enemy ship or an incoming dive-bomber. Given this level of training and awareness, your orders are relatively limited when helming a ship. Beyond setting the crew's demeanor and managing the battle group's formation, ship crews are largely self-sufficient in your absence. The following is a breakdown of the orders one can give on a ship or submarine.



Remember to use every resource! The tips and walkthroughs located in the Tactical Library are quite comprehensive.



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Selecting the order in the Western quadrant of the Orders menu allows you to switch between Aggressive and Defensive combat attitudes for your crew. When set to Aggressive, a ship will continue to behave in this fashion in all ways. This means that if you leave your ship in the hands of the crew while you tend to another flash point elsewhere in the fleet, they will pursue the enemy rather recklessly. Always set your vessels to Defensive attitude if you must leave them unattended.



Selecting South from the menu allows you to configure the formation of your battle group.



MANAGING FORMATIONS

From the Formations map, you can select three preset formations:



- Column (North): This formation is best used for establishing convoys. Attempt to intersperse your warships among your transports to maximize protection.
- Diamond (West): This formation is ideal for establishing an escort around a capital ship.

CAUTION

Remember that your carrier is your most valuable asset. Use the diamond formation to insulate her against enemy counterattacks.

- Line (East): This formation is well suited to offensive maneuvers, particularly amphibious operations. It is also practical when hunting enemy submarines, allowing your destroyers and cruisers to fan out to cover more ground.



- You can also move each ship in your battle group to design your own formations.



- Do this by selecting the ships from right side of the map.



- You can then shift the selected ship into a position of your choice.

CAUTION

Formation changes are complicated maneuvers even in the best circumstances. Plan ahead and avoid formations that rely on your ships intersecting with one another in order to form them.



- You can also use the Formations map to establish the attitude of your entire battle group...



- ...or disband your formation.



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Selecting East from the Orders menu allows the ship you are in control of to break formation. This is helpful when you need to dispatch a destroyer to locate a skulking enemy submarine. It is also an excellent method to flank an enemy battle group in the midst of an engagement.

ISSUING ORDERS TO AIRCRAFT

Delegating tasks to aircraft is initiated in the same fashion as for a ship; however, the available orders are slightly different:

- **Attack (North):** Orders the squadron to attack the selected target.
- **Attitude (West):** Orders your pilots to either behave aggressively or defensively.
- **Regroup (South):** Orders your squadron to regroup to its original formation.
- **Land/Decommission (East):** Orders to land on the nearest friendly airfield or aircraft carrier. The Decommission option is available only for ships and only while playing Island Capture mode, and allows you to get back the Command Point at the cost of your unit.



AMPHIBIOUS OPERATIONS

The many small islands scattered throughout the Pacific are essential to both the Japanese and U.S. campaigns. Whether as a staging grounds or simply a safe haven for wounded ships and flak-freckled aircraft, it's critical that you familiarize yourself with conducting amphibious operations.



To seize an island, maneuver your ships close enough to make the Capture bar appear.



The more ships that you have in range, the quicker the bar fills in your favor. Make sure to launch your landing craft when prompted to further accelerate your progress.

You can't expect an enemy-held island to surrender at the first sign of your ships. Islands benefit a great deal from a variety of land installations. Take a moment to get familiar with them:



Light AA: Smaller-caliber weapons that are effective only against lightly armored targets, such as smaller planes or landing craft.



Heavy AA: These flak batteries are a much larger threat to your aircraft.



Coastal Gun: These artillery pieces pose the biggest threat to your ships, particularly the transports and landing craft.



Airfield: These installations launch aircraft. Destroy them to knock out your enemy's air power.



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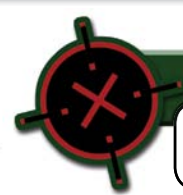
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Shipyard: Used to launch boats. Destroying this will minimize the threat of enemy ships.



Command Building: This is the heart of an island's defenses; destroying it will accelerate your capture of the island.



NOTE

Capturing a command building will earn you a Naval Supply.

THE SUPPORT MANAGER

The Support Manager is an indispensable ally in your battle for the Pacific. Use it on the fly to manage, arm, and launch the inventory of any carriers, shipyards, and airfields under your command. This applies to the launching of new squadrons as well as the basic management of any squadrons already in the air.



NAVAL SUPPLIES



As you progress through your campaign, completing objectives and capturing enemy installations, you may be notified that you've been awarded a Naval Supply. They come in three basic forms:

- **Air Support:** Used to call in a one-time air strike against an enemy unit
- **Active:** Enhance a key attribute of a given aircraft or ship
- **Technology:** Enhances one specific type of unit or feature

The following table details the various Naval Supplies and their functions.

Naval Supply Type	Name	Description
AIR SUPPORT (Calls in aircraft from outside the map. You cannot control these aircraft directly.)	D4Y Judy/SBD Dauntless DC Run	Calls in a squadron of D4Y Judy DCs to attack the targeted submarine with depth charges.
	D4Y Judy/SBD Dauntless Strike	Orders a squadron of D4Y Judy DC dive-bombers to attack your target with bombs.
	D3A Val/SB2C Helldiver Strike	Calls in a squadron of Helldivers to bomb your target.
	B5N Kate/TBF Avenger Torpedo Run	Orders a squadron of B5N Kates to launch a torpedo strike against your target.
	G4M Betty/B-7 Flying Fortress Strike	Calls in a squadron of G4M level bombers to carpet bomb your target.
	Kamikaze Zero/F4U Corsair Strike	Calls in a squadron of kamikaze planes (Japanese only)/F4U Corsair (U.S. only) to strike your target.
	G3M Nell Torpedo Run	Calls in a G3M Nell squadron to launch a torpedo strike against your target.



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Naval Supply Type	Name	Description
ACTIVE (Effects only the unit under your direct control)	Evasive Maneuver	The squadron performs a tactical evasive maneuver, which makes them much harder to hit.
	Full Throttle	The turbo speed boost of your plane is more effective and cools down faster.
	Improved Ship Movement	Your ship steams at flank speed with increased ability to steer.
	Hardened Armor	Hardened armor makes your ship more resistant to all kinds of projectiles and attacks.
	Improved Repair Team	A fresh repair team is on duty, speeding up the ship's repair process.
	Fierce Assault	All captures are done more quickly; your units have a boost to their capture value.
	Fearless Defense	Your land-based troops will protect the base at all costs, making its capture more difficult.
	Recon Sweep	Aerial reconnaissance alerts you to enemy ship movements on your tactical map.
	Improved Shells	Advanced warheads fired from your ship do increased damage.
	Targeting Computer	Improves the accuracy of all your ship's guns.
	Automatic Reloader	Reduces the reload time of your ship, submarine, or building.
TECHNOLOGY (Effects all applicable units within your fleet)	Advanced Repair Tools	All ships receive repair tools, making them repair more effectively.
	Advanced Recon Devices	All ships receive upgrades to their instruments, improving their recon capabilities.
	Veteran Crewmen	Experienced crews are assigned to all ships, improving the ship's maneuverability and speed.
	Advanced Planes	Field modifications to your aircraft make them faster and tougher.
	Advanced Weapons	All weapons are more effective.
	Face-Hardened Armor	Provides additional armor to all your ships.
	Veteran Pilots	Experienced pilots make all your planes more quick and agile.
	Veteran Troops	Veteran troops join your ranks, reducing the time it takes to capture an enemy base.
	Advanced Torpedoes	All torpedoes in use by your ships are replaced with faster, more accurate ammunition.

CASTOFF!

This concludes our briefing on the challenges of command that you are sure to face as you battle for dominion over the Pacific. Remember all that you have learned here, sailor. The fate of your crew and the world rest in your hands. Good luck. That is all. Dismissed!



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U.S. NAVY



Prior to the attack on Pearl Harbor, the United States remained somewhat removed from the growing troubles in Europe. Wary of the Japanese Empire's ambitious spread across the Pacific, the United States had long been planning for the likelihood of open conflict. As Japan began their aggressive expansion into northern China, the United States was quick to support embargoes levied against the island nation.

The Imperial Japanese Navy's (IJN) surprise attack on Pearl Harbor dealt a severe blow to the United States Navy's (USN) Pacific fleet, sinking eight battleships, among other vessels. Fortunately, the U.S. carrier fleet was away at the time of the attack, leaving the U.S. Navy wounded but far from defeated. The following details the ships and aircraft of the U.S. fleet.



SHIPS

U.S. LANDING CRAFT

Though small and isolated, the many islands dotting the Pacific are of the utmost importance to the U.S. Navy's campaign, providing a place to regroup, rearm, and reassess. Landing craft are the key to those islands.

LANDING SHIP, TANK (LST)



Designed to facilitate amphibious operations, the LST is capable of depositing large quantities of cargo, troops, and vehicles directly onto an unimproved shore.

Specifications

In service: 1943–1945
 Displacement: 4,980 long tons
 Dimensions: 347 ft. X 55 ft. 2 in.
 Complement: 14 officers and 90 men
 Speed: 13 knots

Armaments

Twin 40 mm gun (1)
 20 mm guns (6)

Stats

Health rating: 3
 Armor rating: 2
 Maneuvering: 6
 Speed: 7
 Artillery rating: 2
 AA rating: 2
 Torpedo rating: 0
 DC rating: 0



Landing craft are poorly armored and highly vulnerable to aircraft and PT boats. When conducting amphibious operations, make certain to provide an escort.



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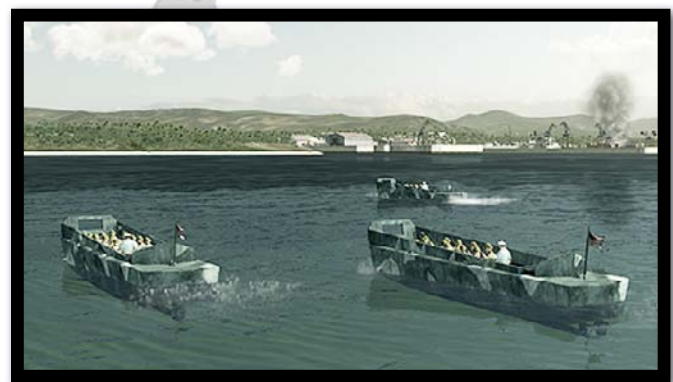
LSM ROCKET SUPPORT SHIP - LSM (R)



The LSM (R) was manufactured for the U.S. Navy from 1944 through 1945. Roughly the same size as the LST, the LSM (R) functions as very long range artillery support.

Specifications	Armaments	Stats
In service: 1944–1945 Displacement: 900 tons (loaded) Dimensions: 203 ft. 6 in. X 34 ft. Complement: 4 officers, 54 enlisted Speed: 13.3 knots	Twin 40 mm guns (2) 20 mm guns (4)	Health rating: 3 Armor rating: 2 Maneuvering: 6 Speed: 7 Artillery rating: 8 AA rating: 2 Torpedo rating: 0 DC rating: 0

HIGGINS LCVP



The Landing Craft, Vehicle/Personnel (LCVP) was used heavily during World War II. Referred to as a Higgins boat after the craft's designer Andrew Higgins, they ferry platoons to the shore during amphibious operations.

Specifications	Armaments	Stats
In service: 1941–1945 Displacement: 9 tons Dimensions: 36 ft. 3 in. X 10 ft. 10 in. Complement: 3 crew, 36 troops Speed: 9 knots	.30-caliber machine guns (2)	Health rating: 1 Armor rating: 1 Maneuvering: 8 Speed: 6 Artillery rating: 0 AA rating: 0 Torpedo rating: 0 DC rating: 0



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U.S. PT BOATS

PT BOAT 80' ELCO



Of the three PT boats developed for the U.S. Navy during World War II, the Elco was the largest. Her sleek design makes her swift and highly maneuverable, while her twin .50-caliber antiaircraft guns help against aerial attacks.

Specifications	Armaments	Stats
In service: 1941–1945	.50-caliber M2 Browning machine guns (2)	Health rating: 1
Displacement: 2,050 tons	40 mm Bofors gun (1)	Armor rating: 1
Dimensions: 376 ft. 6 in. X 39 ft. 6 in.	Mark 13 torpedo tubes (4)	Maneuvering: 10
Complement: 329 officers and men		Speed: 10
Speed: 36.5 knots		Artillery rating: 0
		AA rating: 2
		Torpedo rating: 4
		DC rating: 3

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U.S. DESTROYERS



While slightly behind the curve early on, the U.S. Navy quickly adapted their destroyers to meet the changing face of naval warfare. Meet the destroyers of the U.S. Navy.

FLETCHER CLASS



As the successor to the Clemson class, the Fletcher improves upon the old workhorse with a much more up-to-date arsenal. Named after Admiral Frank F. Fletcher, the Fletcher's increased weaponry (particularly its antiaircraft complement) make it a ship to be both feared and respected.

Specifications	Armaments	Stats
In service: 1941–1945	5-inch .38-caliber guns (5)	Health rating: 3
Displacement: 2,500 tons	40 mm Bofors guns (6)	Armor rating: 4
Dimensions: 376 ft. 6 in. X 39 ft. 6 in.	20 mm Oerlikon cannons (7)	Maneuvering: 8
Complement: 329 officers and men	21-inch torpedo tubes (10)	Speed: 8
Speed: 36.5 knots	Depth-charge racks (2)	Artillery rating: 4
	K-guns (6)	AA rating: 5
		Torpedo rating: 8
		DC rating: 8



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NOTE

Following the close of World War II, some Fletcher-class destroyers participated in the Korean and Vietnam wars, while the majority were sold to other countries, including Germany, Italy, and Japan.

ASW FLETCHER (UNLOCKABLE)



With the rise of submarine warfare in World War II, great pains were taken to develop better means of dealing with them. The ASW Fletcher is an enemy submarine's worst nightmare.

Specifications	Armaments
In service: 1941–1945	5-inch .38-caliber guns (5)
Displacement: 2,500 tons	40 mm Bofors guns (8)
Dimensions: 376 ft. 6 in. X 39 ft. 6 in.	20 mm Oerlikon cannons (8)
Complement: 329 officers and men	21-inch torpedo tubes (10)
Speed: 36.5 knots	Depth-charge racks (2)
	K-guns (6)

Stats
Health rating: 4
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 4
AA rating: 4
Torpedo rating: 8
DC rating: 10

CLEMSON CLASS



With 156 ships serving the U.S. Navy from World War I through World War II, the Clemson-class destroyer is the workhorse of the U.S. Navy. Based on its predecessor, the Wickes-class destroyer, the Clemson is relatively outdated. However, the shortage of fleet escort vessels within the Allied force combined with the abundance of Clemsons within the U.S. Navy have made them invaluable in early war efforts.

Specifications	Armaments
In service: 1922–1945	4-inch .50-caliber guns (4)
Displacement: 1,308 tons	3-inch .23-caliber guns (1)
Dimensions: 314 ft. 4.5 in. X 30 ft. 11.5 in.	21-inch torpedo tubes (10)
Complement: 122 officers and men	
Speed: 35.5 knots	

Stats
Health rating: 3
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 3
AA rating: 4
Torpedo rating: 3
DC rating: 7



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ALLEN M. SUMNER CLASS (UNLOCKABLE)



Successor to the Fletcher-class destroyer, the Sumner-class destroyer improved upon the former's design. In addition to larger guns, the Sumner's emphasis on antiaircraft weapons make her a bit more powerful than her predecessor.

Specifications	Armaments
In service: 1943–1975	5-inch .38-caliber guns (6)
Displacement: 3,515 tons	40 mm Bofors guns (12)
Dimensions: 376 ft. 6 in. X 41 ft.	20 mm Oerlikon cannons (11)
Complement: 329 officers	21-inch torpedo tubes (10)
Speed: 34 knots	Depth-charge racks (2)

Stats
Health rating: 4
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 5
AA rating: 6
Torpedo rating: 8
DC rating: 8

U.S. CRUISERS



The cruisers of the U.S. Navy were fierce opponents, marked by a heavy focus on their AA capabilities.

NORTHAMPTON CLASS



When the 1922 Washington Naval Treaty prohibited the building of additional battleships, the U.S. Navy commissioned six Northampton-class heavy cruisers to replace the heavier, costlier Pensacola-class cruiser. She offers improved speed and firepower for her type; however, she has insufficient armor and poor antitorpedo defenses.

Specifications	Armaments
In service: 1930–1942	8-inch .55-caliber guns (9)
Displacement: 9,050 tons	5-inch .25-caliber guns (4)
Dimensions: 600 ft. 3 in. X 66 ft. 1 in.	40 mm Bofors guns (24)
Complement: 621 men	20 mm Oerlikon cannons (28)
Speed: 32.5 knots	21-inch torpedo tubes (9)

Stats
Health rating: 6
Armor rating: 6
Maneuvering: 5
Speed: 6
Artillery rating: 6
AA rating: 3
Torpedo rating: 0
DC rating: 0

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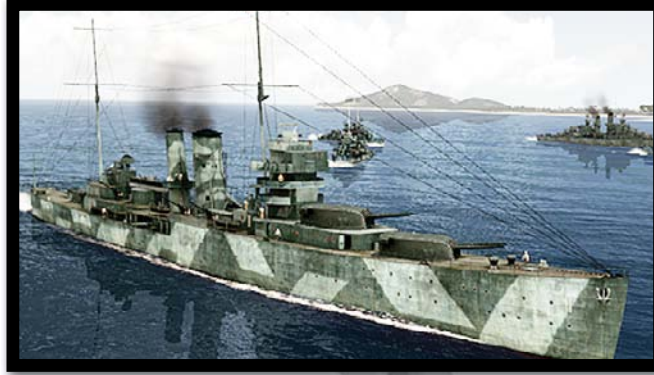
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YORK CLASS



Designed to meet the guidelines set forth by the Washington Naval Treaty, the Royal Navy's York-class cruiser was build to succeed the County-class cruiser. Improvements in armor meant she could absorb more punishment than her predecessor. Unfortunately, the York's strict adherence to the County-class's armaments left her with limited torpedo tubes and poor antiaircraft defenses. Later in her career, the York received a rotating catapult that enabled her to deploy reconnaissance aircraft.

Specifications	Armaments
In service: 1928–1941	8-inch guns (6)
Displacement: 10,350 tons	4-inch guns (4)
Dimensions: 540 ft. X 57 ft.	0.5-inch machine guns (8)
Complement: 623 men	21-inch torpedo tubes (6)
Speed: 32.25 knots	

Stats
Health rating: 6
Armor rating: 6
Maneuvering: 5
Speed: 6
Artillery rating: 6
AA rating: 3
Torpedo rating: 5
DC rating: 0

CLEVELAND CLASS



Based on an improved design of the Brooklyn-class cruiser, the Cleveland-class is a light cruiser. Her design allows for a vastly superior range of operation. Most importantly, however, is the Cleveland's emphasis on AA batteries, making her a fierce escort vessel.



NOTE

All 27 of the Cleveland-class light cruisers that the US Navy commissioned survived the war. The last of her line, the USS *Little Rock*, is in a museum in Buffalo, NY.

Specifications	Armaments
In service: 1942–1947	6-inch .47-caliber guns (12)
Displacement: 10,000 tons	5-inch .38-caliber dual-purpose guns (12)
Dimensions: 610 ft. X 66 ft. 6 in.	40 mm Bofors guns (32)
Complement: 1,255 men	
Speed: 32.5 knots	

Stats
Health rating: 5
Armor rating: 5
Maneuvering: 6
Speed: 7
Artillery rating: 5
AA rating: 8
Torpedo rating: 0
DC rating: 0



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ATLANTA CLASS (UNLOCKABLE)

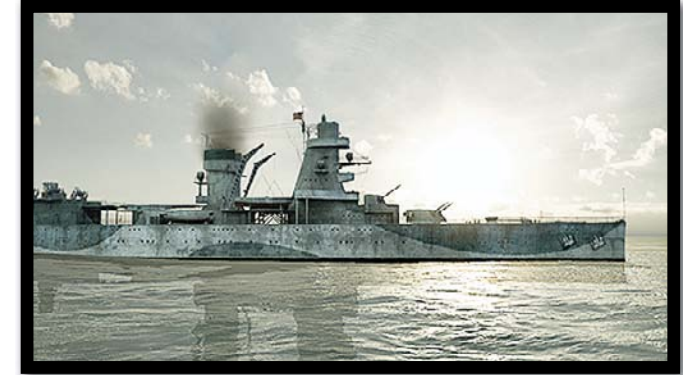


Predecessor to the Cleveland, the Atlanta proved to be a highly efficient AA cruiser. Unfortunately, her knack for fending off aircraft was not shared by her ability to contend with other warships in surface engagements. In fact, only two Atlanta-class cruisers ever engaged in surface combat, both of which were sunk during the Guadalcanal campaign.

Specifications	Armaments
.50-caliber M2 Browning machine gun (front; 2)	5-inch .38-caliber guns (16)
.50-caliber Browning machine gun (rear; 1)	1.1-inch .75-caliber guns (9)
.30-caliber M1919 Browning machine gun (fuselage; 1)	21-inch torpedo tubes (8)
Mark XIII torpedo (1)	

Stats
Health rating: 5
Armor rating: 5
Maneuvering: 6
Speed: 7
Artillery rating: 5
AA rating: 10
Torpedo rating: 0
DC rating: 0

DE RUYTER CLASS



Flying the colors of the Royal Netherlands Navy, the De Ruyter was designed during the Great Depression. In an effort to curb costs, the De Ruyter lacked the firepower and heavy armor that her counterparts enjoyed. On the other hand, her exceptional fire-control system and AA capabilities make her a formidable defender against aerial attacks.

Specifications	Armaments
In service: 1935–1942	6-inch guns (7)
Displacement: 7,822 tons	40 mm Bofors guns (10)
Dimensions: 560 ft. 9 in. X 51 ft. 6 in.	.50-caliber machine guns (8)
Complement: 437 men	
Speed: 32 knots	

Stats
Health rating: 5
Armor rating: 5
Maneuvering: 6
Speed: 7
Artillery rating: 5
AA rating: 2
Torpedo rating: 0
DC rating: 0



NOTE

The De Ruyter was the sole vessel in her class. She was sunk in 1942 while participating in the Battle of the Java Sea.

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U.S. BATTLESHIPS



After the Japanese sunk eight U.S. battleships in Pearl Harbor, the U.S. Navy found themselves with no battleships to sail in the Pacific theater. The sinking of remaining Allied battleships in the early stages of the Pacific War left them with few battleships to meet the Japanese threat. However, by the summer of 1942, the navy commissioned new, fast battleships.

KING GEORGE V CLASS



In late 1941, following the Japanese invasion of French Indochina, Britain dispatched the *Prince of Wales*, a King George V-class battleship, to Singapore to dissuade Japanese forces from making similar aggressions against British colonial holdings there.

Only months before its assignment to the Pacific, the *Prince of Wales* faced off against Germany's famous battleship *Bismarck* in the Battle of the Denmark Strait, where she and her crew witnessed the tragic sinking of the British battle cruiser *HMS Hood*.

Specifications	Armaments
In service: 1941–1941	14-inch guns (10)
Displacement: 43,786 tons	5.25-inch dual-purpose guns (16)
Dimensions: 745 ft. 1 in. X 112 ft. 5 in.	40 mm Bofors guns (48)
Complement: 1,521 men	20 mm Oerlikon guns (8)
Speed: 28 knots	

Stats
Health rating: 9
Armor rating: 9
Maneuvering: 3
Speed: 4
Artillery rating: 8
AA rating: 6
Torpedo rating: 0
DC rating: 0

RENOWN CLASS



Built during World War I, the Renown-class battleship once held the distinction of being the largest capital ship. Given the Renown's age, she has undergone a great deal of modifications and upgrades to keep steady pace with the changing face of war. Her speed is her most valuable asset.

Specifications	Armaments
In service: 1916–1948	15-inch .42-caliber guns (6)
Displacement: 32,000 tons	4.5-inch guns (20)
Dimensions: 794 ft. X 90 ft.	40 mm Bofors guns (24)
Complement: 1,181 men	20 mm Oerlikon guns (Varied)
Speed: 31 knots	

Stats
Health rating: 8
Armor rating: 8
Maneuvering: 3
Speed: 6
Artillery rating: 7
AA rating: 6
Torpedo rating: 0
DC rating: 0

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NEW YORK CLASS



Built in 1910, well before World War II, the New York-class battleship was refitted to better cope with aircraft. Even still, she struggles against aerial attacks. Fortunately, her thick armor allows the New York to absorb significant punishment. She went on to participate in the pre-invasion bombardment of Iwo Jima, firing more rounds than any other ship.

Specifications

In service: 1914–1946
 Displacement: 28,367 tons
 Dimensions: 573 ft. X 95 ft. 6 in.
 Complement: 1,042 men
 Speed: 21 knots

Armaments

14-inch .45-caliber guns (6)
 5-inch .28-caliber guns (21)
 21-inch torpedo tubes (4)

Stats

Health rating: 9
 Armor rating: 9
 Maneuvering: 3
 Speed: 4
 Artillery rating: 8
 AA rating: 5
 Torpedo rating: 0
 DC rating: 0

SOUTH DAKOTA CLASS



Built in 1939, the South Dakota-class battleship was a great deal shorter than her predecessor, the North Carolina-class battleship. Shortening of the South Dakota's hull allowed more of her weight to be devoted to armor. Her thick iron sides offered "balanced protection," meaning that it was developed to withstand its own firepower. Unfortunately, the shortened hull and increased armor had a negative impact on the South Dakota's overall speed.

Specifications

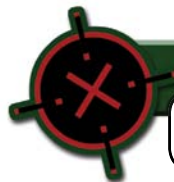
In service: 1942–1947
 Displacement: 35,000 tons
 Dimensions: 680 ft. X 108 ft. 2 in.
 Complement: 2,364 men
 Speed: 27.8 Knots

Armaments

16-inch guns (9)
 5-inch .38-caliber guns (16)
 40 mm Bofors guns (68)
 20 mm Oerlikon cannons (76)

Stats

Health rating: 9
 Armor rating: 9
 Maneuvering: 3
 Speed: 4
 Artillery rating: 8
 AA rating: 8
 Torpedo rating: 0
 DC rating: 0



NOTE

The USS *New York* was the fifth ship to carry the name.



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IOWA CLASS (UNLOCKABLE)



The Iowa class was a modern battleship designed with the intention of keeping pace with the U.S. Navy's carrier fleets without sacrificing armaments or armor. Developed specifically to go toe to toe with the Imperial Japanese Navy, the Iowa class represents one of the most powerful ships the U.S. Navy has ever put to sea. Given her role as an escort to the U.S. Navy's carrier fleets, the Iowa was well outfitted to cope with attacks from enemy aircraft.



NOTE

When firing broadside, the Iowa-class battleship was capable of putting 36,000 pounds of ordinance on a target every minute.

Specifications	Armaments
In service: 1943–1990	16-inch guns (9)
Displacement: 45,000 tons	5-inch .38 caliber guns (20)
Dimensions: 887 ft. 3 in. X 108 ft. 2 in.	40 mm Bofors guns (80)
Complement: 2,758 men	20 mm Oerlikon cannons (49)
Speed: 33 knots	

Stats
Health rating: 10
Armor rating: 9
Maneuvering: 4
Speed: 5
Artillery rating: 9
AA rating: 9
Torpedo rating: 0
DC rating: 0

U.S. CARRIERS



The rapid evolution of aerial combat did not go unnoticed by the U.S. Navy, who was quick to make improvements on carrier design, particularly where speed and AA armaments were concerned.

LEXINGTON CLASS



As the first aircraft carrier in the U.S. Navy, the Lexington class actually started as a battle cruiser before being converted to a carrier. Her size and sealed-bow design were the foundation for future U.S. aircraft carriers.

Specifications	Armaments
In service: 1927–1942	Twin 8-inch .55-caliber guns (4)
Displacement: 38,746 tons	5-inch guns (12)
Dimensions: 888 ft. X 106 ft.	
Complement: 2,122 men	
Speed: 33.25 knots	

Stats
Health Rating: 7
Armor rating: 4
Maneuvering: 3
Speed: 4
Artillery rating: 4
AA rating: 7
Torpedo rating: 0
DC rating: 0

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YORKTOWN CLASS



Continuing the tradition of the large aircraft carrier started by the Lexington class before her, the Yorktown continued to build on the flexibility and survivability of her predecessor. Despite the fact that she was smaller than the Lexington, the Yorktown could still carry nearly as many aircraft as her bigger sister.

Specifications

In service: 1937–1942
 Displacement: 25,500 tons
 Dimensions: 824 ft. 9 in. X 109 ft. 6 in.
 Complement: 2,217 men
 Speed: 32.5 knots

Armaments

Twin 8-inch .38-caliber guns (8)
 Quad 1.1-inch .75-caliber guns (4)
 20 mm Oerlikon cannons (30)

Stats

Health rating: 7
 Armor rating: 4
 Maneuvering: 3
 Speed: 4
 Artillery rating: 4
 AA rating: 7
 Torpedo rating: 0
 DC rating: 0

HERMES CLASS



The first ship designed and built to be an aircraft carrier for any navy, the Royal Navy's Hermes class was outdated at its entry into the war. Her weak armor, low top speed, poor maneuverability, and lack of sufficient armaments make her a soft target.

Specifications

In service: 1923–1942
 Displacement: 13,000 tons
 Dimensions: 598 ft. X 70 ft.
 Complement: 664 men (excluding air crew)
 Speed: 25 knots

Armaments

5.5-inch guns (6)
 4-inch AA cannons (3)

Stats

Health rating: 5
 Armor rating: 4
 Maneuvering: 3
 Speed: 4
 Artillery rating: 0
 AA rating: 1
 Torpedo rating: 0
 DC rating: 0

BOGUE CLASS



The Bogue class was an escort carrier developed and built in the United States for the U.S. Navy and the Royal Navy. She served with distinction in both the Atlantic and Pacific theaters, proving to be highly effective in her role as a submarine hunter.

Specifications	Armaments	Stats
In service: 1942–1946	4-inch .50-caliber guns (2)	Health Rating: 6
Displacement: 16,620 tons	40 mm Bofors gun (8)	Armor rating: 4
Dimensions: 496 ft. X 69 ft. 6 in.	20 mm Oerlikon cannons (20)	Maneuvering: 3
Complement: 646 men (excluding air group)		Speed: 5
Speed: 18 Knots		Artillery rating: 2
		AA rating: 4
		Torpedo rating: 0
		DC rating: 0

U.S. SUBS



GATO CLASS (UNLOCKABLE)



The largest submarine built by the U.S. Navy, the Gato would set the bar for all other U.S. submarines during World War II. Operating primarily in the Pacific theater, the Gato encountered several problems during the early stages of the war, particularly with the Mark 14 torpedo. Once these problems were identified and ironed out in 1943, the Gato went on to plague the Japanese fleet.

Specifications	Armaments	Stats
In service: 1943–1969	21-inch torpedo tubes (10)	Health rating: 2
Displacement: 1,525 tons surfaced/2,424 tons submerged	3-inch .50-caliber gun (1)	Armor rating: 2
Dimensions: 311 ft. 8 in. X 27 ft. 3 in.	.50-caliber machine guns (4)	Maneuvering: 6
Complement: 60 men		Speed: 5
Speed: 21 knots surfaced/9 knots submerged		Artillery rating: 2
		AA rating: 1
		Torpedo rating: 10
		DC rating: 0



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NOTE

The USS *Cavalla*, a Gato-class submarine, sank the Japanese carrier *Shokaku*, who had played a role in the attack on Pearl Harbor.

NARWHAL CLASS



Built in the interwar period, the Narwhal is one unique class of five classes built as part of the U.S. Navy's V-boat series. A highly durable and seaworthy submarine, the Gato possessed larger torpedo holds and bigger deck guns at the sacrifice of speed.

Specifications	Armaments	Stats
In service: 1930–1945	21-inch torpedo tubes (6)	Health rating: 2
Displacement: 2,730 tons surfaced/3,900 tons submerged	6-inch .53-caliber guns (2)	Armor rating: 2
Dimensions: 371 ft. X 33 ft. 3 1/4 in.	.50-caliber machine guns (2)	Maneuvering: 5
Complement: 90 men		Speed: 5
Speed: 14 knots surfaced/8 knots submerged		Artillery rating: 2
		AA rating: 1
		Torpedo rating: 6
		DC rating: 0

U.S. AIRCRAFT

The rise of the aircraft carrier redefined the role of war planes in naval engagements. The U.S. Navy's success in the Pacific was in no small part thanks to her aircraft.



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U.S. FIGHTERS



The following takes a closer look at the individual fighter planes deployed by the U.S. Navy in the Pacific War.

F2A BUFFALO



The F2A Buffalo was the first monoplane war plane deployed by the U.S. Navy. Her poor speed and handling left the Buffalo ill-equipped to take on the Japanese A6M Zero. On account of this, the Buffalo suffered heavy losses in her engagements with Zeros in the skies of Southeast Asia.

Specifications	Armaments
Crew: 1	.50-caliber M2 Browning machine gun (3)
Length: 26 ft.	.30-caliber M1919 Browning machine gun (1)
Wingspan: 35 ft.	
Top speed: 301 mph	

Stats
Health rating: 5
Armor rating: 3
Maneuvering: 8
Speed: 6
Machine gun rating: 6
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

P-40 WARHAWK



With exceptional agility and speed, the P-40 was one of World War II's tightest-turning fighter planes. The P-40 saw action in nearly every theater of operation during the war. Her armored engine and cockpit gave the P-40 a high rate of survivability.



Renowned for her durability, the P-40 was even known to survive some midair collisions.

The complexity of the P-40's cockpit canopy can obstruct visibility. Consider this when choosing between cockpit and third-person views.

Specifications	Armaments
Crew: 1	.50-caliber machine guns (6)
Length: 31.67 ft.	Bombs (2)
Wingspan: 37.33 ft.	
Top speed: 360 mph	

Stats
Health rating: 5
Armor rating: 4
Maneuvering: 7
Speed: 6
Machine gun rating: 7
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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HAWKER HURRICANE



Built originally as a multipurpose fighter for Britain's Royal Air Force (RAF), the Hurricane was later modified for use on aircraft carriers. Although a substantial upgrade from the RAF's existing biplane fighters, the Hurricane proved to be a bit dated, even when making her debut. Her chief deficiencies are in the areas of speed and maneuverability.

Specifications

Crew: 1
Length: 32 ft. 3 in.
Wingspan: 40 ft.
Top speed: 340 mph

Armaments

20 mm cannons (4)
Bombs (2)

Stats

Health rating: 5
Armor rating: 4
Maneuvering: 7
Speed: 6
Machine gun rating: 7
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

F4F WILDCAT



Originally submitted as a biplane, the Wildcat was redesigned as a monoplane after the F2A Buffalo was chosen for production. In spite of her inferior speed and handling against the Japanese Zero, the Wildcat's heavier armor gave her a durability that the Zero could not match.

Specifications

Crew: 1
Length: 28 ft. 9 in.
Wingspan: 38 ft.
Top speed: 331 mph

Armaments

.50-caliber machine guns (4)
Bombs (2)

Stats

Health rating: 5
Armor rating: 4
Maneuvering: 7
Speed: 6
Machine gun rating: 7
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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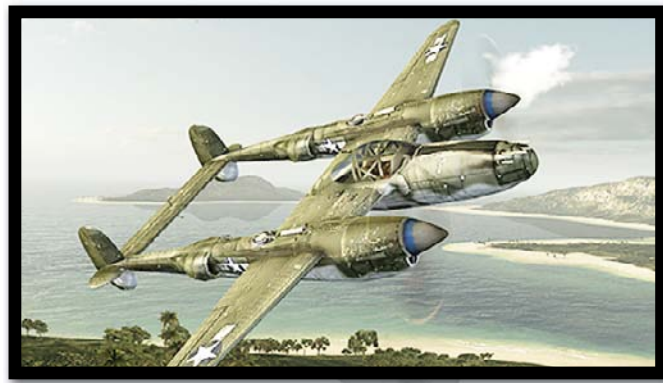
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P-38 LIGHTNING



Lockheed's unconventional Lightning entered active service in 1942. Her twin engines along with her turbo superchargers made her a fast attack aircraft, living up to her moniker, while her twin-tail assembly made her surprisingly agile. With her machine guns mounted in the nose section as opposed to along the wings like her contemporaries, the Lightning offered superior range and accuracy.

Specifications	Armaments	Stats
Crew: 1	20 mm cannon (1)	Health rating: 6
Length: 37 ft. 10 in.	.50-caliber machine guns (4)	Armor rating: 5
Wingspan: 52 ft.	Bombs (2)	Maneuvering: 7
Top Speed: 414 mph		Speed: 7
		Machine gun rating: 8
		Bomb rating: 3
		Torpedo rating: 0
		Rocket rating: 0
		DC rating: 0

F4U CORSAIR



Both respected and feared by Japanese aviators, the Corsair is credited with an 11:1 kill ratio. Her arrival to the Pacific War was late, but the Corsair quickly came into her own. Her superior speed and high-speed maneuverability allowed her to gain the upper hand against the Japanese Zero. In addition to the Corsair's prowess as a dogfighter, she soon proved to be highly effective in close-support roles during amphibious operations in the Pacific.

Specifications	Armaments	Stats
Crew: 1	.50-caliber machine guns (4)	Health rating: 6
Length: 33 ft. 4 in.	Rockets (6)	Armor rating: 5
Wingspan: 541 ft.	Bombs (2)	Maneuvering: 7
Top Speed: 425 mph		Speed: 7
		Machine gun rating: 7
		Bomb rating: 3
		Torpedo rating: 0
		Rocket rating: 7
		DC rating: 0



NOTE

At ten years, the Corsair enjoyed the longest production run of any piston-engine aircraft in the U.S. Navy.



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F6F HELLCAT



The Hellcat was the successor to the F4F Wildcat. After close examination of the Wildcat's deficiencies when tussling with Japanese Zeros, the Wildcat's designers managed to maintain the Wildcat's damage absorbency and superior armaments while addressing her slower airspeeds and inferior maneuverability. Entering the war in 1943, the Hellcat is attributed with 75% of all the U.S. Navy's aerial triumphs in the Pacific and with a 13:1 kill ratio against the Japanese Zero.

Specifications	Armaments
Crew: 1	.50-caliber M2 Browning machine gun (4)
Length: 33 ft. 7 in.	Bombs (2)
Wingspan: 42 ft. 10 in.	
Top speed: 330 mph	

Stats
Health rating: 6
Armor rating: 5
Maneuvering: 7
Speed: 6
Machine gun rating: 7
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

P-80 SHOOTING STAR (UNLOCKABLE)



The Shooting Star was the first jet fighter to enter service with the United States Army Air Forces. Concerned about delays with their own jet fighter, the U.S. Navy took on several Shooting Stars that were modified to handle deck launches and landings. After a series of test flights resulted in crashes, the Shooting Star was late in arriving to the Pacific War. As a result, she did not see combat.

Specifications	Armaments
Crew: 1	.50-caliber machine guns (6)
Length: 34 ft. 5 in.	Bombs (2)
Wingspan: 38 ft. 9 in.	Rockets (8)
Top speed: 600 mph	

Stats
Health rating: 7
Armor rating: 6
Maneuvering: 6
Speed: 10
Machine gun rating (8)
Bomb rating: 0
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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U.S. DIVE-BOMBERS



Dive-bombers were ideal for making surgical strikes against enemy ships. The U.S. Navy fielded two impressive dive-bombers in the Pacific theater.

SBD DAUNTLESS

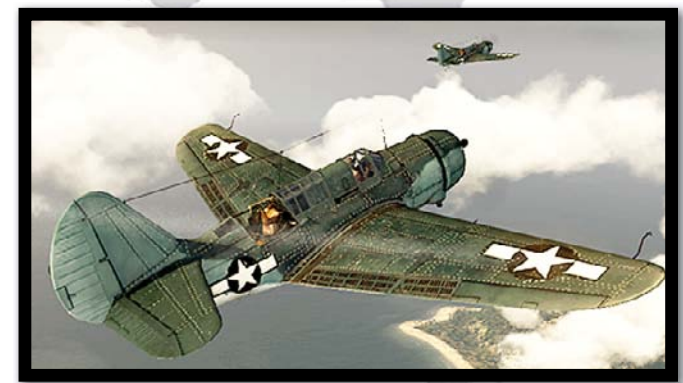


The Dauntless became involved in the Pacific War on the day it began, when Dauntlesses returning to Pearl Harbor from the USS *Enterprise* were engaged by the Japanese. The Dauntless also served in the European theater but truly earned her reputation in the Pacific. In the Battle of the Coral Sea, Dauntlesses helped sink the Japanese carrier *Shoho*. At the Battle of Midway, Dauntlesses managed to sink four Japanese carriers, three of them within a span of six minutes. Her effectiveness as a dive-bomber kept the Dauntless in service long after her time.

Specifications	Armaments
Crew: 2	Browning M2 .50-caliber machine guns (forward; 2)
Length: 33 ft. 1 in.	Browning .30-caliber machine gun (rear; 1)
Wingspan: 41 ft. 6 in.	
Top speed: 255 mph	

Stats
Health rating: 4
Armor rating: 3
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 5
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

SB2C HELLDIVER



Successor to the Dauntless, the Helldiver was much faster than its forerunner. Despite this, the much larger and substantially heavier Helldiver suffered from poor maneuverability. These facts only reinforced the popularity of the Dauntless. Initially plagued by production problems, the Helldiver eventually managed to overcome its poor reputation, though it never attained the level of respect enjoyed by the Dauntless.

Specifications	Armaments
Crew: 2	20 mm cannon (front; 2)
Length: 36 ft. 9 in.	.30-caliber M1919 Browning machine gun (rear; 2)
Wingspan: 49 ft. 9 in.	Bombs (1-2)
Top speed: 294 mph	

Stats
Health rating: 4
Armor rating: 3
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 6
Torpedo rating: 0
Rocket rating: 0
DC rating: 4



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TORPEDO BOMBERS



The ability to place torpedoes on a target in a strike cannot be understated. With the exception of the submarine and PT boats, no other unit offers the accuracy of the torpedo bomber. Here is a look at the torpedo bombers found within the U.S. arsenal.

FAIREY SWORDFISH



Though outdated even at the start of World War II, the Swordfish enjoyed notable success in her role as a torpedo bomber. In the Battle of Taranto, Italy, the Swordfish was credited with sinking three Italian battleships and a cruiser. The Swordfish was also a crucial player in the hunting and sinking of the German battleship *Bismarck*. Despite her antiquated design, the Swordfish continued to operate through the close of the war.

Specifications	Armaments
Crew: 3	.303-caliber Vicker machine gun (front; 1)
Length: 35 ft. 8 in.	.303-caliber Vicker machine gun (rear; 1)
Wingspan: 45 ft. 6 in.	Torpedoes (1)
Top speed: 138 mph	

Stats
Health rating: 4
Armor rating: 4
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 2
Torpedo rating: 5
Rocket rating: 0
DC rating: 4

TBD DEVASTATOR



Revolutionary for her time, the Devastator was the first all-metal naval aircraft and was the first to offer a completely enclosed cockpit and hydraulic folding wings. In spite of this, her poor speed and maneuverability left the Devastator outclassed by many of the enemy's aircraft.

Specifications	Armaments
Crew: 3	.50-caliber machine gun (front; 1)
Length: 35 ft. 0 in.	.30-caliber machine gun (rear; 1)
Wingspan: 50 ft. 1 in.	Mark XIII torpedo (1)
Top speed: 206 mph	

Stats
Health rating: 4
Armor rating: 4
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 0
Torpedo rating: 5
Rocket rating: 0
DC rating: 0



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TBF AVENGER



Built to replace the ungainly Devastator, the Avenger improved upon all of the deficiencies of her predecessor. The Avenger was a rugged and stable aircraft with responsive handling. She experienced a great deal of success against the Japanese fleet throughout her career.

Specifications	Armaments	Stats
Crew: 3 Length: 40 ft. 11.5 in. Wingspan: 54 ft. 2 in. Top speed: 276 mph	.50-caliber M2 Browning machine gun (front; 2) .50-caliber Browning machine gun (rear; 1) .30-caliber M1919 Browning machine gun (fuselage; 1) Mark XIII torpedo (1)	Health rating: 4 Armor rating: 4 Maneuvering: 5 Speed: 5 Machine gun rating: 4 Bomb rating: 5 Torpedo rating: 6 Rocket rating: 0 DC rating: 0

TBM-3 AVENGER (UNLOCKABLE)



A slight variation of the TBF Avenger, the TBM-3 was often referred to as the "dash-3." She was identical to the TBF Avenger in every way, aside from her military designation.

Specifications	Armaments	Stats
Crew: 3 Length: 40 ft. 11.5 in. Wingspan: 54 ft. 2 in. Top speed: 276 mph	.50-caliber M2 Browning machine gun (front; 2) .50-caliber Browning machine gun (rear; 1) .30-caliber M1919 Browning machine gun (fuselage; 1) "Tiny Tim" rocket (1)	Health rating: 4 Armor rating: 4 Maneuvering: 5 Speed: 5 Machine gun rating: 4 Bomb rating: 0 Torpedo rating: 0 Rocket rating: 9 DC rating: 8

NOTE

George H. W. Bush was shot down while piloting a TBM-3 in the Pacific War.



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RECON PLANES

Having a complete picture of the battlefield is vital to your ability to lead your fleet to victory. While commanding the U.S. Navy, you can rely on the following reconnaissance planes to help you out.

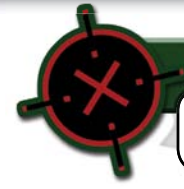
OS2U KINGFISHER



The primary shipboard reconnaissance plane the United States used during World War II, the Kingfisher is not designed for major engagements. Her light armor, light weapon complement, and low airspeed make the Kingfisher an easy target. However, she is an exceptional observation aircraft, and her improved sonar capabilities and depth charges also make her a formidable sub-hunter.

Specifications	Armaments
Crew: 2	.30-caliber M1919 Browning machine gun (2)
Length: 33 ft. 10 in.	Depth charges (2)
Wingspan: 35 ft. 11 in.	
Top speed: 164 mph	

Stats
Health rating: 3
Armor rating: 5
Maneuvering: 5
Speed: 6
Machine gun rating: 4
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 4



NOTE

Her compact design allows the Kingfisher to be launched from warships via a catapult.

PBY CATALINA



The Catalina is a flying boat that was put to extensive military use during World War II. She is a multipurpose aircraft, capable of performing reconnaissance duties, transporting matériel, and carrying a wide array of ordnance. Her most notable role was conducting antisubmarine warfare. As a patrol aircraft, the Catalina proved invaluable to the U.S. Navy on account of her unique design. Her versatility saw her deployed in all the operational theaters of World War II.

Specifications	Armaments
Crew: 8	.30-caliber machine guns (3)
Length: 63 ft., 10 7/16 in.	.50-caliber machine guns (2)
Wingspan: 104 ft. 0 in.	Torpedoes (2)
Top speed: 196 mph	Bombs (2)

Stats
Health rating: 8
Armor rating: 8
Maneuvering: 3
Speed: 5
Machine gun rating: 5
Bomb rating: 3
Torpedo rating: 8
Rocket rating: 0
DC rating: 4



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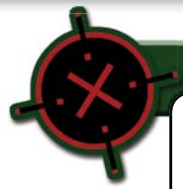
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NOTE

The Catalina played an important role in many famous engagements. For example, a Catalina spotted the German battleship *Bismarck*, and another kicked off the Battle of Way when her crew discovered the Japanese fleet's approach of Midway Island. The Catalina served with such distinction that she wasn't retired from military service until the 1980s.

LEVEL BOMBERS



The level bomber's ability to drop massive payloads on targets on land or at sea made her a crucial element to the U.S. Navy's campaign in the Pacific. The following section offers details about U.S. level bombers.

B-25 MITCHELL



This medium-altitude level bomber was used extensively in the Pacific theater. The B-25 was a tough aircraft, able to absorb a great deal of abuse from her enemies. She is easy to handle and sports a formidable defensive array.

Specifications	Armaments
Crew: 6	.50-caliber machine guns (12)
Length: 52 ft. 11 in.	Bombs (2,700 kg)
Wingspan: 67 ft. 6 in.	
Top speed: 275 mph	

Stats
Health rating: 8
Armor rating: 9
Maneuvering: 4
Speed: 4
Machine gun rating: 7
Bomb rating: 8
Torpedo rating: 6
Rocket rating: 0
DC rating: 0

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B-17 FLYING FORTRESS



This four-engine heavy bomber maintains iconic status on account of its distinguished service during World War II. In spite of the Flying Fortress's lower range of operation and smaller payload, her toughness, superior defensive capabilities, and precision in bombing runs easily overcame her deficiencies.

Specifications	Armaments
Crew: 10	.50-caliber M2 Browning machine guns (13)
Length: 74 ft. 4 in.	Bombs (2,000 - 3,600kg)
Wingspan: 103 ft. 9 in.	
Top speed: 287 mph	

Stats
Health rating: 8
Armor rating: 8
Maneuvering: 2
Speed: 4
Machine gun rating: 8
Bomb rating: 9
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

B-29 SUPERFORTRESS (UNLOCKABLE)



Big sister to the B-17 Flying Fortress, the Superfortress was one of the largest airplanes in military service during World War II. The Superfortress was a highly advanced aircraft for her time, boasting a pressurized cabin, a fire-control system, and remote-operated machine-gun turrets. Her greatest asset was her ability to fly at high speeds and extremely high altitudes to avoid the reach of Japanese fighters.

Specifications	Armaments
Crew: 11	.50-caliber M2 Browning machine guns (10)
Length: 99 ft. 0 in.	Bombs (9,000 kg)
Wingspan: 141 ft. 3 in.	
Top speed: 357 mph	

Stats
Health rating: 10
Armor rating: 9
Maneuvering: 2
Speed: 4
Machine gun rating: 9
Bomb rating: 10
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



NOTE

The Superfortress was such a fearsome aircraft that Japanese aviators actually tried to take them down by ramming them.



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OTHER AIRCRAFT

C-47 DAKOTA



The Dakota is a military transport aircraft. She was crucial to land operations in the Guadalcanal campaign and in other major offensives.

Specifications

Crew: 3
Length: 63 ft. 9 in.
Wingspan: 95 ft. 6 in.
Top speed: 224

Armaments

N/A

Stats

Health rating: 7
Armor rating: 7
Maneuvering: 3
Speed: 4
Machine gun rating: 0
Bomb rating: 0
Torpedo rating: 0
Rocket rating: 0
DC rating: 0





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IMPERIAL JAPANESE NAVY



In the years leading up to the Pacific War, the Japanese Empire was rapidly expanding its boundaries into northern China. With the West balking at the island nation's ambitions for Asia, Japan moved preemptively, launching near-simultaneous attacks against the bulk of the U.S. Navy's Pacific fleet at Pearl Harbor and then against English and Dutch colonial holdings in the region. Each attack served a strategic purpose: neutralizing the threat posed by the U.S. Navy while securing natural resources, particularly rubber and oil, from the Dutch and English to fuel Japan's growing ambitions. The Imperial Japanese Navy (IJN) struck hard and fast, nearly crippling the U.S. Navy's Pacific fleet. However, their failure to catch the U.S. carriers at Pearl Harbor would prove fatal.

Many consider the Japanese navy to be one of the world's best. The combined fleet is at your command. The following presents the ships that sail under the Rising Sun.

JAPANESE SHIPS

The combined fleet was comprised of ships that had some of the most advanced and forward-thinking designs the world has ever seen. The vessels were swift, powerful, and well protected, and they were well suited to the task the IJN set before them.

LANDING SHIPS

Vital to securing the many islands scattered throughout the Pacific, landing ships ferry Japanese invasion forces from transports to the enemy shore during amphibious operations.

DAIHATSU LCVP



Similar to the U.S. Navy's Higgins LCVP in both design and function, the Daihatsu LCVP was the primary conveyance for Japanese troops during amphibious operations. Her sluggish pace and light armor make her vulnerable to nearly every enemy unit.

Specifications	Armaments
In service: 1941–1945	.30-caliber machine guns (2)
Displacement: 21 tons	
Dimensions: 47 ft. X 10 ft.	
Complement: 12 men	
Speed: 8 knots	

Stats
Health rating: 1
Armor rating: 1
Maneuvering: 8
Speed: 6
Artillery rating: 0
AA rating: 0
Torpedo rating: 0
DC rating: 0

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TYPE 1 LANDING SHIP



The Type 1 Landing Ship, Tank proved a highly effective means for delivering tanks to shore during an amphibious assault. They are neither fast nor well defended, but they are critical to capturing enemy-held land installations.

Specifications	Armaments	Stats
In service: 1943–1945 Displacement: 4,980 tons Dimensions: 347 ft. X 55 ft. 2 in. Complement: 14 officers and 90 men Speed: 13 knots	Twin 40 mm gun (1) 20 mm guns (6)	Health rating: 3 Armor rating: 2 Maneuvering: 6 Speed: 7 Artillery rating: 2 AA rating: 2 Torpedo rating: 0 DC rating: 0

PATROL BOATS

PT GYORAITEI



On account of her much longer body, the Gyoraitai was neither as fast nor as agile as the U.S. Elco. Nonetheless, her 5-inch dual-purpose main gun gives her a great deal more punch than her American cousin can offer.

Specifications	Armaments	Stats
In service: 1938 Displacement: 87 tons Dimensions: 114 ft. X 15 ft. Complement: 9 Speed: 50 knots	5-inch .50-caliber DP gun (1) 13 mm 76 AA gun (1) Torpedo tubes (2) Depth-charge racks (2)	Health rating: 2 Armor rating: 1 Maneuvering: 9 Speed: 10 Artillery rating: 0 AA rating: 1 Torpedo rating: 4 DC rating: 3

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DESTROYERS



The Imperial Japanese Navy had some of the best, most advanced destroyers for their time. Anticipating the critical role of air power in the conflicts ahead of them, the Japanese equipped their destroyers with much better antiair weapons systems. As such, they make exceptional escort vessels.

FUBUKI CLASS



Although the Fubuki-class destroyer was a great deal older than many of its Allied counterparts, the Imperial Japanese Navy had a very forward-thinking design for this vessel. With superior firepower, significant speed advantages, and a longer range, the Fubuki introduced several revolutionary developments to the destroyer, such as its enclosed double turrets and its heavy gun and torpedo armament.



NOTE

According to noted naval historians Jon Parshall and Tony Tully, the Fubuki class is considered to be "the first modern destroyer."

Specifications	Armaments
In service: 1928–1945	5-inch .50-caliber DP guns (6)
Displacement: 1,750 tons	13 mm 76 AA guns (2)
Dimensions: 388 ft. 9 in. X 34 ft. 1 in.	Torpedo tubes (9)
Complement: 197 men	Depth-charge racks (2)
Speed: 38 knots	

Stats
Health rating: 3
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 4
AA rating: 5
Torpedo rating: 7
DC rating: 5

MINEKAZE CLASS



Commissioned in the 1920s, the Minekaze was an outdated vessel by the start of the Pacific War. Despite her age, the Minekaze's design was innovative for her time. Her speed and agility are her greatest assets, while her weapons system dulls this edge a bit.

Specifications	Armaments
In service: 1919–1946	120 mm .45-caliber guns (4)
Displacement: 1,650 tons	7.7 mm machine guns (2)
Dimensions: 337 ft. X 30 ft.	Torpedo tubes (6)
Complement: 148 men	
Speed: 39 knots	

Stats
Health rating: 3
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 3
AA rating: 4
Torpedo rating: 5
DC rating: 5

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AKIZUKI CLASS (UNLOCKABLE)



The Akizuki was developed to meet the rising threat of aircraft and submarine warfare. Many considered her to be the Imperial Japanese Navy's most useful class of destroyer, and her effectiveness as an antiaircraft destroyer puts her in the top of all destroyers in the Pacific War for that category.

Specifications	Armaments
In service: 1942–1945	100 mm .65-caliber dual-purpose guns (8)
Displacement: 3,700 tons	25 mm AA guns (4)
Dimensions: 440 ft. 3 in. X 38 ft. 1 in.	Torpedo tubes (4)
Complement: 315 men	Depth-charge racks (2)
Speed: 33 knots	

Stats
Health rating: 3
Armor rating: 4
Maneuvering: 8
Speed: 8
Artillery rating: 5
AA rating: 8
Torpedo rating: 4
DC rating: 5

SHIMAKAZE CLASS (UNLOCKABLE)



Like many of the other vessels in the Japanese fleet, the Shimakaze offered several innovations to naval warfare. Her revolutionary high-temperature, high-pressure steam engine made her the fastest destroyer in either the U.S. or Japanese fleet, while her extensive torpedo batteries made her the top rated for torpedo warfare.

Specifications	Armaments
In service: 1943–1944	5-inch .50-caliber dual-purpose guns (6)
Displacement: 3,048 tons	25 mm AA guns (4)
Dimensions: 424 ft. 10 in. X 36 ft. 9 in.	13 mm AA guns (2)
Complement: 267 men	Torpedo tubes (15)
Speed: 39 knots	Depth charge racks (2)

Stats
Health rating: 3
Armor rating: 4
Maneuvering: 8
Speed: 9
Artillery rating: 4
AA rating: 5
Torpedo rating: 10
DC rating: 5

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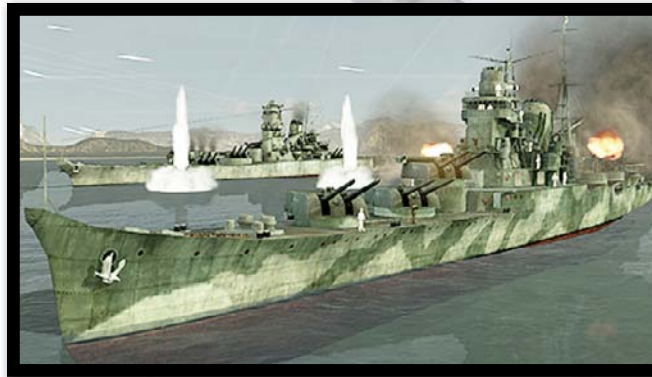
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CRUISERS



In many respects, Japanese cruisers were fairly evenly matched with those of the U.S. Navy. However, the inclusion of torpedo tubes on all IJN cruisers gave them a leg up against their Western cousins.

MOGAMI CLASS



The ambitions of the Mogami class's design were bold but not quite realized in her construction. She is an average cruiser in most respects.

Specifications

In service: 1935–1945
 Displacement: 8,600 tons
 Dimensions: 661 ft. 5 in. X 67 ft. 7 in.
 Complement: 850 men
 Speed: 37 knots

Armaments

6.1-inch .60-caliber dual-purpose guns (15)
 5-inch .40-caliber dual-purpose guns (8)
 40 mm AA guns (4)
 Torpedo tubes (12)

Stats

Health rating: 6
 Armor rating: 6
 Maneuvering: 5
 Speed: 6
 Artillery rating: 6
 AA rating: 4
 Torpedo rating: 6
 DC rating: 0

TONE CLASS (UNLOCKABLE)



The Tone-class cruiser offers the best armor in her type. This, however, comes at the expense of speed and handling. The unusual design of her weapons system places all of the Tone's 8" guns in the fore deck to make room for aircraft catapults to launch reconnaissance planes. The results are a cruiser that can deliver a great deal of punishment when attacking head-on or broadside, but she has no weapons to protect her rear.

Specifications

In service: 1938–1945
 Displacement: 11,213 tons
 Dimensions: 620 ft. 4 in. X 63 ft. 6 in.
 Complement: 874 men
 Speed: 35 Knots

Armaments

8-inch guns (8)
 5-inch guns (8)
 25 mm AA guns (12)
 Torpedo tubes (12)

Stats

Health rating: 6
 Armor rating: 7
 Maneuvering: 5
 Speed: 6
 Artillery rating: 6
 AA rating: 4
 Torpedo rating: 6
 DC rating: 0



NOTE

The Tone was involved in nearly every major campaign of the Pacific War. She survived all the way into the twilight of the war.

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TAKAO CLASS

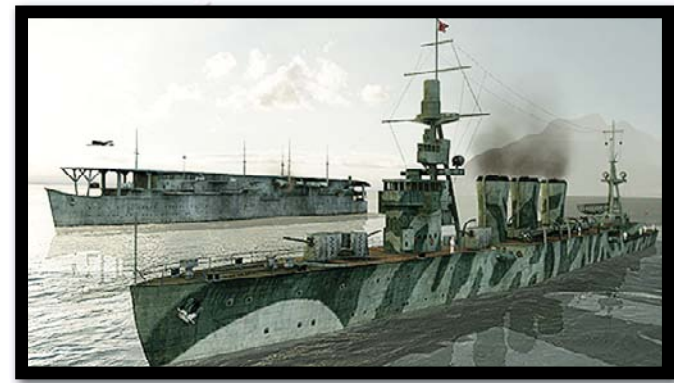


Like the Tone, the Takao-class heavy cruiser is heavily armed. Boasting ten 8" guns and a number of torpedo tubes, the Takao is a capable and fierce opponent.

Specifications	Armaments
In service: 1932–1945	8-inch guns (10)
Displacement: 15,490 tons	4.7-inch guns (4)
Dimensions: 668.5 ft. X 60 ft.	40 mm AA guns (2)
Complement 773 Men	Torpedo tubes (12)
Speed 35 Knots	

Stats
Health rating: 6
Armor rating: 6
Maneuvering: 5
Speed: 6
Artillery rating: 6
AA rating: 4
Torpedo rating: 6
DC rating: 0

KUMA CLASS



Joining the IJN early in the 1920s, the Kuma-class light cruiser is outdated by any standards. Their lack of AA guns is a major weakness, but what she lacks in her ability to face aerial attacks is countered with the effectiveness her 5.5" guns in facing enemy vessels.

Specifications	Armaments
In service: 1920–1946	5.5-inch .50-caliber guns (7)
Displacement: 5,832 tons	3.1-inch .40-caliber AA guns (2)
Dimensions: 531 ft. 10 in. X 46 ft. 7 in.	Torpedo tubes (8)
Complement: 450 men	
Speed: 36 knots	

Stats
Health rating: 5
Armor rating: 5
Maneuvering: 6
Speed: 7
Artillery rating: 5
AA rating: 2
Torpedo rating: 5
DC rating: 0

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AGANO CLASS



Designed to replace the obsolete Kuma-class cruiser, the Agano was meant to serve as an agile light cruiser. Attempts to cut costs and keep her within the original specifications left the Agano with a rather thin armor and one less turret than originally planned. They are outmatched in nearly every way by their Western counterparts, with the exception of the Agano's number of torpedo tubes.

Specifications	Armaments
In service: 1942–1946	6.1-inch guns (6)
Displacement: 7,590 tons	76 mm guns (4)
Dimensions: 531 ft. 6 in. X 49 ft. 10 in.	25 mm AA guns (32)
Complement: 726 men	Torpedo tubes (8)
Speed: 35 Knots	

Stats
Health rating: 5
Armor rating: 5
Maneuvering: 6
Speed: 7
Artillery rating: 5
AA rating: 3
Torpedo rating: 5
DC rating: 0

BATTLESHIPS



Borrowing initially from the navies of the West, particularly Britain's Royal Navy, it wasn't long before they began to come into their own. Fielding the biggest, best armored and most powerfully armed ship ever built, the I.J.N.'s battleships were a force to be reckoned with.

KONGO CLASS



This First World War-era battleship was the first modern battleship in the IJN. She packs a heavy punch in her powerful main and secondary batteries, and while their engines and armor were upgraded, the Kongo are still outmatched by the other modern battleships.

Specifications	Armaments
In service: 1913–1944	14-inch guns (8)
Displacement: 37,187 tons	6.1-inch guns (16)
Dimensions: 728 ft. 4 in. X 101 ft. 8 in.	5-inch dual-purpose guns (8)
Complement: 1,360 men	
Speed: 30 knots	

Stats
Health rating: 8
Armor rating: 8
Maneuvering: 3
Speed: 6
Artillery rating: 7
AA rating: 5
Torpedo rating: 0
DC rating: 0



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YAMATO CLASS



The Yamato is the biggest, most powerful, and heavily armored battleship ever built. Her massive main cannons could punch holes in any opponent while her secondary battery of dual-purpose guns swatted enemy aircraft out of the sky.

Specifications

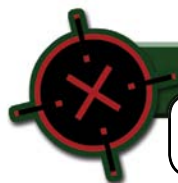
In service: 1941–1945
Displacement: 72,000 tons
Dimensions: 862 ft. 10 in. X 127 ft. 7 in.
Complement: 2,767 men
Speed: 27 knots

Armaments

18.1-inch guns (9)
6.1-inch guns (6)
5-inch guns (12)
25 mm AA guns (24)
13 mm AA guns (13)

Stats

Health rating: 10
Armor rating: 10
Maneuvering: 4
Speed: 5
Artillery rating: 10
AA rating: 7
Torpedo rating: 0
DC rating: 0



NOTE

The Yamato was the flagship of Admiral Isoroku Yamamoto, commander of the combined fleet.

FUSO CLASS



The first line of strictly Japanese designed and built vessels in the IJN, the Fuso class is an old warrior of the sea. Built in 1912, she was outdated at the start of the war, but the Japanese took steps to improve her armor and engines. In spite of these improvements, the Fuso's armor remains weak by modern battleship standards, and her AA capabilities are sorely lacking. Nonetheless, her arsenal of 14 "main and 5" secondary batteries could bring a fearsome amount of firepower to bear on enemy surface units.

Specifications

In Service: 1915–1945
Displacement: 39,782 tons
Dimensions: 698 ft. 1 in. X 100 ft. 5 in.
Complement: 1,400 men
Speed: 25 knots

Armaments

14-inch guns (12)
6-inch guns (16)
5-inch dual-purpose guns (8)
25 mm AA guns (37)

Stats

Health rating: 9
Armor rating: 9
Maneuvering: 3
Speed: 4
Artillery rating: 8
AA rating: 5
Torpedo rating: 0
DC rating: 0



CARRIERS



The IJN recognized the significance of air power to the future of naval combat. Their carrier fleet was designed with an emphasis on carrying as many strike aircraft as possible into combat. The following carriers represent the carrier fleet of the IJN.

SORYU CLASS



The Soryu



The Hiryu

Sister ships, the Hiryu and Soryu were the first large carriers commissioned since their predecessors, the Akagi and Kaga. They have a much more conventional design than their forerunners. Both the Hiryu and Soryu are sturdy vessels that suffer from slow speed and insufficient AA defenses.

Specifications

In service: 1939–1942
Displacement: 21,165 tons
Dimensions: 728 ft. 5 in. X 73 ft. 2 in.
Complement: 1,126 men
Speed: 34.5 knots

Armaments

5-inch guns (12)
25 mm AA guns (31)

Stats

Health rating: 7
Armor rating: 4
Maneuvering: 3
Speed: 4
Artillery rating: 3
AA rating: 4
Torpedo rating: 0
DC rating: 0

AKAGI AND KAGA CLASS



The Akagi was the flagship of Vice-Admiral Nagumo's Carrier Striking Force.



Sister ship to the Akagi, the Kaga. Both display the characteristics of their origins as battle cruisers.

Both the Akagi's and Kaga's unusual design stems from their origin as battle cruisers. Following the Treaty of Washington's limitations on the number of battle cruisers a fleet could have, the IJN repurposed them to be the Imperial fleet's first large carriers.

Specifications

In service: 1927–1942
Displacement: 42,750 tons
Dimensions: 855 ft. 3 in. X 102 ft. 9 in.
Complement: 1,630 men
Speed: 31 knots

Armaments

8-inch guns (10)
120 mm guns (12)
25 mm AA guns (28)

Stats

Health rating: 7
Armor rating: 4
Maneuvering: 3
Speed: 4
Artillery rating: 3
AA rating: 4
Torpedo rating: 0
DC rating: 0

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SHOHO CLASS



The Shoho was once the hull for a proposed high-speed oiler, a submarine tender, or a smaller aircraft carrier. Like the Kaga and Akagi before her, she was reconstructed to serve as a carrier. She and her sister ship, the Zuiho, were quickly commissioned to join the combined fleet. With minimal defenses of her own, the Shoho drew upon her own air wings and the support of any escort vessels for protection.

Specifications	Armaments
In service: 1941–1942	5-inch guns (8)
Displacement: 14,200 tons	25 mm AA guns (8)
Dimensions: 674 ft. 2 1/2 in. X 59 ft. 8.5 in.	13.2 mm machine guns (12)
Complement: 785 men	
Speed: 28.2 knots	

Stats
Health rating: 6
Armor rating: 4
Maneuvering: 3
Speed: 5
Artillery rating: 2
AA rating: 2
Torpedo rating: 0
DC rating: 0

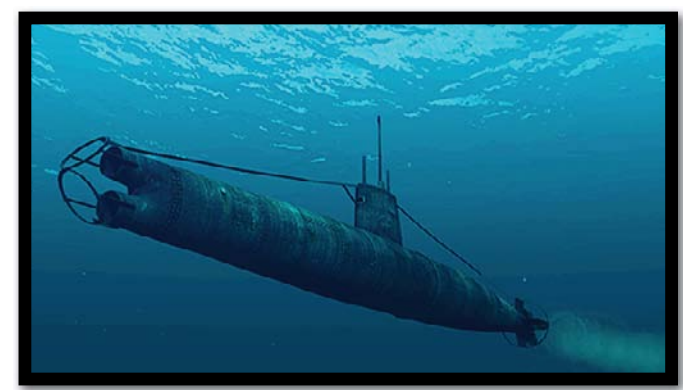
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The IJN also realized the importance of submersibles in the conflict ahead of them. They invested a great deal into their submarine fleet in this anticipation.

TYPE A TARGET MIDGET SUBMARINE



A top-secret IJN weapon, the Type A was constructed in 1938 with the purpose of using her size to slip into enemy harbors undetected to strike docked vessels. If deployed in this role, the Type A performs admirably but is ill-suited to any other task.

Specifications	Armaments
In service: 1941	Torpedo tubes (2)
Displacement: 46 tons submerged	
Dimensions: 78.5 ft. X 6 ft.	
Complement: 2 men	
Speed: 23 knots surfaced/19 knots submerged	

Stats
Health rating: 2
Armor rating: 2
Maneuvering: 5
Speed: 5
Artillery rating: 1
AA rating: 1
Torpedo rating: 5
DC rating: 0



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SUBMARINE TYPE B



As the most prolific and modern submarine in the IJN, the Type B class is swift and capable. The Type B is a threat to any ship while submerged but is vulnerable when surfaced.



NOTE

There are two variations of the Type B. One carries the Jake reconnaissance plane while the other is modified to carry Kaiten. The Kaiten is a fearsome weapon, both physically and psychologically. A modified Long Lance torpedo designed to hold one pilot, the Kaiten was locked from the outside. Carrying a massive 3,000 lb explosive charge in their bow, pilots have a limited fuel supply with which to attack their target. The power of the Kaiten is hamstrung by her sluggishness and the weakness of her hull.



Specifications	Armaments	Stats
In service: 1940–1942	140 mm .50-caliber gun (1)	Health rating: 2
Displacement: 2,584 tons surfaced/3,654 tons submerged	Torpedo tubes (6)	Armor rating: 2
Dimensions: 356 ft. 6 in. X 30 ft. 6 in.	Kaiten (if using Kaiten Carrier Type B; 4)	Maneuvering: 5
Complement: 94 men		Speed: 5
Speed: 23.5 knots surfaced/8 knots submerged		Artillery rating: 1
		AA rating: 1
		Torpedo rating: 5
		DC rating: 0

I-400 (UNLOCKABLE)



The I-400 was the largest submarine of World War II up until the large nuclear submarines of the Cold War came into existence. Her deck gun and AA guns are impressive surface weapons for a submarine, but her eight torpedo tubes deliver the bulk of her firepower. In addition to her standard weapons, the I-400 carried three M6A Seiran airplanes.

Specifications	Armaments	Stats
In service: 1944–1945	5.51-inch .40-caliber gun (1)	Health rating: 3
Displacement: 5,223 tons surfaced/6,560 tons submerged	25 mm 3-barrel machine gun (3)	Armor rating: 2
Dimensions: 400 ft. X 39 ft.	25 mm machine gun (1)	Maneuvering: 4
Complement: 144 men	Torpedo tubes (8)	Speed: 5
Speed: 18.75 knots surfaced/6.5 knots submerged	M6A1 Seiran sea planes (3)	Artillery rating: 1
		AA rating: 2
		Torpedo rating: 8
		DC rating: 0

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NOTE

The Seiran's speed and range, along with her ability to carry a torpedo or 800 kg bombs makes her an invaluable part of the I-400's arsenal.

JAPANESE AIRCRAFT

The IJN understood the growing notion that ruling the skies was crucial to securing victory in the Pacific. The planes of the Rising Sun are innovative in their designs and impressive in their execution.



FIGHTERS



In building their fighter wing, the Japanese focused heavily on maneuverability. The following is a look at the IJN's fighter planes.

KI-43 OSCAR



The Oscar was a highly maneuverable fighter plane the IJN used extensively. While she ranks as an average fighter in most every other attribute, she handles better than nearly every fighter in the U.S. arsenal.

Specifications

Crew: 1
Length: 29 ft. 3 in.
Wingspan: 35 ft. 7 in.
Top speed: 329 mph

Armaments

12.7 mm machine guns (2)
Bombs (2)

Stats

Health rating: 5
Armor rating: 3
Maneuvering: 8
Speed: 6
Machine gun rating: 6
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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AGM ZERO



The Zero is a quick, agile fighter plane. The raw power of her 20 mm cannons in concert with her maneuverability make the Zero an impressive and formidable opponent.

Specifications	Armaments
Crew: 1	20 mm cannons (2)
Length: 29 ft. 9 in.	7.7 mm machine guns (2)
Wingspan: 39 ft. 4 in.	Bombs (2)
Top speed: 331 mph	

Stats
Health rating: 5
Armor rating: 4
Maneuvering: 8
Speed: 6
Machine gun rating: 7
Bomb rating: 2
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

J1N1 GEKKO



With her twin engines, the Gekko was a sturdy aircraft that was comparable to other fighter planes on both sides of the war. Her heavy armor allows her to absorb a great deal of damage, but it also curbs her overall speed.

Specifications	Armaments
Crew: 2	20 mm cannons (4)
Length: 41 ft. 11 in.	Bombs (2)
Wingspan: 55 ft. 8 in.	
Top Speed: 317 mph	

Stats
Health rating: 6
Armor rating: 5
Maneuvering: 6
Speed: 6
Machine gun rating: 7
Bomb rating: 3
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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J2M RAIDEN



Designed to intercept enemy level bombers, the Raiden is built for speed and for climbing to high altitudes quickly. A durable fighter, the Raiden is also capable of carrying rockets, making her a menace for Allied forces in the Pacific.

Specifications	Armaments
Crew: 1	20 mm cannons (4)
Length: 32 ft. 8 in.	Bombs (2)
Wingspan: 35 ft. 5 in.	
Top speed: 382 mph	

Stats
Health rating: 6
Armor rating: 5
Maneuvering: 6
Speed: 7
Machine gun rating: 8
Bomb rating: 0
Torpedo rating: 0
Rocket rating: 5
DC rating: 0

J7W1 SHINDEN (UNLOCKABLE)



The Shinden was developed in response to bombing raids against the Japanese mainland led by U.S. Superfortress level bombers. Although only two were completed by the end of the war, the Shinden is a testament to Japanese innovation. The Shinden is a top-of-the-line fighter and a lethal threat. She is durable, fast, and maneuverable, and she has the best-rated machine guns of any fighter in either fleet.

Specifications	Armaments
Crew: 1	35 mm guns (4)
Length: 31 ft. 8 in.	Bombs (2)
Wingspan: 36 ft. 5 in.	Rockets (8)
Top speed: 469 mph	

Stats
Health rating: 6
Armor rating: 5
Maneuvering: 7
Speed: 7
Machine gun rating: 10
Bomb rating: 3
Torpedo rating: 0
Rocket rating: 5
DC rating: 0

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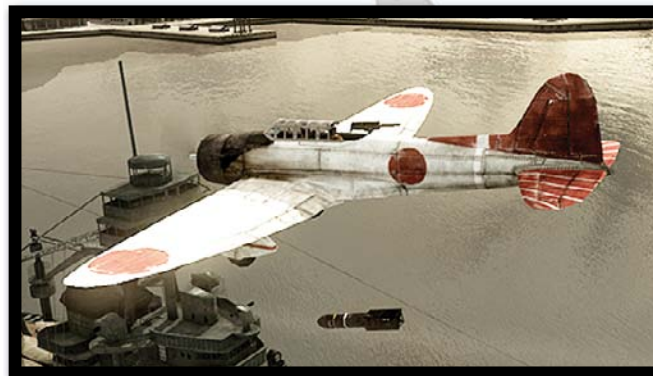
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DIVE-BOMBERS



The IJN deployed three different dive-bombers during World War II. The following is a close examination of each dive-bomber within the IJN.

D3A VAL



The primary dive-bomber for Japanese forces in the early stages of the war, the Val participated in every major action, including the attack on Pearl Harbor. On par with the U.S. Navy's Dauntless and Helldiver, the Val served the IJN well in her years of service.

Specifications	Armaments
Crew: 2	7.7 mm light machine guns
Length: 33 ft. 5 in.	(2 front, 1 rear)
Wingspan: 47 ft. 2 in.	Bombs (1)
Top speed: 242 mph	

Stats
Health rating: 4
Armor rating: 3
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 5
Torpedo rating: 0
Rocket rating: 0
DC rating: 0

D4Y JUDY



The Judy's entry to the war was hampered by a slow development phase, but she served admirably in her years of service. As the IJN's most potent dive-bomber, the Judy is a powerful weapon in the Japanese arsenal.

Specifications	Armaments
Crew: 2	7.7 mm light machine guns
Length: 33 ft. 6 in	(front; 2)
Wingspan: 37 ft. 9 in.	7.92 mm machine gun
Top speed: 342 mph	(rear; 1)
	Bombs (1)

Stats
Health rating: 4
Armor rating: 3
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 6
Torpedo rating: 0
Rocket rating: 0
DC rating: 4

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NAKAJIMA KIKKA (UNLOCKABLE)



Following a demonstration of the Messerschmitt Me 262 jet aircraft by the Luftwaffe, the IJN immediately engaged Nakajima to design and develop a similar aircraft to carry the Japanese banner into combat. The Kikka was a swift and maneuverable aircraft with powerful machine guns and adequate dive-bombing capabilities.

Specifications	Armaments
Crew: 1	20 mm cannons (4)
Length: 26 ft. 8 in.	Bombs (1)
Wingspan: 32 ft. 10 in.	
Top speed: 433 mph	

Stats
Health rating: 5
Armor rating: 6
Maneuvering: 6
Speed: 9
Machine gun rating: 9
Bomb rating: 5
Torpedo rating: 0
Rocket rating: 6
DC rating: 0

TORPEDO BOMBERS



The IJN had two torpedo bombers in service during the Pacific War.

BSN KATE



Outdated at the start of the war in the Pacific, the Kate held her own against Allied torpedo bombers. While she doesn't break the mold, she is effective in her role for the IJN.

Specifications	Armaments
Crew: 3	7.7 mm machine guns (3)
Length: 33 ft. 9 1/2 in.	Torpedoes (1)
Wingspan: 50 ft. 11 in.	
Top speed: 235 mph	

Stats
Health rating: 4
Armor rating: 4
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 0
Torpedo rating: 5
Rocket rating: 0
DC rating: 0

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B6N JILL



As the IJN's most effective torpedo bomber, the Jill was also noteworthy in her role as a dive-bomber. In all other regards, the Jill is on par with the other torpedo bombers.

Specifications	Armaments
Crew: 3	7.7 mm machine guns (1)
Length: 35 ft. 8 in.	Torpedoes (1)
Wingspan: 48 ft. 10 in.	
Top speed: 291 mph	

Stats
Health rating: 4
A armor rating: 4
Maneuvering: 5
Speed: 5
Machine gun rating: 4
Bomb rating: 5
Torpedo rating: 6
Rocket rating: 0
DC rating: 0

RECON AIRPLANES

In an effort to extend the offensive reach of their warships and submarines, the Japanese invested a great deal into their reconnaissance planes. The following section covers the various reconnaissance planes of the IJN.

F1M PETE



The Pete was a catapult-launched biplane/floatplane. Used among the combined fleet's warships, the Pete was relatively effective in an air-support role. She is fast, but, like all reconnaissance planes, the Pete does not fly with a squadron, making her an easy target.

Specifications	Armaments
Crew: 2	7.7 mm machine guns (3)
Length: 31 ft. 2 in.	Depth charges (2)
Wingspan: 36 ft. 1 in.	Bombs (2)
Top speed: 230 mph	

Stats
Health rating: 3
A armor rating: 5
Maneuvering: 5
Speed: 6
Machine gun rating: 4
Bomb rating: 3
Torpedo rating: 0
Rocket rating: 0
DC rating: 4



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E13A JAKE



This seaplane offers many of the same features as the F1M Pete. The Jake is highly effective in her role as a reconnaissance plane, but she is also a highly capable sub-hunter.

Specifications

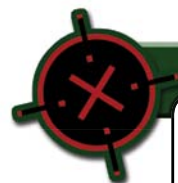
Crew: 3
Length: 37 ft. 1 in.
Wingspan: 47 ft. 7 in.
Top speed: 234 mph

Armaments

7.7 mm machine guns (2)
Depth charges (1)
Bomb (1)

Stats

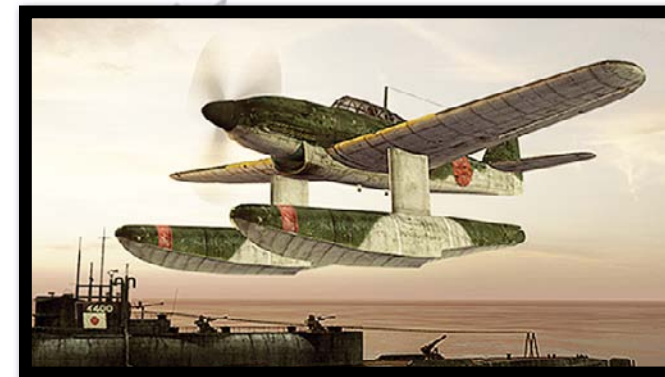
Health rating: 3
Armor rating: 5
Maneuvering: 5
Speed: 6
Machine gun rating: 4
Bomb rating: 3
Torpedo rating: 0
Rocket rating: 0
DC rating: 7



NOTE

The Jake can be launched from a Type B submarine to run interference or to relay enemy positions.

M6A SEIRAN



A highly unique catapult-launched floatplane, the Seiran was designed to be launched from the I-400. The first Seirans were dispatched with the 1st Submarine Flotilla in 1945, but the Japanese surrendered before the Seiran could be tested in combat. She is incredibly fast and maneuverable. The Seiran can also serve as a dive-bomber, a torpedo bomber, and even as an antisubmarine plane.

Specifications

Crew: 2
Length: 34 ft. 11 in.
Wingspan: 40 ft. 3 in.
Top speed: 295 mph

Armaments

12.7 mm machine gun (1)
Depth charges (1)
Bomb (1)
Torpedo (1)

Stats

Health rating: 4
Armor rating: 5
Maneuvering: 5
Speed: 7
Machine gun rating: 4
Bomb rating: 6
Torpedo rating: 6
Rocket rating: 0
DC rating: 4



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H6K MAVIS



The Mavis was a flying boat. Her size and design severely limit her speed and handling but also lend her a great deal of durability. The Mavis has excellent defenses for a reconnaissance plane and makes for an exceptional torpedo bomber.

Specifications	Armaments	Stats
Crew: 9	7.7 mm machine gun (4)	Health rating: 9
Length: 84 ft. 3 in.	Depth charges (2)	Armor rating: 8
Wingspan: 131 ft. 2 in.	Bombs (2)	Maneuvering: 3
Top speed: 211 mph	Torpedoes (2)	Speed: 5
		Machine Gun rating: 6
		Bomb rating: 4
		Torpedo rating: 9
		Rocket rating: 0
		DC rating: 6

H8K EMILY (UNLOCKABLE)



Like the Mavis, the Emily is a flying boat. In fact, she is the premiere flying boat for the IJN. The Emily is a slow but incredibly tough aircraft. She can take a great deal of punishment and has a highly rated machine-gun weapon system and the best torpedo-bombing rating of any aircraft in either navy. She is a powerful foe.

Specifications	Armaments	Stats
Crew: 10	20 mm cannons (5)	Health rating: 9
Length: 92 ft. 4 in	7.7 mm machine guns (5)	Armor rating: 9
Wingspan: 124 ft. 8 in.	Depth charges (2)	Maneuvering: 3
Top speed: 290 mph	Bombs (2)	Speed: 5
	Torpedoes (2)	Machine gun rating: 7
		Bomb rating: 4
		Torpedo rating: 10
		Rocket rating: 0
		DC rating: 6

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LEVEL BOMBERS



Given Japan's imperial ambitions, the IJN recognized the need for long-range level bombers to extend their offensive reach. There were two Japanese level bombers that flew against the Allies.

G3M NELL



Primarily used in the Japanese Empire's Chinese campaign, the Nell was a fair level bomber. Light armor makes her vulnerable to AA fire and enemy fighters, while a poor targeting system drastically affects her accuracy.

Specifications	Armaments
Crew: 7	20 mm cannons (1)
Length: 53 ft. 11 1/2 in.	7.7 mm machine guns (4)
Wingspan: 82 ft.	Depth charges (2)
Top speed: 233 mph	Bombs (800 kg)
	Torpedo (1)

Stats
Health rating: 7
Armor rating: 8
Maneuvering: 3
Speed: 4
Machine gun rating: 5
Bomb rating: 6
Torpedo rating: 5
Rocket rating: 0
DC rating: 0

G4M BETTY



As the IJN's second level bomber, the Betty improves on the Nell's weaknesses in accuracy; however, she also lost a small degree of her maneuverability. Like the Nell, the Betty makes a decent torpedo bomber, though her slow speed and size make her a ripe target for enemy AA batteries.



NOTE

In addition to her standard payload, the Betty could also be armed with the Ohka Suicide Rocket Plane, which you can learn more about in "Other Aircraft" section of this chapter.



Specifications	Armaments
Crew: 7	20 mm cannons (1)
Length: 65 ft. 6 1/4 in.	7.7 mm machine guns (4)
Wingspan: 81 ft. 7 3/4 in.	Depth charges (2)
Top speed: 265 mph	Bombs (800 kg)
	Torpedo (1)
	Ohka suicide rocket plane (1)

Stats
Health rating: 8
Armor rating: 8
Maneuvering: 2
Speed: 4
Machine gun rating: 6
Bomb rating: 7
Torpedo rating: 5
Rocket rating: 0
DC rating: 0

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OTHER AIRCRAFT

MXV7 OHKA SUICIDE ROCKET PLANE



The Ohka was a piloted flying bomb used by the Japanese in the final days of the war. Carried under a G4M Betty, the Ohka would be released and the pilot would glide while establishing his target. Once in range, the Ohka's rocket engine would be engaged and the pilot would steer her into the target vessel. Nearly unstoppable during final approach, the Ohka was responsible for sinking at least three Allied vessels.

Specifications	Armaments
Crew: 1	1,200 kg Trinitroaminol warhead (1)
Length: 20 ft.	
Wingspan: 16 ft. 8 in.	
Top speed: 500 mph	

Stats
Health rating: 1
Armor rating: 1
Maneuvering: 1
Speed: 10
Machine Gun rating: 0
Bomb rating: 0
Torpedo rating: 0
Rocket rating: 10
DC rating: 0

L2D TRANSPORT (AKA L2D "TABBY")



The licensed Japanese copy of the Douglas C-47, the Showa L2D is identical to her Western cousin. The L2D is used to transport men and materiel.

Specifications	Armaments
Crew: 3	N/A
Length: 63 ft. 9 in.	
Wingspan: 95 ft. 6 in.	
Top speed: 224	

Stats
Health rating: 7
Armor rating: 7
Maneuvering: 3
Speed: 4
Machine gun rating: 0
Bomb rating: 0
Torpedo rating: 0
Rocket rating: 0
DC rating: 0



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KAMIKAZE



As the Pacific War drew to a close, the Japanese began to laden their war planes with heavy explosives, which aviators would intentionally crash into enemy vessels. First appearing in the Battle of Leyte Gulf, the Kamikaze pilot adhered to the strict samurai code that demanded death before the dishonor of defeat. Kamikaze pilots used various aircraft, but you will most often encounter Zeros that have been modified.

Specifications	Armaments	Stats
Crew: 1	7.7 mm machine guns (2)	Health rating: 4
Length: 29 ft. 9 in.	Bombs (2)	Armor rating: 3
Wingspan: 39 ft. 4 in.		Maneuvering: 6
Top speed: 331 mph		Speed: 5
		Machine gun rating: 5
		Bomb rating: 8
		Torpedo rating: 0
		Rocket rating: 0
		DC rating: 0





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THE RISING SUN CAMPAIGN

This section of this field guide will walk you through the entire Japanese Campaign. Bear in mind that the battlefields are often quite expansive. The tactics and strategies discussed herein have proven effective but are not the only methods for achieving victory against the West.

ATTACK ON PEARL HARBOR

It has come to this: the Imperial Japanese Navy face the mightiest foe in the Pacific. And to ensure your expansion into Malaysia and the Dutch East Indies, you will deliver a preemptive strike immediately. Commander-in-Chief Yamamoto's plan to paralyze the U.S. fleet at Pearl Harbor by sinking their warships is ready to put into action. The finest planes in the Imperial Navy are to take part, and the damage inflicted will be great. Glory awaits all who contribute to this daring attack.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the planes on the ground.
2. Make two successful bombing runs against the USS *Nevada*.
3. Make two successful torpedo runs against the USS *West Virginia*.

SECONDARY OBJECTIVE

1. Destroy the USS *Monaghan*.

HIDDEN OBJECTIVE

1. Achieve a double kill on the *Neosho* and the *California*.

ORDER OF BATTLE

Class	Type	Number
Fighter	A6M Zero	43
Dive-bomber	D3A Val	50
Torpedo bomber	BSN Kate	89
Fighter	A6M Zero	43

TORA! TORA! TORA!

Your first mission opens with you leading a squadron of Zeroes as the vanguard for the attack on Pearl Harbor. Your primary objective here is to prevent any enemy aircraft from getting off the ground. This task is critical to the overall plan, as it will crush the Americans' ability to mount a winged defense against our incoming dive-bomber squadrons.



NOTE

Before moving in on the enemy air wing, bank slightly left to head into the south-southeastern section of the harbor, just beyond the target aircraft. There you will find PT-23, which was Henry Walker's boat in *Battlestations: Midway*.



The Zero is an incredibly fast and maneuverable fighter. Use this to your advantage as you make your attack!



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As you approach the harbor from the north, you see the grounded enemy aircraft, with B-17s to the south and Warhawks to the southeast. Bank left and set up a strafing run. These targets are stationary, so use them to familiarize yourself with basic air-to-ground combat. You need to eliminate nine aircraft before proceeding to the next stage of the attack. After you destroy all nine aircraft, issue a land order to your squadron to clear the airspace for the incoming dive-bombers.



Set up your strafing runs to go east to west (or vice versa), and use slow, even approaches to maximize your kill ratio.



Golden waypoints such as these indicate primary objectives.

THE SINKING OF THE USS NEVADA



The next stage of the attack requires that you make two successful strikes against the American battleship the USS *Nevada* while piloting a D3A Val dive-bomber. As you approach from the northwest, spot the *Nevada* directly ahead of you.



Having caught the Americans unaware, this is an ideal time to get a feel for the basic combat techniques. Take your time and learn all that you can.



Prior to striking the *Nevada*, shift your heading slightly southeast to spot the battleship *California* and the fuel tanker *Neosho*. Use a well-placed bomb strike against the *Neosho's* fuel section to blow her apart. You may be scolded for departing from your primary objective, but this will turn to praise

when the fire spreads to the USS *California*, incapacitating her as well!

When your D3A has expended her load, you can either circle the area until you rearm or issue a land order to switch to the next available squadron.

Maintain a steady altitude on this heading. As you close with the *Nevada*, angle down to dive in on the target, use the bomb-targeting reticle to get a bead on her, then release your payload. Rearm or issue a land order and execute a second successful run against the *Nevada* to send her to the sea floor.



THE SINKING OF THE USS MONAGHAN AND THE USS WEST VIRGINIA

With the *Nevada* crippled, take command of a torpedo-bomber squadron and begin the next stage. As you approach from the southeast, pick out the USS *Monaghan* to the northwest as she moves to intercept a Japanese minisub. One successful torpedo run against the *Monaghan* will sink her, achieving your secondary objective.





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Having dispatched the *Monaghan*, turn back to the USS *West Virginia*, which is in the central section of the harbor. Using a low, steady approach just above the water, make a torpedo run at the helpless giant, then rearm or issue a land order to set up a second run. Two hits will cripple the *West Virginia*.

INCOMING FIGHTERS!

Enemy fighter squadrons are launching from the main air strip to mount a counterattack. It's up to our fighter wing to make sure that the IJN maintains air superiority. Take command of a Zero squadron and put your dogfighting skills to the test as you engage enemy P-40 fighter planes. Eliminate five enemy planes to proceed.



If you get there quickly enough, you can take down several enemy fighters as they take off.



- There are three keys to winning a dogfight:
1. Keep your target in front of you at all times.
 2. Keep the high ground by gaining altitude over your target.
 3. Always aim your shots where your target will be, not where they are.



NOTE

One of the last fighter planes in the swarm of enemy Warhawks is Donald's, whom veterans of the series may recognize from *Battlestations: Midway*. His Warhawk is targeted in blue.



DESTRUCTION OF FORCE Z

A British task force is lurking close to Singapore, hunting our transport ships. However, they've made two mistakes. First, they have no air cover to protect them, and second, they've ventured into range of the bombers based at our airfields — bombers that are even now being readied for action.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the HMS *Prince of Wales*.
2. Escort the *Nells* to the *Repulse*.
3. Destroy the HMS *Repulse*.

SECONDARY OBJECTIVE

1. Destroy all attacking Buffalo.

HIDDEN OBJECTIVE

1. Sink the *Repulse* before reinforcements arrive.

ORDER OF BATTLE

Class	Type	Number
Level bomber	G4M Betty	5
Level bomber	G3M Nell	5



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UNLOCKABLES

Unlockable	Condition	Available
H8K Emily recon plane	Achieve at least Silver medal	—
1 bonus Nell squadron	Achieve at least Silver medal	IJN Mission 03: Battle of Java Sea
2 bonus Nell squadron	Achieve Gold medal	

THE SINKING OF THE HMS PRINCE OF WALES

It is up to you to lead our bomber wing of G4Ms and G3Ms to victory against the British task force. The lack of significant air cover make this an ideal mission in which to become familiar with piloting a level bomber.

CAUTION

Remember that you have only five squadrons at your service. Be careful and minimize risk by staying at a higher altitude.



Targeting a ship's engine will stop her dead in the water, making her a sitting duck for further bombing runs.



Once in control of your aircraft, veer left and set your bearing for the HMS Prince of Wales while gaining altitude to avoid incoming flak.

Once you close to the HMS Prince of Wales, switch to your bomb-targeting reticle and release your payload once the ship is in your crosshairs. After your first run, issue a land order to switch to the next available squadron and make another run. Two or three successful runs against the HMS Prince of Wales will send her to the sea floor.



If you hold down the Fire button, you can actually follow your ordinance to see just how accurate you were.

INCOMING FIGHTERS!

Now that the G4M has sunk the HMS Prince of Wales, you must command our G3M wing as they move to engage the HMS Repulse. Timing is critical, as the enemy has mobilized their fighters. Using the tail gun, wipe out all incoming Buffalo fighters. The first wave will be small, but a second wave will come in from the east.



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When using a tail gun in a level bomber, always aim ahead of your target and try to align your firing arc with the target's trajectory.

CAUTION

Watch your fire! With our G4Ms and G3Ms flying in formation, it's easy to clip a friendly unit while chasing a target with the machine guns.

THE SINKING OF THE HMS REPULSE



Upon clearing a path to the HMS *Repulse*, begin your torpedo run on a low and level approach to the British battleship. Aside from flak and antiaircraft fire, this approach is relatively simple, providing a great introduction to piloting torpedo bombers.



Remember that a torpedo detonates upon sufficient impact with another object; therefore, if you drop a torpedo from too high an altitude, it will explode upon impact with the water's surface. Go slow and go low! The yellow targeting reticle's crosshair will indicate that you are at the correct altitude

As you close with the HMS *Repulse*, drop a bit closer to the water and use your torpedo-targeting reticle. As you prepare to fire, quickly note your target's current speed, bearing, and distance from your G3M, then put your torpedo in the water. After your first strike, issue a land order to switch to the next available squadron and make another run. Two or three hits will sink the *Repulse*.



The *Repulse* has signaled for reinforcements! Sink her quickly to complete this mission's hidden objective!



BATTLE OF JAVA SEA

The acquisition of the Dutch East Indies is progressing rapidly. The American, British, Dutch, and Australian enemies have assembled a joint force under the flag of ABDACOM. One of our heavy cruisers is tasked with protecting our transport vessels heading for Java and helping destroy the ABDACOM fleet.



Tactical Map

PRIMARY OBJECTIVES

1. Stop and sink the incoming enemy destroyers.
2. Assist the Japanese fleet and destroy the enemy.

SECONDARY OBJECTIVE

1. Use torpedoes to sink the crippled ship.

HIDDEN OBJECTIVE

1. Prevent all attacks against our transports.



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ORDER OF BATTLE		
Class	Type	Number
Cruiser	Mogami Class	1

UNLOCKABLES		
Unlockable	Condition	Available
Tone-class cruiser	Achieve at least Silver medal	—

PROTECT THE TRANSPORTS



ABDACOM forces are lying in wait for transports vital to our efforts. As you take the helm of the Mogami-class cruiser *Haguro*, a subordinate will announce the sighting of an unknown vessel to the south. Maintain full ahead on this bearing to investigate.

When you are alerted to an engine failure, quickly access the Repair menu and repair the engines to continue. Once the engines are back up, press on. Almost immediately, a group of U.S. destroyers appear on the horizon to the south-southeast.




ENEMY DESTROYERS, CLOSING FAST!

CAUTION

Check your tactical map! Remember that an unguarded transport ship is a sunken one. Watch for lurking enemies at all times!

CAUTION

Before turning to face the threat to the south, turn your guns to your east to locate the HMS *Electra* slipping in to attack your transport vessels. Sink her before proceeding! The *Electra* is a very fast destroyer, so aim your shots accordingly. Do not let her attack or you will fail the hidden objective.



With the *Electra* sunk, turn the wheel to intercept the destroyers to the south. Don't turn too sharply lest you give up a broadside attack. Open fire the moment the lead destroyer comes into range, making sure to adjust your fire for your target's speed.



Use your binoculars to find your range. Begin by centering on your target; then lower your view until your firing indicators turn green. This lets you know how soon the enemy will be in range.

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When you have an enemy vessel exposed to your broadside, try to reduce your speed to maximize the volume of fire you can put on the target.

You receive orders to sink the crippled vessel you spotted at the mission's beginning. Ignore this order for now and focus all your attention on the group of inbound destroyers — use your superior artillery and torpedo batteries.



Use the splashes from missed shots to correct your aim, then fire again.

IT'S A TRAP!

Before turning your attentions back to the crippled vessel, heed the call for help from nearby friendly units.



Focus first on the enemy destroyers to the south and southeast. Take advantage of the *Haguro's* superior range and firepower to begin punching holes in the enemy vessels. Maintain a parallel heading to keep the advantage of distance.

CLASS WARFARE

With the Allied destroyers decommissioned, you are now placed in command of all IJN destroyers in the area. This means you can now jump between each vessel within the battle group. Set your bearing to the south to meet the incoming Allied cruisers.



As you move south to engage the cruiser fleet, take down the crippled vessel. Line her along your broadside and send a salvo of torpedoes at her. Since she can't move, hitting her should present no significant problems. You must sink this target with torpedoes!



CAUTION

After you sink the crippled vessel, you obtain the Improved Shells naval supply. Use these immediately to destroy the enemy cruisers.



When lining up artillery, aim for your target's hull to maximize your hit probability.





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Following the first wave of Allied cruisers, a second wave will approach from the west. Come about to face them, taking precautions to keep them along your broadside by using tacking maneuvers during your approach. After you eliminate these last three Allied cruisers, you will be prepared to take on the next mission.

SAVING THE SHOHO

After the U.S.'s Doolittle Raid, they split their carrier force. This could prove a costly mistake for them. We expect a decisive victory when we clash with the U.S. forces. However, the enemy has damaged our light carrier *Shoho*. This vessel is required to provide air cover during the forthcoming landings at Port Moresby, so its survival is imperative.



Tactical Map

PRIMARY OBJECTIVES

1. Protect the *Shoho*.
2. Launch one squadron using the Support Manager.

SECONDARY OBJECTIVES

1. Destroy the enemy sub.
2. *Shoho's* status must not be reduced under 50%.
3. Deploy a recon plane to spot the enemy subs.

HIDDEN OBJECTIVE

1. Find and destroy the radar station.

ORDER OF BATTLE

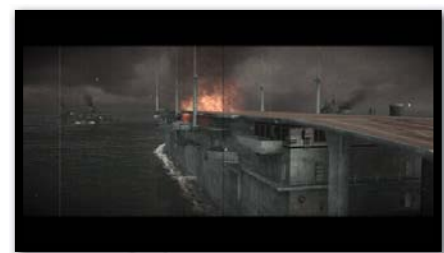
Class	Type	Number
Cruiser	Mogami class or Tone class (if unlocked)	1
Fighter	A6M Zero	20
Dive-bomber	D4Y Judy	9

UNLOCKABLES

Unlockable	Condition	Available
Akizuki-class destroyer	Achieve at least Silver medal	—
1 bonus Val squadron	Achieve at least Silver medal	IJN Mission 05: Invasion of Port Moresby
2 bonus Val squadrons	Achieve Gold medal	

ENEMY RECON PLANE SIGHTED!

Limping away from her recent encounter with Allied forces, the *Shoho* is spotted by a U.S. PBV Catalina.



Use your cruiser's AA array to take down the Catalina.



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When firing flak cannons at an enemy aircraft, lead your target by a length or a length and a half. Use the bursts of black smoke to adjust and correct. Also, hold down the Fire button to use your AA machine guns along with your flak cannons.

TORPEDO BOMBERS INBOUND!

You managed to eliminate the Catalina, but not before she could get the word out. Devastator torpedo bombers are inbound from the west. Turn your flak cannons toward them and take them out before they can strike, then turn your attention north to intercept a second Devastator squadron.



CAUTION

The *Shoho* can take 20 hits before sinking into the Pacific. This vessel is an integral part of the Japanese Empire's plans. If we lose her, we cannot proceed.



SONAR CONTACT!



As you locate the second squadron of Devastators, a radar officer reports contact with an enemy sub. Quickly launch your cruiser's reconnaissance plane to locate and eliminate this new threat. Destroying this submarine fulfills one of your secondary objectives and gains you the Evasive Maneuver naval supply, making your fighters more maneuverable.



If you're uncomfortable leaving your battle group unattended while you pilot the reconnaissance plane, you can access the tactical map and order an attack that way.



SETTING UP A COMBAT AIR PATROL (CAP)



Now that you've neutralized the submarine threat, resume command of your cruiser and continue to hold off enemy dive-bomber squadrons while deck crews on the *Shoho* work furiously to get her fighters aloft.



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With the *Shoho's* flight deck clear of debris, a squadron of her Zeroes takes to the sky. Use the Support Manager to scramble a second squadron.

As soon as you have both squadrons up, order them to establish a CAP with the *Shoho* as its center.



CAUTION

Multiple contacts! Set up your CAP quickly. You have several bogies inbound from the northeast.

Commanding a Zero, engage any and all active Devastator torpedo bombers, using altitude to your advantage. As you eliminate the incoming squadrons, the radar officer reports surface contact to the south. Further investigation finds enemy PT boats moving in on the battle group from the small island there.



PT boats can wreak havoc if they get in among your battle group. The Elco 80' PT is a fast and nimble vessel. Take command of one of your Zero squadrons and eliminate this new threat.



Moving close enough to the small southern island will lead to the discovery of an enemy radar station. Engage one of your Zero squadrons to knock it out, then return them to CAP detail and face one final squadron of Devastators before reaching safe waters.

INVASION OF PORT MORESBY

The Japanese fleet is advancing to capture Port Moresby in Papua New Guinea. This move will separate the U.S. and Australian forces, and the base will be a vital springboard for further expansion in the region. The operation will also seal the allied ABDACOM's fate. Amphibious forces will seize the island bases and pave the way for full-scale attacks against Midway and Hawaii.



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HIDDEN OBJECTIVE

Class	Type	Number
Destroyer	Kuma class	1
Other ships	Troop transport	5
Destroyer	Fubuki class	5
Cruiser	Mogami class	1
Fighter	A6M Zero	1

UNLOCKABLES

Unlockable	Condition	Available
J7W1 Shinden	Achieve at least Silver medal	—

CAPTURE THE RADAR STATION

As you take command of your battle group's cruiser, turn your weapons to the island in the southwest and locate the radar station atop the hill. Use your artillery to pulverize the island's defenses in preparation for amphibious operations.

Use your tactical map to initiate an amphibious assault and continue to shell the coastal guns that dot the shore.

Capturing the radar station earns you the Recon Sweep naval supply. Use it to find out what the Americans are up to!

ISLAND HOPPING

Set your heading to the west. Destroy the fortifications on the small island you find there.

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Blonde Bombshell

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You will encounter PT-101 just off the southern shore of this small island. If you land a recon plane near it, you can commandeer an Elco 80' PT boat in the name of the emperor!

After you eliminate the heavy and light AA batteries on the island, continue west to reach the command station and airfield on the westernmost island.

CAPTURE THE AIRFIELD!

Continuing west, reach the large island and target the command station from your cruiser flagship. This initiates an amphibious assault of the island. As the transports deploy landing craft, use your artillery to pound the defensive batteries that dot the coastline.



Once the airfield is secure, use the Support Manager to get more aircraft up in the air.



NOTE

Depending on how quickly the enemy airfield is captured, you may encounter up to six randomly chosen side missions before the "Pushing North" section of the level. These may include the following six scenarios:

PT BOATS TO THE SOUTH



Five enemy PT boats are moving in from the south. The quickest solution here is to send in your fighter squadron to deal with them. To truly expedite things, take command yourself and send the PT boats under the waves.

TRUCK CONVOY SPOTTED!



Lookouts have spotted a truck convoy in the hills on the mainland to the northeast. Dispatch your fighter squadron to eliminate them. Destroy the truck convoy within the specified time limit to obtain the Hardened Armor naval supply.

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CAUTION

Be careful here, as the small targets and tight confines of the valley make for a challenging environment, even for a seasoned pilot.

STOP THE FLEEING CARGO SHIPS

Lookouts report a group of three cargo ships to the southwest. They are on an eastern heading, fleeing at speed. Dispatch any available aircraft or vessels to stop them. This earns you a Fierce Assault naval supply to boost your effectiveness at amphibious operations.

FLY RECON

The brass has requested that you survey three areas. Check the tactical map and order a recon plane to visit each.

ENEMY SUBMARINE SIGHTED

Reports indicate an enemy submarine is operating within our vicinity. Dispatch a destroyer or recon plane to deploy depth charges and eliminate this threat.

RECON PLANE DOWN

Intelligence suggests we have lost a recon plane in this area of operation. It's vital what we locate it. Listen to the report and move to the indicated area to locate our lost recon plane.

PUSHING NORTH

With the island installations to the south under Japanese control, take command of your cruiser flagship and set a course for the airfield located in the bay to the north.

Tips from the Blonde Bombshell

During amphibious operations, secure the command center first.

Get as many aircraft in the air as possible, and set your cruiser on a course for the Allied stronghold to your north. Set all of your aircraft to establish a CAP, as this will help keep enemy warplanes from harassing your transports.

As you close in on the northern base, send out any bombers you have as a vanguard for your invasion force. Use their ordnance to soften up the command center in preparation for our soldiers.



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It's always a good idea to send one fighter squadron as an escort for your bombers.

As your battle group reaches the shoreline, have your landing craft disembark, and allow your invasion force to capture the command center and secure Port Moresby.



HUNT FOR THE USS HORNET

As the Japanese surface fleet maneuvers into position, ready to take Midway, our submarines hunt deep under the surface, unseen. There is a pack of subs near Midway now, and although there are many supply ships to target, there are also a lot of enemy destroyers protecting them. The sub pack, though, is looking for the USS *Hornet*. Sink that vessel to strike a major blow against the United States.



Tactical Map

PRIMARY OBJECTIVES

1. Ambush the supply convoy and sink the designated ships.
2. Stay long enough on the surface to transmit a radio message.
3. Torpedo the carrier USS *Hornet* to slow her down.
4. Sink the *Hornet* and her fleet.

SECONDARY OBJECTIVE

1. Destroy the enemy recon plane.

HIDDEN OBJECTIVE

1. Destroy all transport ships in the convoy.

ORDER OF BATTLE

Class	Type	Number
Submarine	Type B class	3

UNLOCKABLES

Unlockable	Condition	Available
I-400-class submarine	Achieve at least Silver medal	—
Improved Shells Naval Supply	Achieve at least Silver medal	IJN Mission 07: Invasion of Midway
Bonus Type B submarine	Achieve Gold medal	

THE SILENT HUNTERS



As you take the helm of the Type B, maintain your present bearing at full speed at periscope depth, and you'll soon be alerted to surface contact dead ahead. You've come upon the Allied convoy.



This mission is a great way to destroy five enemy units with a submarine to receive the Submarine Badge!

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In addition to the destroyer escort, a U.S. Narwhal submarine is in the area as well. Make the enemy submarine your priority.

After you sink the Narwhal, hunt down the convoy's destroyer escorts, sinking them one at a time.



When attacking from a submarine, try to generate as much confusion as possible by firing in a spread. A submerged submarine is slow, so strike from afar to improve your odds of evading the enemy.



CAUTION
Watch your oxygen levels!

SINK THE CONVOY



With the two escort destroyers at the bottom of the Pacific, you can now surface (a submarine travels much more quickly when surfaced) and begin pursuing the transport ships. These vessels are very soft targets. Use your torpedoes during the approach, then switch to your artillery to send all five transports under.



HORNET SPOTTED!

A PBV Catalina swoops in from the west ahead of a small destroyer fleet. Remain surfaced long enough to transmit your message to IJN command before slipping beneath the waves.

CAUTION

Chances are you've expended the bulk of your torpedoes tackling the convoy. Taking out the Catalina is mission critical to contacting the nearby I-400 submarine in order to resupply on torpedoes!

Slip beneath the waves before turning to engage the USS *Hornet* to the northwest. With five destroyer escorts in formation, the *Hornet* is no easy target. Remember that you have only three Type Bs at your service.



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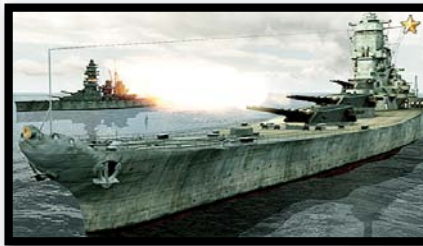
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THE YAMATO ARRIVES



As your submarine fleet harasses the enemy, the battleship *Yamato* enters from the east with two Japanese destroyers in tow. Use your submarines to continue pressing the attack to sink the *Hornet* and all her escorting vessels. After you accomplish this, you can move on to the next mission.

INVASION OF MIDWAY

The largest fleet ever assembled is approaching Midway now. Yamamoto, the father of the plan, is being hailed as a genius. When Midway is under Japanese control, the United States won't be able to penetrate our defensive line, and the homeland will be secure. But more importantly, we'll inflict enormous damage on the U.S. war effort. If we sink their carriers, it could signal the end of the war in the Pacific, with Japan overwhelmingly victorious.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the enemy airfields.
2. Sink two enemy carriers.

SECONDARY OBJECTIVES

1. Sink the Atlanta.
2. Launch at least eight squadrons.

HIDDEN OBJECTIVE

1. Disable the airfields by destroying the kerosene sources.

ORDER OF BATTLE

Class	Type	Number
Carrier	Hiryu class	1
Carrier	Kaga class	1
Torpedo bomber	B5N Kate	60
Battleship	Fuso class	1
Cruiser	Takao class	1
Destroyer	Fubuki class	1
Fighter	A6M Zero	80
Dive-bomber	D3A Val	60

UNLOCKABLES

Unlockable	Condition	Available
Yamato-class battleship	Achieve Gold medal	—

DESTROY THE ENEMY AIRFIELDS!



After you spot the airfields, use the Support Manager to launch your aircraft. You need to launch eight squadrons altogether. Make sure to establish at least two CAPs, one for each of your carriers.



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Always launch one fighter squadron per carrier first to establish a CAP. Once you have a CAP up, begin launching your Vals and Kates.



As your carriers launch their warplanes, begin navigating your battle group using the tactical map. This is also a good time to begin consolidating your forces by bringing your submarine to the south into formation with your battle group.

ENEMY RECON PLANE IN RANGE!

As you navigate your force toward Midway, a PBY Catalina appears to the north. Quickly dispatch a squadron of Zeroes to eliminate her.



ENEMY SHIP SIGHTED! INCOMING TORPEDO AND LEVEL BOMBERS!



Lookouts have spotted Elco PT boats, Devastators, and B-17s heading for the battle group from the south. If you've established a CAP properly, your fighters should neutralize this new threat.



It's a good idea to take command of one of your fighters and conduct CAP on your own. You will find that you are often more efficient than your wingmen. You have a friendly group of Nells approaching Midway on a bombing run. If you can spare a fighter squadron, send it along as escort!

SINK THE ATLANTA!

Lookouts have identified an Atlanta-class cruiser steaming for the island to our southeast. Order a squadron of dive-bombers and your submarine to pursue her before she reaches safety! Attempt to target her engines with your dive-bombers to slow her down.



SONAR REPORTS AN ENEMY SUBMARINE IN THE VICINITY



It appears that the USS *Nautilus* is attempting to skirt our northern flank. Launch Pete recon planes from your cruisers and order them to attack this lurking threat!

CAUTION

Manage your aircraft! If the radar officer announces the loss of a squadron, launch a replacement. You must maintain air superiority.



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CAPTURE THE HEADQUARTERS!



The western island houses the enemy headquarters. Focus your main battle group's efforts on this target to weaken it as you pass on your way to the airfields in the southeast.



As you approach islands, use your fighter squadrons to eliminate coastal guns and PT boats to clear a path for your main force!



Begin your assault of the airfields by ordering your battle group to attack.



During your advance, send dive-bombers ahead to soften up the airfields for your arrival.



SONAR CONTACT



Sonar contact to the northwest indicates a U.S. submarine attempting to slip in behind the formation. Send any Petes you have to take it out with depth charges!

DESTROY THE AIRFIELD



Take control of a squadron of Vals to eliminate the hangars on the island's western side.

Now in proximity to the island, your battle group begins bombarding the island. Focus your firepower on the nearby oil tanks to trigger an explosion that will consume the airfield and complete your hidden objective.



ENEMY CARRIER FLEET SPOTTED TO THE NORTHEAST



The USS Yorktown and a cruiser/destroyer escort are to our northeast. They are scrambling aircraft. Turn your battle group to attack, and use your established air superiority to dominate this new threat. Send every dive-bomber and torpedo bomber ahead of your battle group as you turn to face them.



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A SECOND CARRIER FLEET TO THE NORTH



Another carrier group is moving to engage from the north. Continue to turn your battle group to confront them while sending any available aircraft ahead to soften the targets.



Focus all your air power's efforts on the enemy carriers. Your battleship will make light work of the advancing escort warships while your aircraft tend to the carrier.



DEFENSE OF GUADALCANAL

Losing Midway was a serious blow to the Americans, so they are responding by launching an assault on Guadalcanal. All they'll find there are impenetrable defenses and the determined troops of the Japanese Empire. Although the U.S. forces are doomed to fail, all landing operations must be prevented. It's important that they don't even set foot on the island. Such a move would ensure our defenses don't come under attack and would send a shock wave through the U.S. high command.



Tactical Map

PRIMARY OBJECTIVES

1. Prevent the landing operation.
2. Destroy the landing ships.
3. Prevent the bombing of the HQ.

SECONDARY OBJECTIVE

1. Destroy the retreating fleet.

HIDDEN OBJECTIVE

1. No landing ship is allowed to reach the shore.

ORDER OF BATTLE

Class	Type	Number
PT Boat	Gyoraitei	20
Fighter	J1N1 Gekko	33
Fighter	Ki-43 Oscar	33
Level bomber	G4M Betty	9
Other aircraft	Kawanishi H6K Mavis	5

UNLOCKABLES

Unlockable	Condition	Available
1 bonus Betty squadron	Achieve at least Silver medal	Solomons' Skirmish
2 bonus Betty squadrons	Achieve Gold medal	

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SCRAMBLE OUR FORCES!



Once you have command of the land installations, access the shipyard and airfield via the Support Manager and launch two squadrons of Oscars, two PT boats, and both Mavis.

CAUTION

Landing craft and PT boats are highly vulnerable to a fighter plane's machine guns. Keep your fighters focused on escort fighters first. After they eliminate these, have them turn to the landing craft.

ENEMY FORCES TO THE NORTHEAST!



An enemy landing party is spotted approaching from the northeast. Dispatch your Mavis and Betty squadrons to launch torpedoes against the cruiser flagship, have your fighters deal with any enemy escort fighters, and order your PT boats to strike the landing craft.

After you eliminate the warships, send your Mavis and Betty squadrons to take out the second wave of transports to the north.



ENEMY AIR RAID SIGHTED!



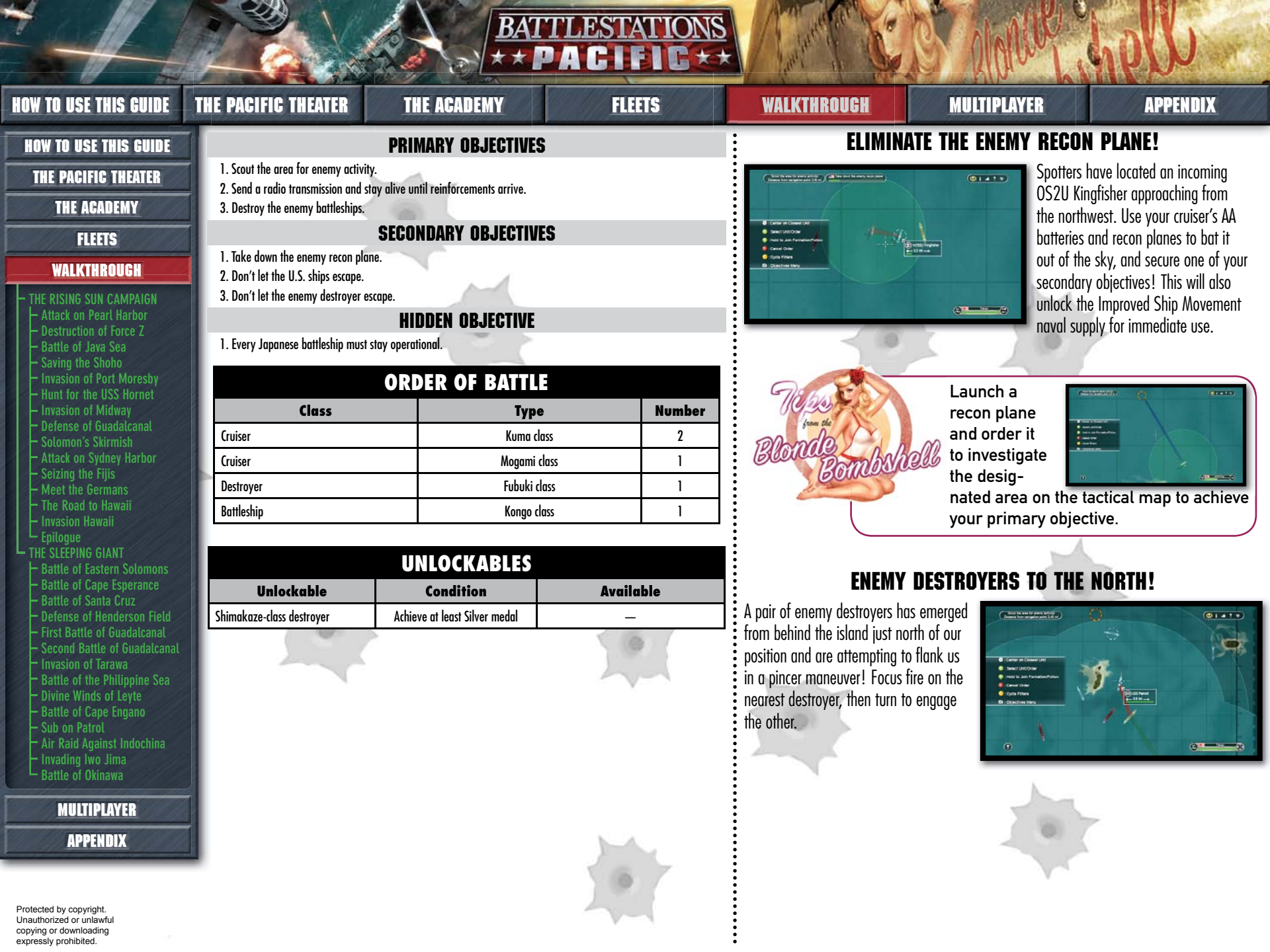
Multiple Dauntless and Corsairs are approaching from the north. Leave your PT boats to clean up any remaining landing craft. Recall any level bombers and order all aircraft to intercept. Protect the headquarters at all costs! Another wave will come in from the north after you defeat the first. Have your fighters focus their energies on taking down the Dauntless first!

SOLOMON'S SKIRMISH

As we expected, the Allies failed to land at Guadalcanal. However, they have kept a strong presence in the area. They are planning another attack of some sort. It's of the utmost importance that the Japanese Navy remain vigilant. Routine reconnaissance is needed. We must find out all we can about the enemy's strength and location.



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PRIMARY OBJECTIVES

1. Scout the area for enemy activity.
2. Send a radio transmission and stay alive until reinforcements arrive.
3. Destroy the enemy battleships.

SECONDARY OBJECTIVES

1. Take down the enemy recon plane.
2. Don't let the U.S. ships escape.
3. Don't let the enemy destroyer escape.

HIDDEN OBJECTIVE

1. Every Japanese battleship must stay operational.

ORDER OF BATTLE

Class	Type	Number
Cruiser	Kuma class	2
Cruiser	Mogami class	1
Destroyer	Fubuki class	1
Battleship	Kongo class	1

UNLOCKABLES

Unlockable	Condition	Available
Shimakaze-class destroyer	Achieve at least Silver medal	—

ELIMINATE THE ENEMY RECON PLANE!



Spotters have located an incoming OS2U Kingfisher approaching from the northwest. Use your cruiser's AA batteries and recon planes to bat it out of the sky, and secure one of your secondary objectives! This will also unlock the Improved Ship Movement naval supply for immediate use.



Launch a recon plane and order it to investigate the designated area on the tactical map to achieve your primary objective.



ENEMY DESTROYERS TO THE NORTH!

A pair of enemy destroyers has emerged from behind the island just north of our position and are attempting to flank us in a pincer maneuver! Focus fire on the nearest destroyer, then turn to engage the other.





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Use your cruiser's superior range and firepower to sink the enemy destroyers before they can engage you!



A third destroyer on an eastern heading to the north is attempting to flee. Target her and move to engage.



Eliminating this third destroyer will unlock the Improved Repair Team naval supply for immediate use. You will need it in the battle ahead.

A TRAP SPRUNG!



Elements of an enemy strike fleet are moving in from the north and west. The battleship USS *South Dakota* is among them. Come about to an eastern bearing and make full speed to outrun the massive battleship.

Two squadron of Betties have joined your force, flying in from the east. Using the tactical map, order them to strike the USS *South Dakota*.



CAUTION

Keep all your units active via the tactical map. Nothing makes a better target than a ship idling in open water.



By now, your cruiser has been engaged by the remaining three enemy destroyers to the north. Once more, press the class advantage and use everything at your disposal as you navigate through them, continuing east as you flee the *South Dakota*.



Japanese cruisers are outfitted with several torpedo tubes. Use every advantage you have!



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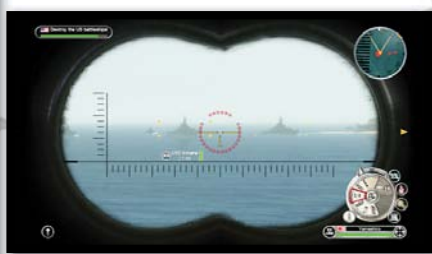
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THE YAMASHIRO AND KIRISHIMA ARRIVE



Emerging from the southwest, the battleship *Yamashiro* has heeded your calls for aid. Use the tactical map and order your cruiser to rendezvous and join formation with the battleships.

ENEMY BATTLESHIPS DIRECTLY TO THE NORTH!



The USS *Massachusetts* and USS *Indiana*, along with a cruiser and two destroyers, have come from behind the island to the north of your battleships. Direct the main battle group to engage the enemy battleships first, focusing all fire on a single target.



Don't forget your Betty squadron! Call them if you need assistance.



After you eliminate the two battleships, redirect your fire to any remaining enemy ships.



Next, turn to engage the encroaching USS *South Dakota* in the east. With your superior numbers, the *South Dakota* should sink quickly!

ATTACK ON SYDNEY HARBOR

Our southern perimeter now completely isolates Australia. Our control of the sea is overwhelming, and Australia is effectively neutralized as a force. To drive this home to them, a raid on a vessel in Sydney Harbor is planned. An "invisible" mini submarine will be used, and the selected target will be sunk right on their doorstep.



Tactical Map

PRIMARY OBJECTIVES

1. Sneak into the port following the navigation points.
2. Target and identify the cargo ships.
3. Sink the ammunition ship.

SECONDARY OBJECTIVE

1. Enter the harbor without raising an alarm.

HIDDEN OBJECTIVE

1. Find our crashed recon plane.

ORDER OF BATTLE

Class	Type	Number
Submarine	Type A target midget submarine	3

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UNLOCKABLES		
Unlockable	Condition	Available
Type B-class submarine w/ Kaiten	Achieve at least Silver medal	—
Bonus I-400 Sub	Achieve Gold medal	IJN Mission 11: Seizing the Fijis

ENTER THE HARBOR!



Use the tactical map to locate the waypoints, then navigate toward them.

CAUTION

Speed is of the essence! Resurfacing in the harbor to replenish your air supply will expose your position, so move with purpose.



As you reach the harbor mouth, follow the nearby tanker's course to avoid the harbor's mines and antisubmarine netting!



Just north of the harbor entrance, find a downed Japanese recon plane to achieve the hidden objective.



Continue to navigate between waypoints to proceed into the harbor.



CAUTION

Do not surface as you enter the harbor! Doing so will alert area PT boats and nullify your secondary objective.



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IDENTIFY THE TRANSPORT SHIPS!



The transport ships are indicated on your tactical map as additional waypoints. Move between them! As you approach, use your periscope to identify them.

Once in the harbor, you can use the cover of darkness to surface for air and identify the target transports. Don't stay surfaced unnecessarily!



Using the periscope, identify the three transports in the western section of the harbor.

TORPEDO THE AMMUNITION SHIP

Once you've correctly scouted out the last vessel, your target will be identified. Move to engage the target and sink it to complete your mission!



SEIZING THE FIJIS

The United States has only one important bastion left in the middle of the Pacific: The Fijian Islands. Capturing them is our next goal. We expect the Americans to defend strongly — without Fiji, they cannot strike back at us anywhere. Once Fiji is in Japanese hands, the Americans must fall back to Hawaii.



Tactical Map

PRIMARY OBJECTIVE

1. Take over all four island bases.

SECONDARY OBJECTIVES

1. Sink the listing enemy battleship.
2. Sink the enemy escort carrier.

HIDDEN OBJECTIVE

1. Find the minefields using the recon plane.

ORDER OF BATTLE

Class	Type	Number
Carrier	Akagi class	1
Other ships	Troop transport	2
Torpedo bomber	B6N Jill	40
Battleship	Fuso class	1
Destroyer	Fubuki class	1
Cruiser	Takao class	1
Fighter	A6M Zero	40
Dive-bomber	D4Y Judy	40



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ENEMY VESSELS ON AN INTERCEPT COURSE!



As your battle group steams into sight of the Fijis, an American cruiser and destroyer will attempt to intercept from the island stronghold immediately north of your position. Quickly scramble two Zero squadrons using the Support Manager and establish a CAP; then use the Support Manager once again to launch squadrons of torpedo bombers and/or dive-bombers. Now order the battleship *Yamashiro* to engage the incoming vessels. Her massive cannons will sink them quickly.

CAPTURE THE COMMAND CENTER



With the enemy ships sunk, order your battle group to engage the command center to your north.

ENEMY AIRCRAFT SIGHTED!

A Catalina has been spotted on approach from the northwest. Dispatch a Zero squadron to eliminate it.



Next, redirect your fighter squadrons to engage the Helldiver squadrons that approach from the northeast. Your fighters must protect the battle group to ensure a successful capture of the enemy command center.



NOTE

Once you set it up, a CAP is self-sufficient enough to maintain air cover for your battle group. They will engage any threats when they come into range, freeing you up to plan your invasion.

The command center should fall quite rapidly once your invasion begins. When it does, you will have immediate access to the D4Y Judy Strike naval supply!



ENEMY AIRFIELD IN RANGE



Reconnaissance reports an enemy airfield on the large island to our northeast. Order the battle group to engage the island installations.

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As you approach, use your battle group's AA batteries to swat down the incoming waves of Helldiver dive-bombers that pour in from the northeast.



Focus your fire on the large island's headquarters, as this will cause the rest of the land installations to fall, leaving them ripe for your invasion forces. Capturing this command building will unlock the Improved Shells naval supply, which you can use immediately.

PUSHING AHEAD



As your landing forces secure the airfield on the largest island, redirect your battle group to engage the island base to the northeast. An L2D Tabby squadron will emerge from the northwest. Order them to drop their paratroopers on the headquarters on this island to aid your invasion forces.

SINK THE LISTING ENEMY BATTLESHIP

Reconnaissance has located the USS *South Dakota* in a cove on the opposite side of the northernmost island. Send in a squadron of torpedo bombers to put her out of her misery and complete one of your second objectives!



Launch a recon plane and dispatch it to the far eastern island, where it will locate the enemy minefield. This fulfills your hidden objective.



SINK THE ENEMY ESCORT CARRIER



An escort carrier to the far northeast is moving to support the last Fijian island, and she's launched three Helldiver squadrons to intercept your battle group. Have the CAP intercept while you pummel the enemy aircraft with your AA batteries. Order the battle group to engage this new target.

CAUTION

Remember to always focus your attacks on an enemy's carrier first!



As you close with the carrier and her escorts, send ahead your torpedo bombers and dive-bombers to soften up the carrier for your artillery. By the time your battle group is in position to engage the carrier, she should be low-hanging fruit for your battleship.

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You may wish to send a squadron of Zeroes to escort your bombers through the enemy's CAP fighters, but don't do this at the expense of your own carrier's CAP.



With the carrier neutralized, redirect all units to engage the cruiser escort. By turning all weapons on her, she will quickly slip beneath the waves, allowing us to pulverize the final enemy destroyer!

CAPTURE THE SHIPYARD!

With the enemy vessels eliminated, direct our battle group to reengage the easternmost island and the command station housed there.



CAUTION

Make sure to skirt the minefield that your recon plane spotted!



Since you have smashed all defenses, the final island will fall into your hands quickly, securing the Fijis in the name of the Japanese Empire!

MEET THE GERMANS

We are planning to exchange vital information, plans, and equipment with our German allies. The benefit to us will be great: new airplane blueprints, radar detectors, and an Enigma coding machine. The Japanese I-52 submarine will rendezvous with the German U-530 U-boat near the coast of East Africa. It's an extremely secret mission, and enemy activity has been reported in the area. Stealth is a priority. This rendezvous must take place successfully.



Tactical Map

PRIMARY OBJECTIVES

1. Fly to the navigation point to locate the German submarine.
2. Land on the water near the German submarine.
3. Sink all the ships in the convoy.
4. Sink the submarine hunting group.

SECONDARY OBJECTIVE

1. Eliminate all ships in the area.

HIDDEN OBJECTIVE

1. Kill at least one ship with both submarines.

ORDER OF BATTLE

Class	Type	Number
Submarine	Type B	1



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UNLOCKABLES

Unlockable	Condition	Available
2 bonus Akizuki-class destroyers	Achieve Gold medal	IJN Mission 14: Invasion of Hawaii

You won't be able to make the rendezvous. A recon plane has been dispatched to travel ahead and advise your German comrades. Make sure it reaches the navigation point by commandeering it or by issuing orders via the tactical map.

RUNNING LATE



HOSTILE SHIP FORMATION SPOTTED!



Our recon plane has sighted enemy vessels to the northwest, directly between us and the Germans. The recon plane must proceed to the rendezvous to warn the Germans. Continue on your current bearing, watching for enemy AA fire. Set your plane down alongside the German U-boat.



Landing on water or on land is as simple as gliding in on an even approach and decreasing your speed. As your speed drops, gradually nose your angle down to bring your floats in contact with the surface.

RADIO CONTACT ESTABLISHED!

You've gotten through to the Germans and informed them of the nearby enemy formation. They have submitted to your command for this operation. Between your two submarines, you should make short work of the enemy vessels. Target the destroyer and leave the transports to your German counterparts. Order the German U-boat to attack the transports and have your submarine engage the U.S. destroyer.



Now is the ideal time to complete your hidden objective. Transports are soft targets! Make sure to eliminate a ship with each submarine.

Once alerted to your presence, a sub-hunter is a tenacious adversary! It doesn't help that a submerged submarine moves so slowly. Make absolutely certain that your first volley is well placed.

RENDEZVOUS INTERRUPTED!



You've managed to meet up with the Germans, but sonar reports multiple surface contacts to your northwest. It appears they managed to contact reinforcement, and it's an Allied sub-hunting party! They appear to be launching aircraft.



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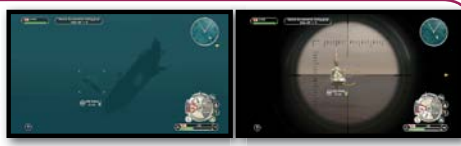
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The best way to escape a destroyer's depth-charge attack is to dive and move away as the destroyer bears down on you. If you are backing away from the destroyer, wait until she is nearly overhead, then engage full-speed ahead and slip out from under her. You won't escape completely unscathed, but you will minimize the damage. This works even better in reverse, as it allows you to slip up behind them and send off a volley of torpedoes as you rise to periscope depth.

CAUTION

This is your most challenging engagement yet. You still haven't managed to complete your business with the Germans. If either submarine is destroyed, it will spell disaster for your campaign!

An enemy destroyer has broken off from the group, and she's heading right for you. Engage her while your other submarine moves off. Try to break up the formation if you can. Once you've managed to draw one ship away from the hunting group, focus both submarines' combined strength on that single target.



CAUTION

You don't stand a chance in a head-on confrontation. You must maintain your advantages. Work carefully to isolate and pick off stragglers within the hunting group. By isolating individual vessels, you can thin their numbers. Once the escorts are eliminated, move in on the carrier.



While on the surface, focus your efforts on the enemy fleet's carrier; their planes are not as big a threat to a submarine, and you cannot allow their destroyers to overpower us. Strike first against their destroyers, then focus on the carrier, which should fall quickly!

THE ROAD TO HAWAII

Your sights have turned on Pearl Harbor. The greatest prize of all. But before you attack it directly, you plan to launch amphibious strikes on the small bases and communications stations on the outlying islands around it. By doing this, you'll damage the United States' ability to identify the main attack and to communicate and coordinate a strong response. Expect strong resistance, even to these smaller raids. You can rely only on the support of your naval air force, so tight, effective air support is the answer. With these strikes achieved, Hawaii will soon fall to the Japanese.



Tactical Map

- ### PRIMARY OBJECTIVES
1. Support the landing troops and destroy the designated targets.
 2. Hunt the transport planes down before deploying the paratroopers.
 3. Prevent the landing at all cost — sink the transports.
 4. Sink both USN Carriers.
- ### SECONDARY OBJECTIVE
1. Sink the evacuating tankers.



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HIDDEN OBJECTIVE

1. Destroy the radio station and its defences.

ORDER OF BATTLE		
Class	Type	Number
Fighter	A6M Zero	30

UNLOCKABLES		
Unlockable	Condition	Available
1 bonus Shimakaze-class destroyer	Achieve Gold medal	IJN Mission 14: Invasion of Hawaii

WEAPONS FREE!

You are beginning your assault of the communication hubs on the islands dotting the Pacific.



It is up to you and the rest of your fighters to support your invasion forces. Begin your assault of the island. Focus your attention on coastal gun positions and PT boats.

ENEMY CONVOY FLEEING TO THE NORTH



Reports indicate that a small convoy of enemy transports is departing on the northern side of the island. Take them out to achieve your secondary objective, but do it quickly. You can't leave your landing craft unattended too long, and you need to eliminate 21 targets to help secure the beachhead.



Now that you've sunk the retreating tankers, resume your attack of the island's defense, once more engaging coastal guns, batteries, and PT boats first. You have a limited amount of time to eliminate 21 targets and achieve your primary objective, so make it count.

ENEMY AIR UNITS ARE INBOUND!



Transport planes are approaching from the west. Move to intercept and attack. If you hit them quickly enough, you can eliminate them before they can deploy their troops. Orders indicate that this is a primary objective!

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THEY HAVE ESCORTS!



The transport planes have an escort of U.S. P-38 Lightnings! They must not deter you.

CAUTION

Pursue the transports! If they manage to deploy their troopers, it will spell doom for your campaign.



ADDITIONAL TRANSPORT PLANES FROM THE SOUTH



Turn to engage this new target from the south. Remember, focus entirely on the troop transports. Their defeat is mission critical!

KAMIKAZE!



An enemy strike force has moved in and crippled your aircraft carrier, and you don't have the means to defend yourself. You have no choice but to ram the enemy with your aircraft. Locate the two transports off the northwest side of the main island and ram them!

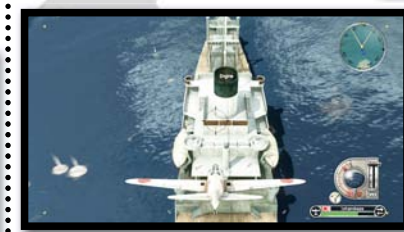
DESTROY THE MUNITIONS SHIP

The only hope you have of defeating the enemy carriers is a Kamikaze strike against the munitions ship between them!



Use altitude on your approach to limit the effectiveness of the enemy's AA batteries.

When attacking a well-defended target using a Kamikaze, use the same technique you would if you were piloting a dive-bomber. A steep approach angle will limit your exposure to AA fire!



Ram into the munitions ship with your Kamikaze to complete this mission!



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INVASION HAWAII

We have brought the American giant to its knees. Step by step, we have pushed the U.S. forces back across the Pacific, to just one location. Pearl Harbor is where this started and where it will end. We expect the Americans to throw everything they can at us. This is their last stand. But the Imperial Japanese Navy has faced them before and won. So we will take Hawaii at any cost, and we will keep it. Every member of the Japanese military will fight harder than they have ever fought before. We can bring this war across the world's biggest ocean to an end in one battle. It will be a great and glorious victory for Japan.



Tactical Map

PRIMARY OBJECTIVES

1. Lead your fleet to Mamala Bay.
2. Eliminate the blockade.
3. Sink the battleship USS *Iowa*.

SECONDARY OBJECTIVE

1. Eliminate the blockade before USN reinforcements arrive.

HIDDEN OBJECTIVE

1. Send a recon plane to avoid a submarine ambush.

ORDER OF BATTLE

Class	Type	Number
Carrier	Akagi class	1
Carrier	Kaga class	1
Destroyer	Agano class	1
Torpedo bomber	B6N Jill	30
Battleship	Yamato class	1
Cruiser	Takao class	1
Destroyer	Fubuki class	2
Fighter	J2M Raiden	30

ORDER OF BATTLE

Class	Type	Number
Dive-bomber	D4Y Judy	30

UNLOCKABLES

Unlockable	Condition	Available
G4M Betty level bomber w/ Ohka	Achieve Gold medal	—

THE BATTLE BEGINS!



Surface contacts are to the west of your position. The battleship USS *Massachusetts* is leading a large battle group on an intercept course. Order the fleet to engage!



Use the Support Manager to get your planes in the air right away and establish at least two fighter squadrons on CAP. Launch Kamikaze as well!



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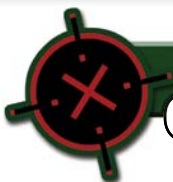
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NOTE

The Kaga carries only Kamikaze aircraft.



Launch a recon plane from your battleship or cruiser and have it set up a CAP. This will help you achieve your hidden objective.



Move your carrier fleet away from the approaching enemy fleet, but make certain to keep her close to your battleship.

Victory here depends upon maintaining the range advantage. Your aircraft and battleship offer you very long arms. Move away from the approaching enemies to keep their smaller warships out of the battle.



Next, order your Kamikaze to strike the enemy's battleship. Defeating her is the key to victory.



CAUTION

Make sure to replace lost Kamikaze units using the Support Manager!

Once you've broken the battleship's back, begin picking off the rest of the enemy fleet using your main fleet and Kamikazes while continuing to maintain distance.

ENEMY LEVEL BOMBERS INBOUND



The Americans are sending their level bombers to challenge your fleet.



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Your Raidens are built specifically for interdicting with level bombers! Order them to engage using the tactical map.

REGROUP!

Take a few moments to draw your two battle groups closer together. This will allow your battleship to keep close watch over your carrier group.



You may also wish to merge your two battle groups to avoid confusion as you draw closer to Pearl Harbor; however, it's risky to have your carriers in with your main attack ships.

This is also a good opportunity to establish a battle formation.



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CAUTION

Do not attempt to land Kamikazes. They can explode upon landing, damaging your carriers.

MORE LEVEL BOMBERS ON APPROACH!

Radar indicates level bombers and fighter bombers coming in from the north and northwest. Your CAP should pick them up, but if you prefer to be proactive, order your Raidens to engage via the tactical map.



FORGING AHEAD

Once you've regrouped and selected your attack formation, continue your push to Pearl Harbor in the north. More enemy bombers will approach from the north and northwest. Your CAP should engage automatically, but if you prefer, you can issue an attack using the tactical map.



As you approach Pearl Harbor, send a recon plane out on CAP to spot any enemy submarines.

DESTROY THE BLOCKADE

The Americans have formed a blockade. You must destroy it before the battleship USS *Iowa* arrives to assist her comrades. Order your fleet to engage the U.S. battleship.



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CAUTION

This engagement can deteriorate quickly! Always check your tactical map to ensure you have a complete picture of the battlefield so that you can make the best decisions for your fleet.

Use the Support Manager to scramble your Kamikaze and order them to attack the battleship as well. You must smash the American blockade at all costs!



CAUTION

A carrier is no match for a small warship, much less a battleship. Keep your carriers on the move and out of reach.

INCOMING ENEMY LEVEL BOMBERS



Another batch of enemy level bombers is approaching from the northwest. Your CAP will move to engage.

DESTROY THEIR BATTLESHIPS



After you deal with the enemy fleet's smaller, faster warships, turn all of your guns on their battleships. Focus all firepower on one battleship at a time. When you sink one, turn to the other.

THE USS IOWA ARRIVES



The battleship USS *Iowa* is steaming full-speed ahead from the northwest. Prepare to engage. Focus all attacks on her!

ENEMY SUBMARINE LOCATED!

Your recon planes have discovered an enemy submarine in the vicinity. Order the recon planes to strike her with depth charges.



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PURSUIT!



Chase down any remaining U.S. ships as you steam your fleet to Mamala Bay and victory!

EPILOGUE



Your path across the Pacific has been fraught with peril. You have lost many comrades, but take pride in knowing that they died for the glory of the Japanese Empire! Our sun now rises over the West!





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THE SLEEPING GIANT

This section of the field guide walks you through the entire United States Navy Campaign. Bear in mind that the battlefields are often quite expansive. The tactics and strategies discussed herein have proven effective but are not the only methods for achieving victory against the Japanese Empire.

BATTLE OF EASTERN SOLOMONS

At Midway, we stopped the Japanese in their tracks by sinking four of their carriers. The blow stunned them and gave us a chance to penetrate deep into areas under their control. We landed on Guadalcanal and Tulagi and have transferred fighter and bomber aircraft to the bases there to protect our supply lines. But already the Japanese Navy plans to strike back. Nagumo and his carriers are moving south, toward us. The forthcoming battle will be a major test of our navy's air power.



Tactical Map

PRIMARY OBJECTIVES

1. Deal with the incoming Japanese squadrons.
2. Escort at least four attacking squadrons to the enemy fleet.
3. Sink the three marked transport ships.
4. Sink the Japanese escort carrier *Ryujo*.

SECONDARY OBJECTIVE

1. Sink the Tokitsukaze destroyer escorting the transports.

HIDDEN OBJECTIVE

1. Sink every ship in the mission.

ORDER OF BATTLE

Class	Type	Number
Dive-bomber	SBD Dauntless	60
Fighter	F4F Wildcat	60
Torpedo Bomber	TBF Avenger	60

INCOMING VALS!



We've begun our push against the Japanese holdings in the Eastern Solomons. We have a squadron of enemy Vals bearing down on our carrier and her escorts. Now is a perfect time to get a feel for piloting the U.S. Navy's fighters and dive-bombers. Take control of the F4F Wildcat and engage the bogies bearing down on your battle group from the south.

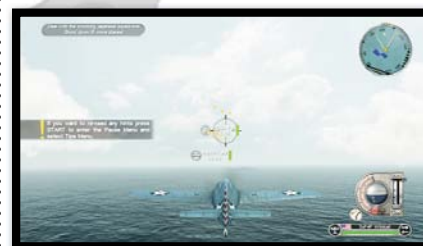


You need to take out 10 enemy aircraft.



NOTE

If your plane is shot down, you will automatically switch to another unit.



When engaging enemy dive-bombers, remember that your battle group is their primary target. The Val's rear gunner will be able to provide limited defensive fire, but the Val will not break off from their attack on your carrier and her escorts.



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If you stall, remember that you must gain more lift to keep your aircraft aloft. Since more speed means more lift, engage your turbo boost to regain control faster!

The farther out from your carrier you can engage the Vals the better. This will give you more time to deal with the enemy dive-bombers, thereby limiting the chance of them being able to drop their payloads.



A dive-bomber always approaches from a high altitude to limit the danger of AA fire from enemy gun batteries. Use this to your advantage by approaching the Val squadrons from below to limit their defensive capabilities even further. Try to do as much damage on your approach as possible!

CAUTION

You will not have access to the tactical map during this engagement.



Your wingmen attack your target unless you order them to do otherwise.

TORPEDO BOMBERS! TWELVE O'CLOCK LOW!

It appears the enemy is attempting to get a squadron of Kates in under your nose. You can't afford to sustain any torpedo damage. Use the advantage of altitude as you line up a strafing run, then swoop in on the enemy aircraft using a low airspeed to maximize the damage.



They have Oscars flying escort! It appears the Japanese have managed to provide a fighter escort for the fighter bombers. Do not lose focus! Your priority is protecting your carrier from attack, so keep the bombers off her back.



If your crosshair turns red while firing, this means you've hit your target.

ESCORT THE DAUNTLESS!

With the enemy attack against your carrier successfully repelled, the Enterprise is prepared to launch your Dauntless dive-bombers. The skies are buzzing with enemy fighters. Take your Wildcat squadron and keep those fighters off your dive-bombers.



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NOTE



You now have access to the tactical map. Use it to survey the battlefield, issue orders, and establish an escort.



You need a minimum of four bomber squadrons to reach the navigation point! It's up to you to make that happen!



Use your turbo boost to race ahead of the Dauntless squadrons and engage the incoming Oscars. Use a head-on strafing attack, then swoop back around to renew your attack.



Get your wingmen involved by issuing an attack order!

Remember that enemy fighters will focus on your bombers. This can make dispatching them a great deal easier, but it also poses a larger threat to your bombers.

ENEMY SHIPS SIGHTED!



You've managed to get your bombers into position, and you've spotted some enemy transports. Alternate control of a Dauntless or an Avenger squadron and sink those ships.



Make sure to sink every Japanese ship to complete this mission's hidden objective!



When conducting a dive-bombing run, approach the enemy ships from a high altitude.

Once nearly on top of your target, enter a steep dive to limit your exposure to AA fire.



Engage the bomb-targeting reticle and release your payload when the reticle is over the enemy ship.



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When conducting a torpedo run, approach the enemy ships at a low altitude, just above the waterline.




The torpedo bomber is highly vulnerable to AA fire on her attack approach. Waggle your pitch and roll to minimize exposure to AA fire.




Once you're close enough to the enemy vessel, drop your torpedo in the water.



Enter a steep climb to peel off from the target vessel.



ENEMY CARRIER IS VISUAL!



Reconnaissance indicates you've located your primary target, the Japanese carrier *Ryujō* and her escort. She's engaged with the USS *Saratoga* to your southeast. Take your remaining Avengers and Dauntless to assist, using the techniques you used earlier against the transports.

Sinking the *Ryujō* will end this mission. If you wish to complete your secondary objective, focus your opening volley on her escort. After you have dispatched the escort, direct all efforts against the limping *Ryujō* and quickly send her to the bottom of the sea.

CAUTION

When enemy fighters move to engage you on a bombing run, evade as best you can, but do not disengage your primary target, the enemy vessel.

BATTLE OF CAPE ESPERANCE

Guadalcanal is at the center of a bitterly fought battle. The U.S. Marines are fighting to defend their foothold on the island, and the Japanese are increasingly determined to drive them back into the sea. Both sides are being reinforced, but the situation remains at a stalemate. Under the cover of night, the Japanese use their warships to shell Henderson airfield and to ship in reinforcements via the "Tokyo Express." Reports of an unguarded convoy inbound have proven to be unfounded. Nevertheless, the United States hope for their first victory in a surface night battle.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the three attacking Japanese ships.
2. Sink the two incoming heavy cruisers.
3. Hunt down the oil tanker convoy near the islands.

SECONDARY OBJECTIVES

1. Save the whole struggling fleet.
2. Save the sinking ship's crew.

HIDDEN OBJECTIVE

1. Eliminate the whole escaping convoy.

ORDER OF BATTLE		
Class	Type	Number
Cruiser	Atlanta Class	1
Cruiser	Northampton Class	1
Destroyer	Clemson Class	2



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UNLOCKABLES

Unlockable	Condition	Available
Atlanta-class cruiser	Achieve at least Silver medal	—

LOST SHEEP



The USS *Helena* and USS *Duncan* became separated in the storm. Having restored communication, you've managed to locate them to your south; however, they have been engaged by a large Japanese battle group that's moving in from your west.



Move to interdict the Japanese battle group.



Your cruiser has bigger guns and vastly superior range over the Japanese destroyers. Use this to your advantage as you approach, steering to keep the enemy vessels along your broadside. Your firepower and range will make short work of the enemy battle group.



The key to successfully firing artillery from long range is leading your target and raking the side of your target from left to right to limit the enemy's ability to evade.

CAUTION

When engaged by artillery from afar, tack left and right to evade incoming shells.

ESTABLISH FORMATION



Your battle group is back together, but the encounter with the Japanese battle group has left the USS *Duncan's* armaments inoperable. Use the Repair menu to order your repair teams to restore the weapons systems.



NOTE
For more info on formations, please see the "[Managing Formations](#)" section in the "Academy" chapter.



While your repair team works at the guns, take a moment to set USS *San Francisco* as your flagship.

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Once you've done this, have your ships begin forming up.

The column formation is an excellent choice for the upcoming confrontation.

ENEMY REINFORCEMENTS!

You got those guns repaired just in time! Two Japanese cruisers are on approach from your southwest. Utilize the Column formation and allow the enemy to come within range of your artillery. The Column formation will keep the enemy vessels along the broadside of all your vessels. While controlling the flagship, order an attack through the tactical map to have all your ships engage. Use your superior numbers to crush the Japanese cruisers.

Use your binoculars to combat the harsh weather conditions and identify distant vessels.

FRIENDLIES IN NEED OF ASSISTANCE

We have Japanese PT boats bearing down on us from the west, and reports indicate that a friendly Cleveland-class cruiser is requesting rescue. To make matters worse, a Japanese destroyer is moving in on the Cleveland. Order one of your southern destroyers and a cruiser to assist.

Saving the Cleveland is a secondary objective!

Move your command to the bridges of the individual ships under your command to get a real-time view of the battlefield.

THE TASK AT HAND

As your southern battle group moves to aid the Cleveland, order the remaining ships to engage the Japanese PT boats.

Your AA batteries are highly effective against PT boats. Use them to shred these pesky attackers.



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ENEMY TRANSPORTS FLEEING TO YOUR SOUTHWEST



Hoping to capitalize on your defense against their PT boats, the Japanese are trying to slip a convoy out under your nose. Order your destroyer to the south to intercept the convoy.

CAUTION

Destroying all cargo ships will complete this mission. Focus your efforts on the enemy destroyers, then turn your attention to the transports. If the mission ends before you sink the enemy destroyers, you will be unable to achieve the hidden objective for this mission!



Reconnaissance has spotted a pair of Japanese destroyers escorting a lone cargo ship far to the south. Order your southern battle group to engage this new threat while the northern battle group takes on the enemy convoy to the west.

BATTLE OF SANTA CRUZ

The enemy's determination has not wavered. Shortly after Cape Esperance, they carried out repeated nighttime bombardments of Henderson Field, destroying the aircraft stationed there. This, combined with the loss of USS *Wasp* and with the *Saratoga* being out of action, has left a big gap in your defenses. The enemy is planning a major ground assault at Guadalcanal, with the combined fleet assisting from Truk. The U.S.



Tactical Map

Navy is moving as many forces as possible to the area. Although your fleet is smaller, do all you can to disrupt your foe's plans.

PRIMARY OBJECTIVES

1. Send up two fighter squadrons.
2. Defend your carrier *Enterprise*.
3. Destroy the Japanese carrier *Junyo*.
4. Locate and sink the *Zuiho*!

SECONDARY OBJECTIVE

1. Sink your damaged carrier *Hornet*.

HIDDEN OBJECTIVE

1. Sink a ship from the vanguard force.

ORDER OF BATTLE

Class	Type	Number
Carrier	Yorktown class	1
Battleship	South Dakota class	1
Cruiser	Atlanta class	3
Dive-bomber	SBD Dauntless	30
Cruiser	Northampton class	1
Destroyer	Clemson class	7
Fighter	F4F Wildcat	20
Torpedo bomber	TBF Avenger	30

UNLOCKABLES

Unlockable	Condition	Available
Allen M. Sumner-class destroyer	Achieve at least Silver medal	—

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ENEMY CARRIERS SIGHTED



One of your Catalinas has spotted an enemy carrier group.



You will not be able to navigate or man the guns of your ships during the initial phases of this mission. Take advantage of this time to practice using the Support Manager and brush up on your dogfighting skills.

Coordinates are spotty, but it's critical that you access the Support Manager and get two fighter squadrons in the air.



Once the fighters are aloft, use the tactical map to establish a CAP around the USS Enterprise.



INCOMING ENEMY STRIKE PLANES!



The *South Dakota* has radioed in to confirm your rendezvous. Enemy bombers are incoming from the northwest. Your CAP will engage them automatically, but consider getting some additional flight time!

ENEMY CARRIER IN RANGE

You've successfully defeated the Japanese strike planes, and one of your recon planes has spotted the enemy carrier.



You can now launch your full four squadrons. Consider putting up a second fighter squadron.



Use the Support Manager to launch either a torpedo bomber or a dive bomber squadron.



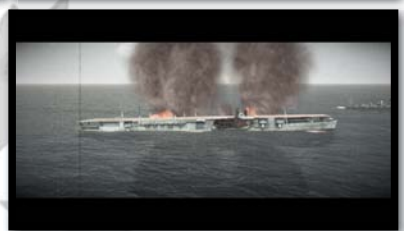
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Once your bomber squadrons are operational, access the tactical map and order them to engage the Japanese carrier *Junyo*! Use the tactics that you have learned in previous battles to crush the carrier!



CAUTION
Always provide an escort for your bombers!

TWO HOURS LATER



The USS *South Dakota* has managed to link up with you. Order her to engage the Japanese cruiser bearing down on you from the north. Your battleship's vastly superior firepower and range will make short work of the enemy warship.



Keep your carrier out of harm's way by navigating your battleship group to form a vanguard for the carrier.

A second Japanese cruiser is coming in from your north. Once again, use the USS *South Dakota*'s massive weapon batteries to sink this latest challenger.



SINK THE HORNET!



Reports indicate that the USS *Hornet*, a U.S. carrier, is stranded to your west. You cannot allow her to fall into Japanese hands. Deploy a squadron of torpedo bombers (or just use the destroyers alongside her, where two torpedos should be enough) to sink her to complete the secondary objective.



As soon as you sink the *Hornet*, you gain command of her surviving escort warships. Quickly bring them together with your existing battle group and establish a Column formation.



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JAPANESE BATTLE GROUP APPROACHING!



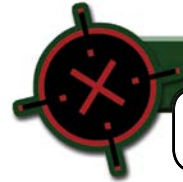
A large battle group has moved in from the north. Order your battleship to engage, focusing your first attacks on the enemy cruiser, then working your way through the three destroyers.

OUTGUNNED!

A Japanese battleship group has emerged from the far northwest, and their aim is to attack your carrier. Consolidate your forces to meet the enemy battleships. The key to victory here is bringing your force together as quickly as possible!



If you sink one of the ships in this Japanese vanguard force, you will achieve your hidden objective.



NOTE

If you destroy all units on this map you can obtain the "Take No Prisoners" Achievement.

SINK THE ZUIHO!



The *Zuiho* can be found skirting your position to the north-northeast. Send a torpedo bomber or a dive-bomber along with a fighter escort to destroy the vessel!

CAUTION

Sinking the *Zuiho* will complete this mission, so make sure you've completed all of your objectives before sinking her.

DEFENSE OF HENDERSON FIELD

The situation on Guadalcanal is about to get critical. Intelligence sources say the Japanese are planning to retake Henderson Field. Extra U.S. troops and supplies are on the way, but the Japanese will be expecting them and will make a massive effort to intercept them. The forces based at Henderson Field must try to neutralize this threat. If these vital reinforcements and supplies don't get through, Henderson Field will be lost.



Tactical Map

PRIMARY OBJECTIVES

1. Intercept bombers threatening Henderson Field.
2. Protect the supply convoy (secure the unloading of at least four ships).

SECONDARY OBJECTIVE

1. All transports must survive!

HIDDEN OBJECTIVE

1. Eliminate the destroyers *Ikachuki* and *Inazuma*.



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ORDER OF BATTLE		
Class	Type	Number
PT Boat	Elco	12
Fighter	F4F Wildcat	45

UNLOCKABLES		
Unlockable	Condition	Available
Gato-class submarine	Achieve at least Silver medal	—
Bonus B-25 Mitchell	Achieve at least Silver medal	USN Mission 06: 2nd Battle of Guadalcanal
Improved Shells Naval Supply	Achieve Gold medal	

PROTECT THE CONVOY!



Supplies and reinforcements for Henderson Field are coming in from the northeast, but the Japanese have caught wind of your intentions. They've dispatched strike planes to attack your land installations.



Check in with your Support Manager periodically to make sure that you have launched every squadron at your disposal.

Assign two of your fighter squadrons to take up escort detail for your transports.



Assign the other two fighter squadrons for CAP over your command center.



The key to this engagement is maintaining air superiority. Dominate the attackers with overwhelming numbers.



An enemy recon plane was sighted in the area of your transports. Expect a renewed strike against your convoy! If you shoot down the Japanese recon seaplanes, then your convoy won't be attacked as quickly by the torpedo bombers.

ENEMY FIGHTERS INCOMING!



Scouts report a squadron of Zeroes on approach from the northeast. Make certain that your active squadrons are maintaining proper CAP protocol.



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TORPEDO BOMBERS SIGHTED!



The Zeroes were a diversion to draw your fighters away from the convoy. Reconnaissance indicates that a squadron of Kates are bearing down on your transports. Your CAP should pick them up. Make certain they are on task. These supplies are far too vital to your efforts in the Pacific.

CAUTION

Keep close watch over your transports. Losing even one will make you fail your secondary objective!

THE ENEMY CARRIER IS TURNING TO ENGAGE!



The Japanese carrier *Unryu* is committing to the battle! She was sighted to your north. A friendly cruiser is en route, but it is being harried by an enemy flotilla.

YOUR PT BOATS ARE STANDING BY!



The shipyards are reporting that your Elco PT boats are now combat-ready. Use the Support Manager to deploy four PT boats from each of your two shipyards.

WE'VE LOST THE NORTHAMPTON!

The Northampton is reporting that she's sinking. It's up to your PT boats!

Once you deploy your PT boats, form them into two four-unit battle groups via the tactical map.



Order these two battle groups to engage the enemy destroyers approaching from the northwest!



Eliminating these two destroyers will complete this mission's hidden objective!



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Always check your tactical map to get a broader view of the battlefield. Use it to make sure that CAPs are engaging the correct targets.

PROTECT THE CONVOY WHILE THEY OFFLOAD



The most critical phase of this mission has begun. Transports are terribly vulnerable when offloading cargo. Use your fighter squadrons and PT boats to fend off the Japanese advances for the next five minutes.

CAUTION

Remember that a fighter squadron can demolish PT boats! Send a fighter squadron to deal with the Japanese PT boats that are pressing in on your western flank.

LEVEL BOMBERS INCOMING!



You have reports of Nell level bombers on approach from your west. Order a squadron of fighters to engage.

The Nells are moving against Henderson Field. You must stop them at all costs. Focus all of your air power against the Nells. After you eliminate them, your defense of Henderson Field will be complete!



Don't forget to tend to the Japanese PT boats that continue pushing in from the west. Use PT boats to engage them and avoid diverting fighters away from the threat of the level-bomber squadrons!

FIRST BATTLE OF GUADALCANAL

Henderson Field survived the onslaught. But the enemy isn't giving up easily. A Japanese convoy of large troopships is on the way, and they've dispatched a battle group to attack the airfield again while the forces come ashore. We plan to hit their ships en route to Savo Island.



Tactical Map

PRIMARY OBJECTIVES

1. Find the IJN bombardment force.
2. Sink the flagship *Nagara*.
3. Sink the *Hiei*.

SECONDARY OBJECTIVE

1. Prevent the loss of more than five U.S. ships.

HIDDEN OBJECTIVES

1. Sink the *Hiei* within five minutes (depending on your difficulty level) of discovering her.



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ORDER OF BATTLE		
Class	Type	Number
Cruiser	Atlanta class	1
Cruiser	Northampton class	1
Destroyer	Clemson class	1
Cruiser	Cleveland class	1
Destroyer	Fletcher class	5

UNLOCKABLES		
Unlockable	Condition	Available
Iowa-class battleship	Achieve Gold medal	—



You've managed to maintain surprise. Recon reports an enemy vanguard bearing in on you from the west. Order your battle group to engage.

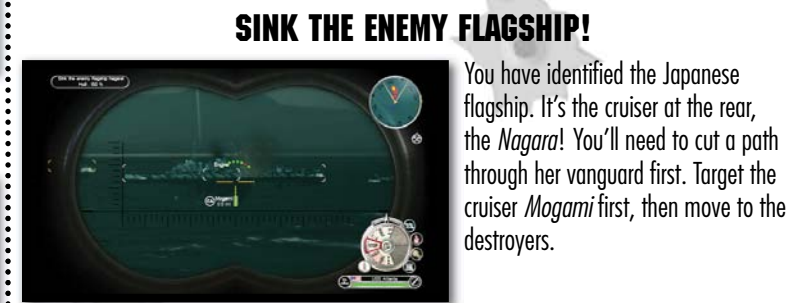
Use the superior range and firepower of your cruisers to crush the Japanese destroyers.




Two large battle groups are moving in. Join your smaller battle groups together.



A Column formation here will allow you to maintain the broadside advantage as your enemy approaches.





Use the tactical map to keep an eye on your battle group. Your secondary objective is to avoid losing more than four American ships!

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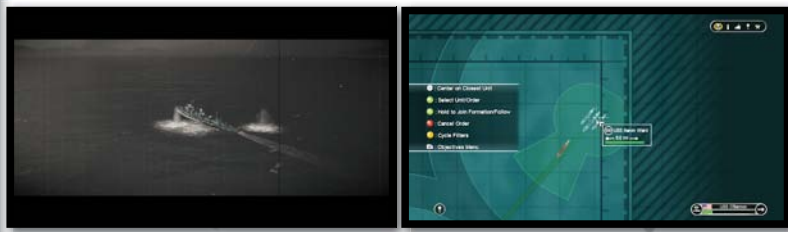


You obtained the Improved Repair Team naval supply for immediate use. Activate it to aid you in the skirmish ahead.



With the vanguard eliminated, focus all weapons on the *Nagara* to sink her and complete a primary objective.

IN PURSUIT!



The USS *Portland* just radioed in a report that they are in pursuit of an enemy destroyer. They are moving in on an intercept course with your main battle group. Continue to focus on the remainder of the *Nagara*'s vanguard.

CAUTION

Be prepared for the *Nagara* to turn south in an attempt to flee. Focus your firepower on her engines to slow her to a crawl, and keep her out of your upcoming battle with the *Hiei*.

ENEMY BATTLESHIP!



The enemy battleship *Hiei* is bearing down on the USS *Portland* from the northeast. Move the main battle group to support the *Portland* after you deal with the *Nagara*'s vanguard.



The Hardened Armor naval supply that just became available will be invaluable in your engagement with the battleship *Hiei*.

SINKING OF THE HIEI



Your hidden objective is to sink the *Hiei* within five minutes. The key to accomplishing this is having the *Portland* and her two destroyer escorts break pursuit from the fleeing Japanese destroyer and turn to face the *Hiei*.

As you come about, engage the *Hiei*, focusing on her magazine section to help limit her firepower advantage.



Scatter torpedoes from the *Portland*'s escort destroyers.





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Use speed to outflank the *Hiei*, and dump every piece of ordnance you have into her to send her beneath the waves, achieving the hidden objective.



After you defeat the *Hiei*, merge the two battle groups. If you have not managed to defeat the cruiser *Nagara*, focus your full attention against her to bring a successful close to your mission!

SECOND BATTLE OF GUADALCANAL

You've successfully disrupted the enemy's landing operation, but they've reacted quickly and look like they're going to try again within a day. This time, though, you've got the firepower to tackle them head-on. The new battleships USS *South Dakota* and USS *Washington* will be at your disposal. However, this means your battle group is drawn from different task forces, and commanding it effectively will take a lot of skill and effort.



Tactical Map

PRIMARY OBJECTIVES

1. Prevent the unloading of any Japanese transport ships.
2. Escape with your submarine.
3. Destroy the enemy warships.

SECONDARY OBJECTIVE

1. Both U.S. battleships must stay operational.

HIDDEN OBJECTIVE

1. Destroy all three seaplanes stationed at Savo Island.

ORDER OF BATTLE		
Class	Type	Number
PT Boat	Elco	6
Destroyer	Fletcher class	4
Submarine	Narwhal class	1
Fighter	P-40 Warhawk	60
Battleship	South Dakota class	2

STOP THOSE TRANSPORTS!

You've been tasked with disrupting the Japanese convoy that's passing through the area.





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Order your Narwhal-class submarine to engage the lead transport in the convoy. Once she's sunk, move to the next and so forth.



After you eliminate the Japanese convoy, an Improved Ship Movement naval supply becomes available for immediate use. It will prove helpful.

ENEMY PT BOATS INBOUND!



The Japanese have scrambled their PT boats. They should arrive shortly. Fortunately, you have some PT boats and fighters of your own that are moving in to assist.

You won't last long against those PT boats and their depth charges. Check the tactical map and note the green hashmarks that fill certain portions of the map. These indicate areas where you can reach Depth Level 4 as you work to evade the enemy PT boats. Plot a course that keeps your submarine within this area so that you can escape!

REINFORCED!



Your reinforcements are on the scene while your submarine slips away.



Order your PT boats and B-25s to focus their offensive efforts against the Japanese transports.

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Meanwhile, assign your Warhawks to escort your PT boats so that they can keep the Japanese PT boats off their backs.

ADDITIONAL TRANSPORTS INCOMING



With the initial batches of the Japanese convoy slipping beneath the waves, order your B-25s and PT boats to engage the next group of Japanese transports.



Have your B-25s focus on the transports rather than the LSTs (Landing Ship, Tanks).

Continue attacking the enemy convoy until you sink the last Japanese ship!



SOUTH DAKOTA ON STATION



The battleship USS *South Dakota* is now on the scene. Use her massive guns to demolish the Japanese battle group.



ELIMINATE THE SEAPLANE SQUADRON!



Your hidden objective is to eliminate the Japanese seaplanes. The seaplanes will scramble once you've opened fire! Be ready for them.



Use the *South Dakota's* AA batteries to destroy them. Likewise, you can dispatch a squadron of P-40 Warhawks to handle them a bit more efficiently.

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JAPANESE BATTLESHIP SIGHTED!

The Japanese battleship *Kirishima* is moving in with a substantial escort. It's time to see what the *South Dakota* can do. Order her to engage the *Kirishima*.



Focus your artillery on the *Kirishima*. After you sink her, the rest of her flotilla will fall quickly!

CAUTION



Make certain to manage your repair teams effectively!

USS WASHINGTON ON STATION

The USS *Washington* just radioed in. They are coming to assist. Use the tactical map to order them to attack the enemy flotilla.



Use your superior force to overwhelm the Japanese and successfully complete this mission!



INVASION OF TARAWA

According to defenders of Betio Island in the Tarawa Atoll, the southernmost Japanese stronghold can withstand a hundred years' siege by a million men. The U.S. forces plan to prove them wrong. Air support is vital during the landing, and F4U Corsairs will be doing the job. These aircraft must be flown by the best, as they will be responding to threats at sea and on land.



Tactical Map

PRIMARY OBJECTIVES

1. Protect the destroyers *Dashiell* and *Ringgold* from the incoming flying-boat attack (bomb run and torpedoes).
2. Clear the marked turrets on the beach to let the small landing ships start the landing process.
3. Blow up the marked fortified bunkers.
4. Protect the troop transport ships from the incoming torpedo-bomber attack.
5. Bomb the identified headquarters at the center of the island (Dauntless dive-bombers supplied for this task).
6. Prevent the captured airfield from being bombed by incoming Japanese dive-bombers.

SECONDARY OBJECTIVE

1. Save all troop transports from the torpedo run.

HIDDEN OBJECTIVE

1. Destroy all anti-air installations on the island.



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ORDER OF BATTLE		
Class	Type	Number
Dive-bomber	SBD Dauntless	60
Fighter	F4U Corsair	60

UNLOCKABLES		
Unlockable	Condition	Available
Corsairs granted on carriers	Achieve Gold medal	USN Mission 08: Battle of the Philippine Sea

INTERCEPT THE SEAPLANES!



Enemy seaplanes are moving to bomb your destroyer vanguard. See to it that they don't. Use the maneuverable Corsair to wipe out each wave of seaplanes.

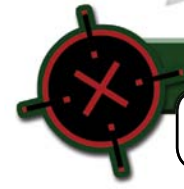


Eliminating the last enemy seaplane will make the Evasive Maneuver naval supply available for immediate use. Deploy it to give your aircraft an edge in the battle ahead.

CLEAR THE BEACHES



Your landing craft are ready to offload, but it's up to your air wing to clear the beach. Eliminate the marked land installations!



NOTE

You have seven minutes (depending on your difficulty level) to eliminate 14 land installations!

Set up your attack run on the east or west side of the island.



Begin a strafing run! Remember that slow air speeds during a strafing run can allow for more accuracy. However, it also makes you an easier target.

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Cling to the beachhead and destroy the land installations as you strafe. Turn about and repeat your run, this time moving in the opposite direction.



DESTROY THE BUNKERS



Reconnaissance has identified a series of bunkers dotting the shoreline. They will present serious problems for your landing forces.

CAUTION

Time is of the essence here! You have seven minutes to destroy the seven bunkers.

The bunkers are heavily fortified. Your machine guns won't do a whole lot of damage, so consider deploying rockets against them to weaken them before using your machine guns. Use the same strafing techniques from earlier and pepper the targets with rockets and machine gun fire.



JAPANESE STRIKE PLANES INCOMING



You have spotted multiple squadrons of Kate torpedo bombers moving to intercept your transports. Order the Corsairs to engage this latest threat and prevent them from sinking any of your transports.



Destroying the Kate squadrons will unlock the Full Throttle naval supply!

BOMB THE HQ!



The enemy is holding out in the island's headquarters. You've been given a squadron of Dauntless dive-bombers. Remember that time is of the essence. You have eight minutes to destroy the HQ! Once the HQ has fallen, the island is all but yours! Two or three well-placed bomb strikes from your Dauntless should do the trick.

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ENEMY DIVE-BOMBERS INBOUND

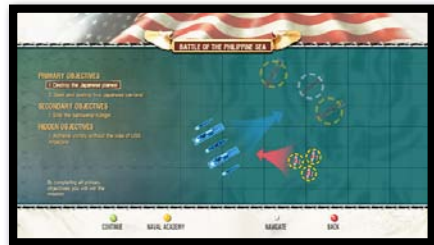


Radar reports multiple squadrons of Val dive-bombers moving to strike the airfield. It appears they are being escorted by Zero squadrons. Focus all efforts against those dive-bombers! You cannot afford to lose the airfield. Once you've eliminated the Vals, turn your sights on the Zeroes. After you destroy all enemy aircraft, the mission will be complete.



BATTLE OF THE PHILIPPINE SEA

The island-hopping campaign is succeeding. U.S. forces are concentrating on the less-well-defended islands in the relentless march toward the Japanese mainland. They are also isolating the better-defended Japanese bases with constant air and submarine attacks. But Japanese resistance is stiff, and they counterstrike whenever they can. Now they're dispatching their best carrier force to stop you. Deliver a knockout blow and this could be your chance. Send in the best you have. The largest carrier battle in history is about to begin.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the Japanese planes.
2. At least one of your carriers has to survive.
3. Seek and destroy two Japanese carriers.

SECONDARY OBJECTIVE

1. Sink the *Kongo*.

HIDDEN OBJECTIVE

1. USS *Albacore* must stay operational.

ORDER OF BATTLE

Class	Type	Number
Carrier	Yorktown class	2
Cruiser	Atlanta class	1
Dive-bomber	SB2C Helldiver	36
Destroyer	Fletcher class	3
Fighter	F6F Hellcat	42
Torpedo bomber	TBF Avenger	60
Submarine	Narwhal class	1

THEY COULD BE ANYWHERE



Your carrier group is in position, and you're on the lookout for the Japanese carriers. Judging from the incoming Kate torpedo bombers and the Zero fighter escort, they can't be far.

CAUTION

Losing a carrier here will cost you half your air power. Protect your carriers at all costs!

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Use the Support Manager to launch two fighter squadrons from each of your carriers.



Make certain that your fighter squadrons take up CAP over your fleet.

This will allow you to focus on managing your fleet while your CAP handles any airborne threats.



Once you've dealt with the last squadron of Japanese strike planes, prepare to seek out those Japanese carriers. You will gain immediate access to the Recon Sweep naval supply.

Use the Recon Sweep to locate the enemy carrier group.



Begin plotting your course to attack the nearest carrier.



Prepare to engage the enemy carriers by using the Support Manager to launch torpedo bombers and dive-bombers.

Allow your CAP to maintain fleet security as your ships steam ahead in search of the enemy carriers.



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DEATH FROM ABOVE AND BELOW!



The U.S. submarine USS *Albacore* has joined your battle group. Take command and hunt down one of the enemy carriers.

SINKING THE KONGO



Your secondary objective is to sink the Japanese battleship *Kongo*. This cannot be accomplished once two Japanese carriers are sunk. If you wish to complete the secondary objective, find and sink the *Kongo* before sinking the carriers!

The USS *Albacore* is a great asset for tackling the *Kongo*. With all the havoc on the surface and in the air, the *Albacore* is in a perfect position to remain hidden while she chips away at the *Kongo*.



Engaging the *Kongo* with torpedo bombers and dive-bombers is a risky proposition. Heavy AA cover will chew through these squadrons. If you opt to attack this way, make certain to send a fighter escort and consider leading the attack yourself to minimize losses.

CAUTION

Keeping the USS *Albacore* operational is mission critical. Losing her will cost you the hidden objective.



Once you identify an enemy carrier, send out your dive-bombers and torpedo bombers on an attack run, making sure to pull at least one fighter squadron from CAP detail to escort your strike planes. Focus all firepower against the carrier before moving to additional targets.

SECOND CARRIER SPOTTED!



You've managed to locate a second enemy carrier. Redirect your forces to engage her. Make sure that you once again focus all your firepower on the carrier. After you sink two carriers, the mission will be complete.



After you sink the *Kongo*, you will unlock an Avenger Torpedo Strike naval supply. Deploy it against one of the Japanese carriers and get back to your primary objective.

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DIVINE WINDS OF LEYTE

After their devastating losses in the Philippine Sea, Japanese carrier-borne airpower is seriously reduced. However, their land-based aircraft are still a threat. To counter this, the United States is preparing to wrest the central Philippine island of Leyte from Japanese hands. Doing so will also cut off the flow of resources from Southeast Asia to Japan. It's a crucial operation, and the Seventh Fleet has been tasked with securing the area before the troops go in.



Tactical Map

PRIMARY OBJECTIVES

1. Protect the escort carriers from the Kamikaze ambush (controlling a light cruiser's AA guns).
2. Bomb the airfield hangar to stop the Kamikazes.
3. Destroy the three PT boat hangars around the islands that are controlling rocket Corsairs.
4. Sink the incoming *Musashi* from the north using Avenger torpedo bombers.

SECONDARY OBJECTIVE

1. Destroy all scattered gun nests on the islands.

HIDDEN OBJECTIVE

1. Destroy the two fortresses scattered on the islands.

ORDER OF BATTLE

Class	Type	Number
Cruiser	Atlanta class	1
Fighter	F4U Corsair	99
Dive-bomber	SB2C Helldiver	99
Torpedo bomber	TBF Avenger	60

UNLOCKABLES

Unlocked Bonus	Condition	Available
Dive Bomber Strike	Achieve at least Silver medal	USN Mission 10: The Battle of Cape Engano
Bonus Northhampton class cruiser	Achieve Gold medal	

KAMIKAZE!



The Japanese are ramming into your escort carriers with their aircraft!

Use your cruiser's AA batteries to keep the Kamikaze off the carriers!



The Automatic Reload naval supply you just received will help your AA crews keep the batteries blazing.

Kamikaze are incredibly fast, making them slippery targets. Hold down the Fire button and track the enemy plane as it moves.



Focus your AA fire on the Kamikaze. The Zeroes pose no threat to your carriers.

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INCOMING BETTIES!



A Betty squadron is moving in from the northeast. Turn the AA batteries on this new threat. Once they've been dispatched, return the AA batteries' attentions to the Kamikaze.



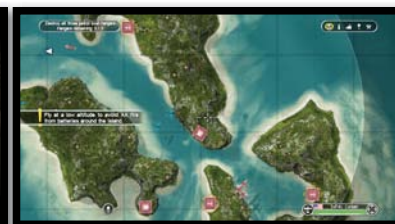
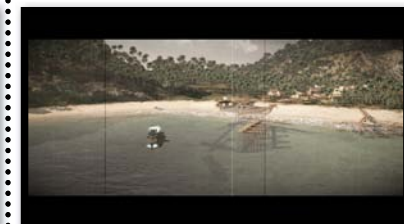
As your battle group gains ground on the island, note the airfield positioned on the northwest jetty. Once it's in sight, concentrate your AA fire on the planes as they take off.

AIRFIELD SPOTTED!



You've confirmed the location of the airfield. Pilot one of your Helldivers and lead a squadron in an airstrike to disable the airfield. One successful strike will knock it out.

DESTROY THE SHIPYARDS!



The airfield is neutralized. Recon indicates that there are three shipyards on this island. Find them and neutralize them using your Corsairs' rockets!

ELIMINATE THE GUN NESTS!

This island is littered with land-based gun nests. Recon counts 40 light and heavy AA installations. Your secondary objective is to take them down. Use your attack runs on the enemy shipyards as an opportunity to strafe these gun nests and see if you can take them all out. Machine guns are the best weapon for dealing with AA nests. Save your rockets for the shipyards and fortresses.



CAUTION

Eliminating all 40 gun installations here will earn you a level bomber strike Naval Supply, which will prove highly effective in your upcoming engagement with the Japanese battleship *Musashi*.



Eliminate the AA guns before destroying the last of the shipyards.



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You can command strikes from the tactical map, directing your fighters to engage land installations. AA nests are indicated as small red dots.

CAUTION

Don't neglect the shipyards and PT boats! Try to whittle the enemy down to one single shipyard before tackling the AA nests and your hidden objective. This will keep your escort carriers safe. Make sure to leave one active shipyard so that you can eliminate the AA nests and fortresses before the next stage of the mission.

DESTROY THE FORTRESSES!

Eliminate the fortresses before destroying the last of the shipyards!

There are two fortresses on the island. Eliminating them is your hidden objective. They are heavily fortified, so you must use the Corsair's rockets to destroy them.

Once you demolish the fortresses and the AA batteries, turn your Corsair to destroy the last of the shipyards.

ENEMY BATTLESHIP *MUSASHI* INBOUND!



Recon reports that the *Musashi*, a Yamato-class battleship, is moving in. Your escort carriers won't stand a chance against her. Launch Avenger torpedo bombers.



Pilot your Avenger squadrons and pound the *Musashi* with torpedoes. After you've launched your torpedo, quickly switch to another Avenger and make another run. Repeat this until you sink the *Musashi*!

BATTLE OF CAPE ENGANO

Japanese carriers have successfully lured the Third Fleet away from Leyte, so the Seventh Fleet must continue the battle there alone. It's clearly a Japanese diversionary tactic, but if their carrier force is destroyed, it'll be worth the risk. And now two U.S. battleships have caught sight of the enemy carriers. Shells are loaded and they are awaiting the order to fire.



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PRIMARY OBJECTIVES

1. Destroy all enemy carriers.
2. *Iowa* must survive.
3. *Enterprise* must survive.

SECONDARY OBJECTIVE

1. Do not lose any of your ships.

HIDDEN OBJECTIVE

1. Destroy the Japanese transport convoy.

ORDER OF BATTLE		
Class	Type	Number
Carrier	Yorktown class	1
Dive-bomber	SB2C Helldiver	18
Battleship	Iowa class	1
Cruiser	Northampton class	1
Destroyer	Fletcher class	5
Torpedo bomber	TBF Avenger	24
Fighter	F6F Hellcat	24
Battleship	South Dakota class	1

UNLOCKABLES		
Unlockable	Condition	Available
ASW Fletcher-class destroyer	Achieve at least Silver medal	—

CARRIERS SPOTTED!



The Japanese carriers are on the north side of the island and have launched strike planes. Keep your AA batteries trained on them as you assess the situation.



Divide your battleships, having each take an opposite course around the island. This will force the carriers' strike planes to divide, limiting the success of their attacks.

Once the Japanese begin launching Kamikazes, make sure to focus all of your AA batteries on the Kamikazes first.



The waterways to the east and south of the main island are blocked by minefields.

Use your battleships' large guns to detonate the mines before continuing pursuit of the carriers.



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As you come within range of the carriers, present your battleship's flank to the enemy.

Now that you've closed with the carriers, expect heavy Kamikaze presence. Keep your AA batteries hot!



Begin bombarding the Japanese carriers the moment they come within range of your massive guns.

ENTERPRISE JOINS THE HUNT

The USS *Enterprise* has entered your area of operation and has requested to join your battle group.



The *Enterprise* runs into an enemy battle group before she could join you.



Assigning the *Enterprise* to join the formation of warships with which she travels is a great way to keep her well protected.



Use the Support Manager to scramble a fighter squadron for CAP detail.



Scramble two squadrons of dive-bombers and/or torpedo bombers.

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Order your bombers to move against the encroaching enemy battle group.



With the *Enterprise's* bombers and escort ships tending to the enemy warships, maneuver her and the escort to join with your battleships.



To quickly bring disparate ships together, have them join formations; this allows you to continue the hunt.



Once the Recon Sweep naval supply becomes available, use it to locate the enemy troop transports in the area. Eliminating these vessels is the hidden objective, and you will be unable to complete it if you vanquish the remaining Japanese carriers. Given the weak armor on transport vessels, consider sending a squadron of fighters after them.

ADDITIONAL ENEMY CARRIERS SPOTTED!

A recon plane in the area reports contact with another pair of Japanese carriers. Continue to bring your forces together as you advance in search of this new enemy.



Move your battle group to engage this new threat, once more giving priority to the Japanese carriers.



As you close with the Japanese carriers, expect heavy strike-plane traffic, particularly Kamikaze. Use the AA guns to slice through the enemy aircraft as you gain on the carriers.



CAUTION



The moment the carriers are in range, have your battleships demolish them!



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SUB ON PATROL

U.S. intelligence has intercepted a repeating radio signal from an unknown location somewhere in the remote vastness of the Pacific. We have no knowledge of any enemy activity in the area, so we need a reconnaissance mission to find out what's broadcasting the signal.



Tactical Map

PRIMARY OBJECTIVES

1. Sink the transport ships.
2. Destroy the designated buildings.
3. Destroy the flagship.

SECONDARY OBJECTIVE

1. Destroy the escorting ships.

HIDDEN OBJECTIVE

1. Steal the enemy recon plane.

ORDER OF BATTLE		
Class	Type	Number
Recon plane	PBY Catalina	1
Submarine	Narwhal class	1

UNLOCKABLES		
Unlockable	Condition	Available
Bonus South Dakota class battleship	Achieve Gold medal	USN Mission 14: The Battle of Okinawa

ENEMY CONVOY SIGHTED!



Once your Catalina identifies the enemy convoy, prepare to move in for the kill while at the helm of the USS *Halibut*, a Narwhal-class submarine.



The USS *Halibut* is on an intercept course. Continue along this heading, and prepare to strike the destroyer escorts to complete your secondary objective.

CAUTION

The USS *Halibut*'s hull is still feeling the effects of her last engagement. Slipping below periscope depth will crush her.

Once in torpedo range, deploy a scattering of torpedoes, making the lead escort destroyer your primary target. Two solid hits will send the destroyer under the waves.



CAUTION

A good submariner always watches his oxygen gauge. Having to surface for air while enemy warships are about is foolhardy at best.

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After you sink the last of the destroyer escort, surface the submarine to replenish your air supply while you use your deck artillery or torpedoes to pound the hapless transports. Remember to evade, elude, and execute (see sidebar below).






Evade: Retract your periscope and move within the ships of the convoy as you circle to flank the last destroyer.



Elude: Use the transports within the convoy to screen your movements and limit the angles of approach the destroyer can use.



Execute: Move in on the enemy destroyer's flanks and launch a scattered torpedo volley to hull this final threat.

After you sink the last of the destroyer escort, surface the submarine to replenish your air supply while you use your deck artillery to pound the hapless transports.



BIGGER FISH



Your Catalina has located an enemy base on the small island ahead. Use your deck guns to flatten the land installations that dot the island's interior.

CAUTION

A submarine's hull isn't as thick as that of her surface-going cousins, the warship. It cannot survive a sustained attack, so you must be very proactive in your defense.



A mixed squadron of Jakes and Petes is moving in to interdict. Direct your AA batteries to annihilate them as quickly as possible.



The Narwhal-class submarine has two rear-firing torpedo tubes. Put these to use as you battle the enemy convoy and her destroyer escorts.

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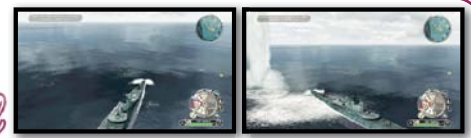
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After you deal with the Jakes and Petes, expect reinforcements. As you await further aircraft attacks, direct your artillery to fire on the land installations that dot the island. If you prefer to stay out of harm's way, another tactic is to dive beneath the waves when the enemy seaplanes are near, then surface just as they pass above you.



Lightly armored aircraft like Jakes and Petes tend to drop their payload and then fly outside the range of your AA batteries while they rearm. Wait to catch them on their attack run.



The Narwhal-class submarine's AA batteries are not powerful. A steady aim will help keep enemy aircraft off your back, but be sure to zigzag left and right during air raids to be as hard a target as you can.

CAUTION

Never turn your back on enemy aircraft. As soon as radar announces contact with aircraft, man those AA guns and swat those flies outta the sky.



Continue a course around the island, shelling each structure as you go.



Slingshot back around the island to finish off any lingering structures as you plot a course to engage the land installations on the small island to the south.



NOTE

Maintain your AA fire. Destroy three recon plane squadrons and you'll earn an SBD Dauntless Strike naval supply to deploy against a target of your choice.



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Eliminate the remaining land installations on the smaller island.



JOYRIDE!

As you approach the southernmost island, note the house on the northern coast.



Steer a course for the house.



Maneuver in close to the Jake recon plane just off the beach to complete your hidden objective and earn an ally in the sky.

You can use the Jake to infiltrate the enemy ship formation you're about to face. As long as you don't fire during your approach, you will be able to line up a perfect strike against the enemy cruiser *Kumano's* magazine, making her a ripe target for your remaining forces.

CRUISING FOR A BRUISING

The island base is gone and your Catalina has returned with reports of an enemy cruiser looking for some payback. Land the Catalina alongside the USS *Halibut* to stock up on torpedoes to use against the encroaching cruiser.



Landing a seaplane is practically the same as landing any other plane. Begin your approach at an even angle.



Level off and reduce your speed as you gradually touch down on the surface.



Reduce speed completely once on the water, then move back to a slow speed to approach the USS *Halibut*.





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CAUTION

Keep the USS *Halibut* moving to avoid the incoming Japanese destroyers. If you lose the submarine, you lose the mission.

CATALINA DOWN

Should your Catalina crash or get destroyed, it will be up to the USS *Halibut* to get the job done.



There are a lot of destroyers between you and the target vessel, the Japanese cruiser *Kumano*.



Slip under the encroaching destroyers, setting your heading for the cruiser *Kumano*.

As you pass the destroyer group, raise the periscope and pinpoint the *Kumano*.



Move in for the kill.

Pummel the *Kumano* with torpedoes to complete the mission.



ARMED AND DANGEROUS

With the Catalina loaded up, take to the skies and pilot a course for the enemy cruiser *Kumano*.



As you close with the *Kumano*, drop to a low altitude.



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Launch your torpedoes while accounting for the *Kumano's* direction and speed.



Repeat your run. Three to four solid hits should sink the *Kumano* and complete this mission. If you miss, fly outside the range of the *Kumano's* AA batteries while you line up another run at her.

AIR RAID AGAINST INDOCHINA

Japanese forces still defiantly remain on Chinese soil, and despite being cut off from their homeland, they're prepared to defend to the last man. You're scheduling continuous airstrikes to destroy their supply caches. To maximize the effectiveness of these strikes, you must neutralize enemy antiaircraft fire from both sea and land. You have the best aircraft to fulfill this role and to escort the incoming American bombers.



Tactical Map

PRIMARY OBJECTIVES

1. Destroy the enemy's defenses (PT boats, antiair turrets, destroyers) around the island with a base on it before the U.S. level bombers arrive.
2. Escort the level bombers to bombarding position over the island and don't let the Japanese take out more than the critical limit (9 planes must survive the trip).
3. Destroy the escaping armored train before it reaches the tunnel to the north side of the map.

SECONDARY OBJECTIVE

1. Kill the 30 scattered military objects (various buildings and turrets, which are marked if you are in close range) in the valley.

HIDDEN OBJECTIVE

1. Sink the slowly escaping cargo convoy.

ORDER OF BATTLE

Class	Type	Number
Fighter	F4U Corsair	12
Fighter	P-38 Lightning	12

UNLOCKABLES

Unlockable	Condition	Available
B-29 Superfortress (level bomber)	Achieve at least Silver medal	—

PAVING THE WAY



Your bombers will be here any moment! Commandeer a Corsair and eliminate any enemy units scattered about the island using strafing runs in conjunction with your rockets and machine guns.



You have six minutes (depending on your difficulty level) to clear the island's defenses! Make your shots count.

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Start with the two PT boats pacing the mouth of the peninsula.



To locate additional PT boats, continue moving toward the island interior via the waterways that intersect the series of small islands.



Remember that PT boats are highly vulnerable to a fighter's machine guns!

Enemy destroyers appear to be moving in this area as well. Use focused rocket attacks against the destroyers to sink them quickly.



Move to eliminate all the highlighted targets on the island chain.



Don't linger while you wait for your rockets to rearm. Continue the hunt!

BOMBER ESCORT



The Corsair managed to knock out the island defenses, clearing the way for your level bombers. It's up to your P-38 Lightning squadrons to escort them to the strike zone.

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Quickly engage any enemy fighters that move against your bomber squads.

ENEMY SUPPLY TRAIN LEAVING THE STATION

Your level bombers managed to destroy the enemy bridge, but not before that supply train got off to a start.



Order your P-38 squadron to engage the supply train as it races to the northwest.



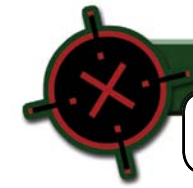
Command your wingmen to attack one target while you attack another. This is a highly efficient way of dealing with target-rich environments.

The real challenge here is achieving your secondary objective of eliminating 30 land installations in the valley ahead while continuing to pursue the train. Use a zigzag pattern through the valley to hit all your targets.



CAUTION

Destroying the train will end this mission. Make sure you've completed all other objectives before taking down the train.



NOTE

The train is heavily armored. Expect its destruction to take some time!



Eliminate the AA gun mounted on the last train car, then use the long sections of the valley floor and a slow approach to engage the train in longer strafing runs. Destroy the train



If you wait and destroy the oil tanks at the end of the railway just before the train enters the tunnel, you can destroy the train swiftly while earning the "Trainkiller" Achievement!



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to conclude this mission.

INVADING IWO JIMA

The Japanese squadrons based on Iwo Jima have been a thorn in the side of U.S. commanders for a long time. They're disrupting your B-29 raids and providing air cover for the remains of the Imperial Japanese Navy. But now that's about to end, as you're going to take the island. It will be tough, though. Your best pilots play the vital role of softening up the defenses and protecting the landing forces.



Tactical Map

PRIMARY OBJECTIVES

1. Protect the bombers from the incoming air threat.
2. Escort the level bombers to bombarding position over the island and don't let the Japanese take out more than the critical limit (9 planes have to survive the trip).

SECONDARY OBJECTIVES

1. Destroy the three marked PT hangars.
2. Destroy both Japanese airfield hangars.

HIDDEN OBJECTIVE

1. Don't lose a transport ship.

ORDER OF BATTLE

Class	Type	Number
Fighter	F4U Corsair	15
Level bomber	B-17 Flying Fortress	24
Fighter	F6F Hellcat	15

UNLOCKABLES

Unlockable	Condition	Available
2x bonus LSM (R) ships	Achieve Gold medal	USN Mission 14: The Battle of Okinawa

MAN THE GUNS

Your level bombers are nearly in place to drop their payloads, but you have enemy fighters moving in to intercept. You don't have an escort, so it's up to you to man those gun turrets and keep those Japanese fighter planes off your back until your escort shows up!



ESCORT!



Your fighter escort has finally fallen into rank. Take command and use the tactical map to order your fighters to destroy the enemy fighters that continue to harass your level bombers.

CAUTION

Don't fall behind! It's easy to get caught up in a dogfight and lose the level bomber force.



Once in position, your level bombers will automatically release their payload before retreating.

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PROTECT THE LANDING SHIPS!



The enemy has launched several Mavis and Emily units to attack your convoy. They'll be focused on your ships, so slip in behind them and finish them off. Shortly after you defeat this first wave, a second wave will move in. Dispatch your fighters and engage the enemy as quickly as possible.

SONAR DETECTS A SUBMARINE!



Sonar reports a submarine. Commandeer a Kingfisher recon plane to drop some depth charges on your unwanted visitor's head.



You have two active Kingfishers. Switch between them to reduce down time.

DESTROY THE AIRFIELD!



The Japanese have launched a weapon you've never seen before—the Japanese Ohka carrier. This brutally powerful weapon has a manned missile, which is highly accurate. You encounter multiple Ohka carriers. Destroy them right away!

Always focus on them with the rocket-equipped Corsairs, and chase the Ohka Carriers and Ohka Hellcats. The Ohkas tend to target bigger vessels, such as battleships first, so you have some time to destroy the hangars and shipyards. Once you've dealt with the Ohka carriers, move to engage the airfield.



A second wave of Ohka carriers moves in. Turn your attention to this new threat.



After you destroy the last Ohka carrier, suicide PT boats will launch en masse from the shores to your north. Send out the fighters to deal with them.



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 - Invasion of Midway
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 - Solomon's Skirmish
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 - Seizing the Fijis
 - Meet the Germans
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The key to stopping the suicide boat attacks is eliminating the shipyards. Send some of your Corsairs over to pummel it with rockets.



Attacking your enemy's command station is always the fastest route to capturing an island, but doing this will compromise your chances of completing this mission's secondary objectives.

CAUTION

Use the B-17 Flying Fortress Strike naval supply against the enemy's command station.

BATTLE OF OKINAWA

Okinawa is the gateway to Japan. With the intensity of the recent kamikaze attacks, it's also become the gateway to hell. But this is where Japan's resistance must be broken. U.S. forces have the upper hand and now dominate and control the Pacific, but nobody believes Okinawa is going to be easy. The Japanese are massing their defenses. Okinawa risks becoming a senseless bloodbath like Iwo Jima. It'll be the battle to end all battles.



Tactical Map

PRIMARY OBJECTIVES

1. Capture all three bases on the island.
2. Sink the *Yamato* (she is heading for the beach).

SECONDARY OBJECTIVE

1. Give support to the supply ship crossing the area.

HIDDEN OBJECTIVE

1. Prevent the *Yamato* from reaching the shore!

ORDER OF BATTLE		
Class	Type	Number
Carrier	Yorktown class	1
Landing craft	Troop transport	6
Landing craft	LSM (R)	1
Dive-bomber	SB2C Helldiver	30
Destroyer	Fletcher class	4
Battleship	South Dakota class	1
Cruiser	Northampton class	1
Fighter	F6F Hellcat	30
Torpedo bomber	TBF Avenger	30

UNLOCKABLES		
Unlockable	Condition	Available
TBM-3 Avenger	Achieve Gold medal	—

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THE BATTLE BEGINS



The first thing to notice is that your ships are scattered across the map. You must establish a CAP and bring your battle groups closer together.

CAUTION

Send one or two fighter squadrons to run CAP over the battle group in the south.



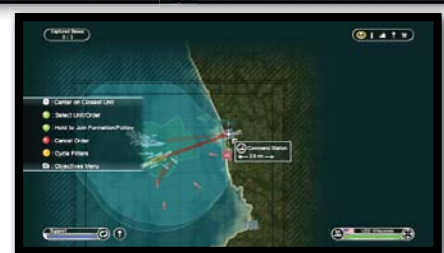
Order the two groups of troop transports to join the nearest battle group.



EVERYTHING BUT THE SINK

The enemy is throwing everything they have at you. Allow your CAP and gun crews to work while prioritizing targets from the tactical map. Once you get close enough to identify land targets, you'll want to move quickly.

You have a visual on the central base. Direct both battle groups to engage and initiate amphibious operations. Focus all offensive power on the command station.



The command station is the key to victory when taking islands. It is the nerve center for everything else.



Order the carrier to join formation with the southern battle group to keep her better protected.

USS ANDROMEDA

The USS *Andromeda*, a medical-supply ship, is requesting safe passage through the area. Dispatch a squadron of fighters and a destroyer to run escort for her.





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Meanwhile, your invasion forces are overwhelming the command station. Upon capturing the command station, order your southern battle group to move south along the coast to capture the next command station.

BEACHING THE YAMATO



Recon reports the *Yamato* is inbound with intentions of grounding on the beach.

Order your battleships and a destroyer or two to turn and meet the *Yamato* while the remainder of the fleet moves to capture the bases in the south.



As the *Yamato* steams ahead, throw everything you have at her. Use your superior numbers to bury her once and for all.

THE BATTLE ENDS

As the *Yamato* slips beneath the waves, consolidate your forces to make your victory more swift as you move south along the coast.



As your invasion force moves in on the second enemy stronghold, direct your other vessels to begin softening the final base.

CAUTION

Buy yourself some much needed time by targeting the *Yamato's* engines with your dive-bombers and battleships. This will slow her down as she moves to beach herself.

With little standing in your path, the final base should fall swiftly—and with it much of Japan's ambitions. Congratulations on your victory!





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MULTIPLAYER

The following pages detail multiplayer modes, maps, and battle scenarios available in *Battlestations: Pacific*. Study the information contained herein to gain a tactical advantage over other players online.

MODES

ESCORT

Escort mode is about participating in a preset battle in which both sides may have key units to defend and key units to destroy. Players are required to escort, protect, or destroy key units, using various resources.

Here are some important strategies and tactics to keep in mind while playing Escort mode:

- Coordinating both defensive and offensive maneuvers is crucial to your team's success. Strike together and retreat together.
- Loose lips sink ships! Make sure you and your teammates keep your lines of communication open at all times.
- Use the tactical map for threat assessments and to spy weaknesses in the enemy lines.

SIEGE

Siege mode simulates island or big coast sieges, with a large number of enemies. Players spawn in a single unit to aid the siege or to defend the bases under siege. Depending on the selected map, players can attack with level bombers, dive-bombers, torpedo bombers, fighters, destroyers, and light and heavy cruisers.

Use these suggestions when playing as the invasion force in Siege mode:

- Provide CAP coverage for your transport ships! They are vital to your success.
- Use dive-bombers to strike vital enemy defenses, such as the enemy headquarters or fortresses.
- Use fighters to strafe the AA installations and the fortresses based on the island. Rocket-armed fighters are the most effective for this task.
- Delegate offensive and protective details to your team members. This limits confusion and ensures even deployment of forces.
- Communicate with your teammates as much as possible to maintain a truly concerted effort.

Use these tactics when defending against an attack in Siege mode:

- Destroying the enemy transport ships, landing ships, and landing boats is the key to your victory.
- Protect the headquarters and landforts of the island.
- Supply protection for the friendly AI-controlled units while focusing on the enemy units.
- Even on defense, you need to consider your offense. Coordinate forces to maintain an even dispersal of your forces.
- Use communication and teamwork to keep the enemy at bay.

COMPETITIVE

In Competitive mode, all players fight on the same side. This means everyone controls only Japanese or only U.S. units, and they are not assigned to teams; it's a free-for-all mode. The goal is to destroy opposing enemy-controlled units or to complete objectives before the other players can complete them. The players are awarded with points if they kill an enemy unit or complete an objective.

Here are some strategies to consider when playing in Competitive mode:

- Strike against enemies that are already engaged.
- Pay attention to the friendly units, which are marked as primary targets to protect.
- Be ahead of the other players to secure more objectives.
- Use focused attacks to quickly eliminate enemy units.
- Communicate clearly and frequently with your teammates.
- Watch your fire! Any friendly fire, even accidental, will assess penalty points against you.

DUEL

Duels are head-to-head battles with a variety of unit types that range from fighter planes and destroyers to cruisers and battleships.

Every player controls only one unit and will have to focus on destroying the enemy players' units consecutively until the player achieves the set number of wins.

Refer to these tips when taking on an opponent in Duel mode:

- When fighting ship to ship, use variations in speed and bearing to avoid enemy artillery.
- Damage control on a ship is important in any engagement, but efficient and effective handling of repairs in a duel can easily tip the scales in your favor.
- When at the helm of a ship, maintain the broadside advantage through tacking.
- In air-to-air engagements, use slow speeds to make tighter turns.
- When dogfighting, remember that the pilot with the higher altitude is generally favored, so attack from

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- on high whenever feasible.
- During flight, use a turbo boost to quickly recover from a stall.
 - Use terrain to your advantage. Islands can provide a temporary reprieve from enemy attacks as your ship nurses her wounds and you rally to punch back. In addition, island mountains are a great way to evade a pursuing fighter plane and turn the tables in a dogfight.

ISLAND CAPTURE

In Island Capture mode, each party starts with at least one headquarters on an island and a variety of units to utilize. Players have a resource (command) pool with which to spawn units. The goal for both sides is to capture enemy and neutral headquarters while conquering supply depots throughout their advancement.

The following are some essential tactics to employ when playing Island Capture mode:

- Consider taking specific roles. For example, allow one team member to maintain your airwing while another manages your submarine force, and so on. This allows a more focused approach to strategies and their deployments.
- The supply depots along the way are just as important to securing victory, earning your team victory points with which to secure naval supplies to sharpen your edge.
- Divide and conquer to secure the smaller, stepping-stone islands.
- Paratroopers are the most efficient invasion forces, particularly when capturing smaller installations.
- Remember that maintaining open communication lines is vital to your team's victory.
- Consider dividing offensive and defensive duties among your allies.
- Coordinate and focus attacks with your allies to bring as much firepower to bear on a single enemy target to destroy them swiftly on your path to victory.
- Protect your team's aircraft carrier at all costs. These mobile spawn points are crucial elements in your offensive arsenal. If you are in control of the team's carrier, navigate her out of harm's way and maintain a CAP.
- Consider promoting someone on your team to admiral, such as the player in charge of land installations or the aircraft carrier, and have them survey the battlefield via the tactical map and direct maneuvers to the rest of the team.
- Use the tactical map to manage your units and monitor enemy and allied movements.

Additionally, parties receive victory points for controlling headquarters and supply depots and for destroying hostile units. If a party reaches the victory point limit or the countdown is over, the mission ends.

MAP 01: DREADNOUGHT



This map contains up to 17 islands of varying size depending on selected game modes. The layout is symmetrical for the best balance between sides.

ESCORT

ESCORT LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key units.	The carrier has to reach the border zone.	Carrier destroyed
Primary	Japanese	Destroy the enemy key units.	The carrier is destroyed.	The carrier reaches the border zone.



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U.S. carrier with destroyer escort is trying to pass enemy-controlled waters. The carrier's screen size is based on participating players' numbers. The more players, the larger (and more advanced) the fleet.

Allied players have to defend the carrier with fighters, while Japanese players control Kamikaze units and must stop the carrier before she gets out of range.



Tips from the Blonde Bombshell

Skilled fighter-plane pilots are necessary for mission success.

KEY EVENTS

After 120 seconds, Japanese ship reinforcements arrive. After 240 seconds, Allied plane reinforcements arrive. The amount of reinforcements depends on the number of players participating.

KEY EVENTS

COMPETITIVE

COMPETITIVE LOBBY OPTIONS


- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the invading forces	The Japanese resource pool reaches zero.	The U.S. resource pool reaches zero.
Primary	Japanese	Break down the resistance of the U.S. forces.	The U.S. resource pool reaches zero.	The Japanese resource pool reaches zero.
Secondary	Japanese	Destroy the defending land forts.	All of the marked land forts are destroyed.	There are still land forts standing at the mission's end.

This mission is about capturing an island.

The Japanese side has to destroy the defenses, while the Americans aim to destroy the whole invading fleet.

Players on both sides may choose from a variety of planes to finish off the enemy. Every unit killed on the opposing side reduces their resource points. Whenever the resource pool reaches zero on any side, the mission ends.



Tips from the Blonde Bombshell

Skilled fighter-plane pilots are a great asset to either team. Players with great rocket and bomb aim are especially valuable, but nothing is more necessary than teamwork!

KEY EVENTS

New Japanese transports arrive 30 seconds after the previous transport is destroyed. If the troop transports are in position and the previous four Daihatsu landing boats are annihilated, more Japanese Daihatsu landing boats arrive. Thirty seconds after the Japanese Type 1 landing ship is destroyed, more Type 1s arrive. Another U.S. patrol boat arrives 40 to 50 seconds after the previous patrol boat is destroyed.

COMPETITIVE

COMPETITIVE LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Victory point limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Japanese	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points when the timer reaches zero.	Be in second place or below when one of the counters reaches the limit.

In this mission, players have to beat each other's score by continuously respawning Ohka Kamikaze rocket planes.

The more valuable the vessel you hit, the more score you achieve.



Tips from the Blonde Bombshell

Players with high-level bomber skills or Kamikaze coordination will meet with greater success. Bonus points are given to Kamikaze pilots who hit or kill the marked targets first!



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A new U.S. fleet arrives when the previous fleet is destroyed. Only one enemy unit may be marked at a time, but the marked target appears at random after the previous marked target is destroyed.

DUEL

DUEL LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Unit class
- Rounds to win

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter reaches the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

This is a head-to-head battle with a range of unit types available for the players to select from before starting the mission.

Every player controls only one unit and will have to focus on destroying the enemy players' units consecutively until they achieve the set number of wins.



NOTE

This mode has battleships, cruisers, destroyers, and fighter planes available.



While being able to hold one's own in a fight is noteworthy in its own right, nothing beats teamwork.

WALKTHROUGH

KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
- Command point limit
- Tactical map
- Map size
- Time limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How a battle shapes up in an Island Capture fight depends on the size of the map you choose in the lobby. On small maps, players must decide whether to capture the main island for better and bigger ships or to avoid the fight and conquer the surrounding islands for special naval supplies. On medium-sized maps, players can choose to either achieve air superiority and use paratroopers to assault enemy bases or capture the main island and use heavy battleships against the opponent. On large maps, players can engage in full-scale battle with all unit types.



Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, excellent ship-handling skills and average tactical skill are required. Medium maps require players with ship- and plane-piloting skills and better tactical skills. Large maps require all of the above and team coordination.



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KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	7	13	17
Number of Command Buildings	3	5	7
Number of Command Posts (Naval Supply Bases)	4	8	10

SMALL MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
03	Elco PT, Fletcher, LST, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None
04	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton, South Dakota	None	Gyoraitei, Fubuki, SB Landing, troop transport, Type B, Kuma, Mogami, Fuso	None
05	Elco PT, Fletcher, LST, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
06	Elco PT, Fletcher, LST, Cleveland, Northampton, LSM(R)	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None
07	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton, South Dakota	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei, Fubuki, SB Landing, troop transport, Type B, Kuma, Mogami, Fuso	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
08	Elco PT, Fletcher, LST, Cleveland, Northampton, LSM(R)	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None
13	Elco Pt	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei	Zero, Val, Jill, Mavis, Jake, Betty, Tabby

LARGE MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
09	Elco PT, Fletcher, LST, Cleveland, Northampton, LSM(R)	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None
10	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton, South Dakota	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei, Fubuki, SB Landing, troop transport, Type B, Kuma, Mogami, Fuso	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
11	Elco PT, Fletcher, LST, Cleveland, Northampton, LSM(R)	None	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	None
13	Elco PT, Fletcher, LST	None	Gyoraitei, Fubuki, SB Landing	None
16	Elco PT, Fletcher, LST	Wildcat, Dauntless, TBF Avenger, Kingfisher, C-47	Gyoraitei, Fubuki, SB Landing	Zero, Val, Jill, Jake, Tabby
19	Elco PT	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	Gyoraitei	Zero, Val, Jill, Mavis, Jake, Betty, Tabby



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MAP 02: SWIRL



This map contains up to 17 islands depending on selected game modes. The layout is symmetrical for better balanced gameplay. On the sides are open-sea areas for fleet battles.

ESCORT

ESCORT LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key units.	Key units reach the exit points.	Key units destroyed before they could reach the exit point.
Primary	Japanese	Destroy the enemy key units.	Enemy key units destroyed before they could reach the exit point.	Enemy key units reach the exit points.

Allied players have to escort their troops to the Japanese island. Japanese players have to stop the enemy landing troops from disembarking.



Players with excellent submarine- and PT boat-piloting skills and depth-charge skills are great assets in this mode.

KEY EVENTS

If the troop transports reach the enemy island, Allied forces disembark!

SIEGE

SIEGE LOBBY OPTIONS

- Reload payload
- Tactical map



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Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Assist the bombers' strike on the anchored ships and the headquarters.	The Japanese resource pool reaches zero.	The U.S. resource pool reaches zero.
Primary	Japanese	Defend the anchored ships and the headquarters against the incoming airstrikes.	The U.S. resource pool reaches zero.	The Japanese resource pool reaches zero.
Secondary	Allied	Destroy the land batteries.	All of the marked land batteries are destroyed.	There are still land batteries when the mission ends.

The players on the Japanese side have to defend their island from the U.S. bombing runs. The U.S. level bombers and dive-bombers arrive in waves to destroy the ships and land forts. Players on both sides are allowed to spawn fighter planes.



Tip
from the
Blonde Bombshell

Skilled fighter and bomber pilots, especially those with great bomber aim, are perfect for this mode. As always, teamwork is essential to success.

KEY EVENTS

A new wave of U.S. bombers arrives immediately after the previous wave is destroyed.


COMPETITIVE

COMPETITIVE LOBBY OPTIONS

- Reload payload
 - Tactical map
 - Time limit
- Victory point limit
 - Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points if the time limit reaches zero.	Be in second place or below when one of the counters reaches the limit.
Primary	Allied	Protect the island against the Japanese attacks.	The command building is still in the hands of the United States when one of the counters hits the limit.	The Japanese forces neutralize the command building before one of the counters hits the limit.

Players defend an island, and they must destroy as many attacking units as they can. The enemy units attack in waves whose size depends on the number of players. The players are allowed to spawn destroyers near the island.



Tip
from the
Blonde Bombshell

Players with great destroyer control, artillery, and torpedo aiming and dodging skills are vital to mission success.

KEY EVENTS

A new wave of Japanese bomber planes arrives immediately after the previous bombers are out of action. New waves of Japanese ships arrive about 30 seconds after the mission start, and newer waves arrive right after the previous one is destroyed. The Ohka carriers spawn to destroy the U.S. destroyers (mostly the one worth the highest points) about 300 seconds after the mission starts, and the newer waves come after 80 to 120 seconds.

A fresh wave of Japanese kamikaze boats spawns about 160 to 225 seconds after the mission starts, and the newer waves spawn 100 to 150 seconds after the previous kamikaze boats are destroyed. The first submarine spawns 265 to 400 seconds after the mission start, and a new one spawns 115 to 175 seconds after the previous one is destroyed. When an enemy unit is killed, another marked enemy appears at random.

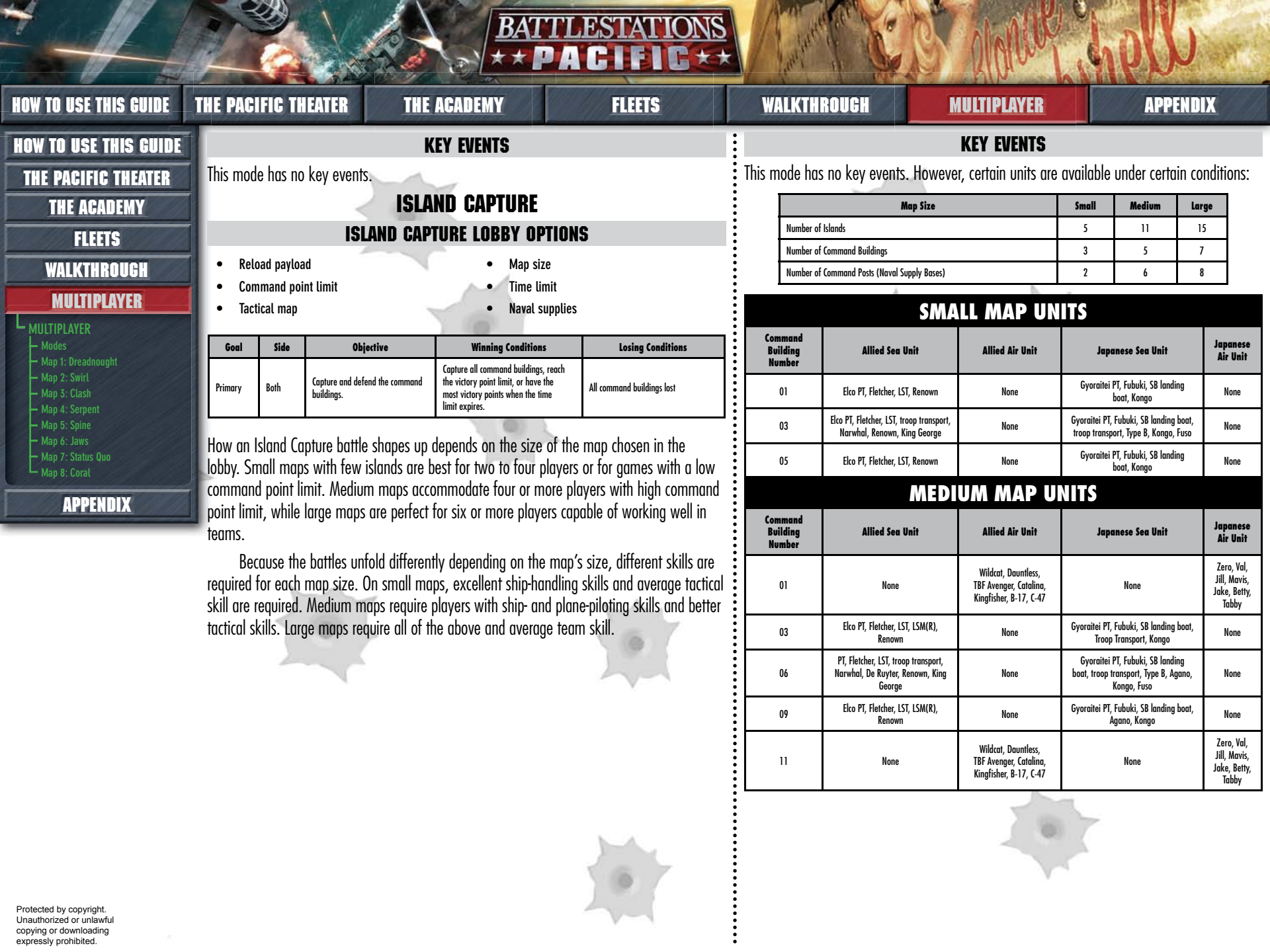
DUEL

DUEL LOBBY OPTIONS

- Reload payload
 - Tactical map
 - Time limit
- Unit class
 - Rounds to win

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

This is a head-to-head battle with the selected unit type. There are no additional units, and all players must focus on the enemy players.



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KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
 - Command point limit
 - Tactical map
- Map size
 - Time limit
 - Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. Small maps with few islands are best for two to four players or for games with a low command point limit. Medium maps accommodate four or more players with high command point limit, while large maps are perfect for six or more players capable of working well in teams.

Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, excellent ship-handling skills and average tactical skill are required. Medium maps require players with ship- and plane-piloting skills and better tactical skills. Large maps require all of the above and average team skill.

KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	5	11	15
Number of Command Buildings	3	5	7
Number of Command Posts (Naval Supply Bases)	2	6	8

SMALL MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT, Fletcher, LST, Renown	None	Gyoraitei PT, Fubuki, SB landing boat, Kongo	None
03	Elco PT, Fletcher, LST, troop transport, Narwhal, Renown, King George	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Type B, Kongo, Fuso	None
05	Elco PT, Fletcher, LST, Renown	None	Gyoraitei PT, Fubuki, SB landing boat, Kongo	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
03	Elco PT, Fletcher, LST, LSM(R), Renown	None	Gyoraitei PT, Fubuki, SB landing boat, Troop Transport, Kongo	None
06	PT, Fletcher, LST, troop transport, Narwhal, De Ruyter, Renown, King George	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Type B, Agano, Kongo, Fuso	None
09	Elco PT, Fletcher, LST, LSM(R), Renown	None	Gyoraitei PT, Fubuki, SB landing boat, Agano, Kongo	None
11	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby



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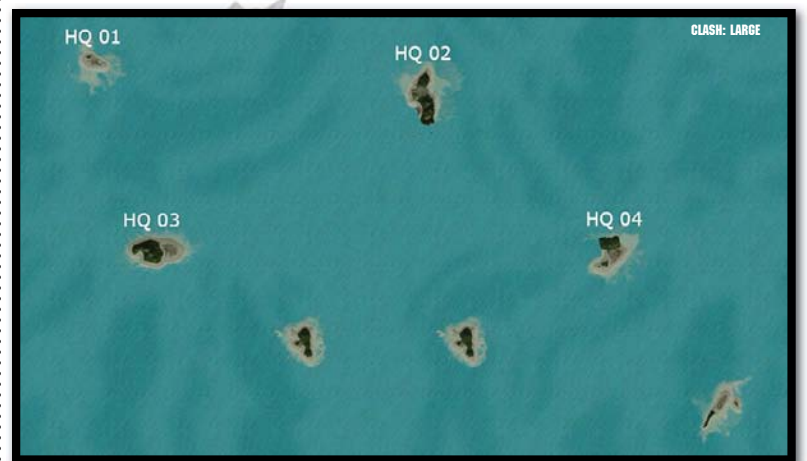
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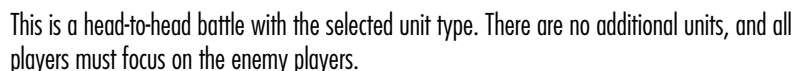
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LARGE MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
04	Elco PT, Fletcher, LST, troop transport, Narwhal, Renown	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Type B, Kongo	None
06	Elco PT, Fletcher, LST, LSM(R), Renown	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Kongo	None
09	PT, Fletcher, LST, troop transport, Narwhal, De Ruyter, Renown, King George	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Type B, Agano, Kongo, Fuso	None
12	Elco PT, Fletcher, LST, LSM(R), Renown	None	Gyoraitei PT, Fubuki, SB landing boat, troop transport, Kongo	None
14	Elco PT, Fletcher, LST, troop transport, Narwhal, De Ruyter, Renown	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Kongo	None
17	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby

MAP 03: CLASH



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- This mode has no key events. However, certain units are available only under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	4	5	7
Number of Command Buildings	2	3	5
Number of Command Posts (Naval Supply Bases)	2	2	2



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SMALL MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT boat, Clemson, LST, troop transport, Narwhal, Cleveland	Buffalo, Dauntless, Devastator, Kingfisher, Catalina, B-17, C-47	None	None
02	None	None	Gyoraitei, Minekaze, SB landing boat, troop transport, Type B, Agano	Oscar, Val, Kate, Jake, Mavis, Betty, Tabby

MEDIUM MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Buffalo, Dauntless, Devastator, Kingfisher, Catalina, B-17, C-47	None	Oscar, Val, Kate, Jake, Mavis, Betty, Tabby
02	Elco PT boat, Clemson, LST landing ship, troop transport, Narwhal, Cleveland	Buffalo, Dauntless, Devastator, Kingfisher, Catalina, B-17, C-47	Gyoraitei, Minekaze, SB landing boat, troop transport, Type B, Agano	Oscar, Val, Kate, Jake, Mavis, Betty, Tabby
03	Elco PT boat, Clemson, LST landing ship, troop transport, Narwhal, Cleveland	Buffalo, Dauntless, Devastator, Kingfisher, Catalina, B-17, C-47	Gyoraitei, Minekaze, SB landing boat, troop transport, Type B, Agano	Oscar, Val, Kate, Jake, Mavis, Betty, Tabby

LARGE MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Buffalo, Dauntless, Devastator, Catalina, Kingfisher, B-17, C-47	None	Oscar, Val, Kate, Mavis, Jake, Betty, Tabby
02	None	Buffalo, Dauntless, Devastator, Catalina, Kingfisher, B-17, C-47	None	Oscar, Val, Kate, Mavis, Jake, Betty, Tabby
03	Elco PT, Clemson, LST, troop transport, Narwhal, Cleveland	Buffalo, Dauntless, Devastator, Catalina, Kingfisher, B-17, C-47	Gyoraitei, Minekaze, SB landing boat, troop transport, Type B, Agano	Oscar, Val, Kate, Mavis, Jake, Betty, Tabby
04	Elco PT, Clemson, LST, troop transport, Narwhal, Cleveland	Buffalo, Dauntless, Devastator, Catalina, Kingfisher, B-17, C-47	Gyoraitei, Minekaze, SB landing boat, troop transport, Type B, Agano	Oscar, Val, Kate, Mavis, Jake, Betty, Tabby

MAP 04: SERPENT

This map contains up to 15 islands depending on selected game modes . It is asymmetric, making for less-balanced but more dynamic battles.



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ESCORT

ESCORT LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key unit.	Key unit reaches the exit point.	Key unit is destroyed before they could reach the exit point.
Primary	Japanese	Destroy the enemy key unit.	Enemy key unit is destroyed before reaching the exit point.	Enemy key unit reaches the exit point.

Allied players have to escort the C-47 to their home base while the Japanese try to destroy it.



This is a great mode for dogfighters.

KEY EVENTS

A B-17 bomber squadron tries to attack one of the Japanese carriers 30 seconds, 300 seconds, and 380 seconds after mission start.

SIEGE

SIEGE LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Repel the Japanese raid.	The Japanese resource pool hits zero.	The U.S. resource pool hits zero.
Primary	Japanese	Help the Kamikaze planes cause devastation among the anchored U.S. fleet!	The U.S. resource pool hits zero.	The Japanese resource pool hits zero.

U.S. ships are anchored near an island, and Japanese Kamikazes try to sink them. The players must aid the Kamikazes or fight against them with fighter planes.



Skilled airplane pilots and machine gunners will meet with great success. Teamwork, however, is the real key.

KEY EVENTS

A wave of Kamikaze planes spawn at the mission's start and again right after the previous wave is destroyed. A wave of Ohka carriers spawns about 60 to 90 seconds after the mission starts, and they spawn continuously after 80 to 100 seconds, even if the previous wave is still active.

COMPETITIVE

COMPETITIVE LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Victory point limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points if the time limit reaches zero.	Be in second place or below when one of the counters reaches the limit.
Primary	Allied	Protect both U.S. headquarters!	Protect both headquarters till one of the limits is hit.	Lose one of the headquarters.
Secondary	Allied	At least one of the U.S. carriers must survive.	Protect one of the carriers until one of the limits is reached.	Lose both carriers.

The player's side owns two command buildings, one near the northern border and the other near the southern border. The goal is to protect these command buildings and destroy the Japanese ships.



Pilots of patrol boats, dive-bombers, and fighter planes are crucial to mission success.



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KEY EVENTS

At mission start, the U.S. fleet heads to the south and two Japanese heavy cruisers pursue the ships. Meanwhile, a U.S. battleship and carrier heads north. Japanese fighter planes spawn at the start of the mission and respawn until the Japanese forces own their southern and northern command buildings. Japanese bomber planes also spawn at the start of the mission and respawn until the Japanese forces own the command building in the middle of the map. Waves of Japanese patrol boats spawn to attack the U.S. ships or the players' boats about 250 seconds after the start of the mission, and the new ones spawn after 300 seconds until the Japanese forces own the command building in the map's middle.

Japanese cruisers head south at the start of the mission. They spawn at the island in the middle of the map to attack the battleship and headquarters to the south 160 seconds after the mission's start. The fleets to the north (two Japanese, one American) start to attack each other at the start of the mission. A Japanese fleet spawns at the eastern border and engages the northern command building 800 seconds after the start of the mission or right after all the Japanese ships are sunk.

DUEL

DUEL LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Unit class
- Rounds to win

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

This is a head-to-head battle with the selected unit type. There are no additional units, an all players must focus on the enemy players.

KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
- Command point limit
- Tactical map
- Map size
- Time limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. The small map is very fast-action oriented. It is best played with two to four players or and in a game with average command point limits. Medium maps accommodate four or more players who have good teamwork, while large maps are perfect for six or more players capable of working well in teams.





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Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, you need excellent plane-handling skills, average ship-handling and tactical skills, and good aim. Medium maps are best played by players with great ship- and plane-handling skills, above-average tactical skills, and average team skill. The large map is best for players with great ship- and plane-handling skills and with excellent tactical and team skills.

KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	3	10	15
Number of Command Buildings	3	6	8
Number of Command Posts (Naval Supply Bases)	0	4	7

SMALL MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, Douglas	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
02	Elco PT, Fletcher, LST, troop transport, Cleveland	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Agano	None
03	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, Douglas	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	Elco PT, Clemson, LST, Narwhal	None	Gyoraitei, Minekaze, SB landing boat, Type B	None
03	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, Douglas	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
05	Elco PT, Fletcher, LST, troop transport, Cleveland	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Agano	None
06	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami	None
07	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
10	Elco PT, Clemson, LST, Narwhal	None	Gyoraitei, Minekaze, SB landing boat, Type B	None

LARGE MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
1	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
4	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami	None
5	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano	None
6	Elco PT, Clemson, LST, Narwhal	None	Gyoraitei, Minekaze, SB landing boat, Type B	None
8	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
10	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami	None
11	Elco PT, Fletcher, LST, troop transport, Cleveland	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Agano	None
12	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Jill, Mavis, Jake, Betty, Tabby
15	Elco PT, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami	None

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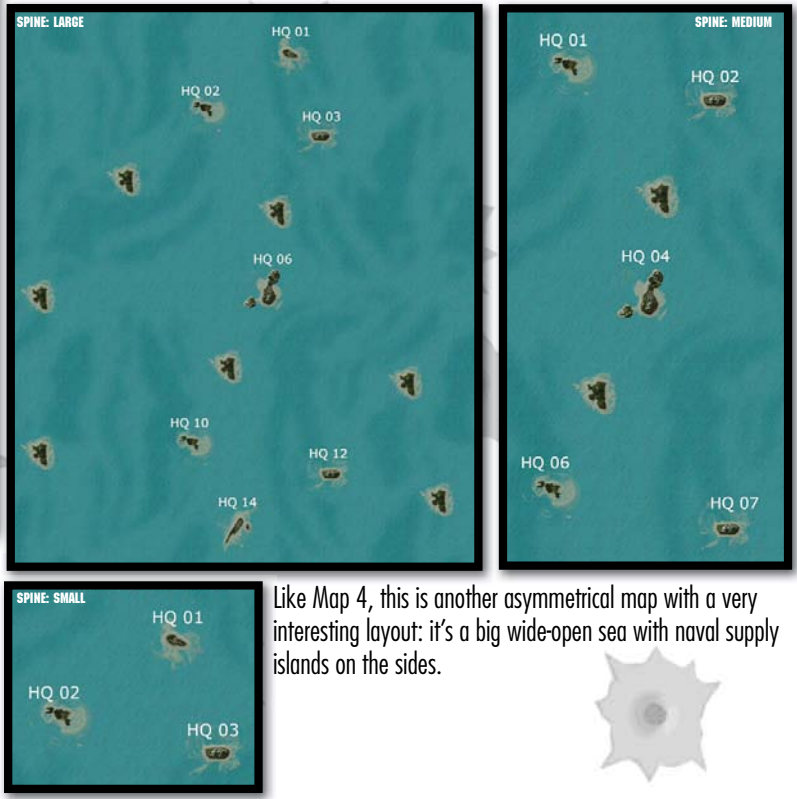
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MAP 05: SPINE



Like Map 4, this is another asymmetrical map with a very interesting layout: it's a big wide-open sea with naval supply islands on the sides.

ESCORT

ESCORT LOBBY OPTIONS

• Reload payload		• Tactical map		
Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key unit.	Key unit reaches the exit point.	Key unit is destroyed before they could reach the exit point.
Primary	Japanese	Destroy the enemy key unit.	Enemy key unit is destroyed before reaching the exit point.	Enemy key unit reaches the exit point.

Allied players are tasked with defending a carrier fleet using only aircraft, while Japanese players are required to sink the carrier fleet using aircraft, PT boats, and some Kamikaze reinforcements.



This is a great mode for dogfighters and players with strong ship-piloting skills.

KEY EVENTS

Five waves of Japanese Kamikaze reinforcements spawn 180, 330, 480, 630, and 780 seconds after mission start.

SIEGE

SIEGE LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Break down the resistance of the Japanese forces.	The Japanese resource pool hits zero.	The U.S. resource pool hits zero.
Primary	Japanese	Defeat the invading forces.	The U.S. resource pool hits zero.	The Japanese resource pool hits zero.

U.S. carriers and landing ships keep a Japanese island under siege, and the players are able to join the action with destroyers.



Players with destroyer-control skills, well-developed artillery, good torpedo and machine-gun aim, and excellent torpedo-dodging skills will do well in this mode. As always, teamwork is also key.

KEY EVENTS

At the start of the mission, U.S. landing ships, bomber planes, Japanese and U.S. fighter planes spawn and then respawn immediately.



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KEY EVENTS

This mode has no key events.


ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- | | |
|---|--|
| <ul style="list-style-type: none">Reload payloadCommand point limitTactical map | <ul style="list-style-type: none">Map sizeTime limitNaval supplies |
|---|--|

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. The small map is very fast-action oriented and is best played with two to four people. Medium maps accommodate four or more players with a high command point limit, while large maps are perfect for six or more players capable of working well in teams.



Tips from the Blonde Bombshell

Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, you need excellent plane-handling skills, average ship-handling and tactical skills, and good aim. Medium maps are best played by players with great ship- and plane-handling skills, above-average tactical skills, and average team skill. The large map is best for players with great ship- and plane-handling skills and with excellent tactical and team skills.

KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

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Map Size	Small	Medium	Large
Number of Islands	3	5	14
Number of Command Buildings	3	3	7
Number of Command Posts (Naval Supply Bases)	0	2	7

SMALL MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, TBF Avenger, Catalina, Kingfisher	None	Zero, Pete, Kate, Mavis
02	PT, Fletcher, LST, troop transport	None	PT, Fubuki, SB landing boat, troop transport	None
03	PT, Fletcher, LST, troop transport	None	PT, Fubuki, SB landing boat, troop transport	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	PT, Fletcher, LST, troop transport, Northampton	None	PT, Fubuki, SB landing boat, troop transport, Mogami	None
02	PT, Fletcher, LST, troop transport, King George	None	PT, Fubuki, SB landing boat, troop transport, Fuso	None
04	None	Wildcat, Dauntless, TBF Avenger	None	Zero, Val, Kate
06	PT, Fletcher, LST, troop transport, King George	None	PT, Fubuki, SB landing boat, troop transport, Fuso	None
07	PT, Fletcher, LST, troop transport, Northampton	None	PT, Fubuki, SB landing boat, troop transport, Mogami	None

LARGE MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Kate, Mavis, Pete, Betty, Tabby
02	PT, Fletcher, LST, troop transport, Northampton	None	PT, Fubuki, SB landing boat, troop transport, Mogami	None
03	PT, Fletcher, LST, troop transport, King George	None	PT, Fubuki, SB landing boat, troop transport, Fuso	None
06	None	Wildcat, Dauntless, TBF Avenger	None	Zero, Val, Kate



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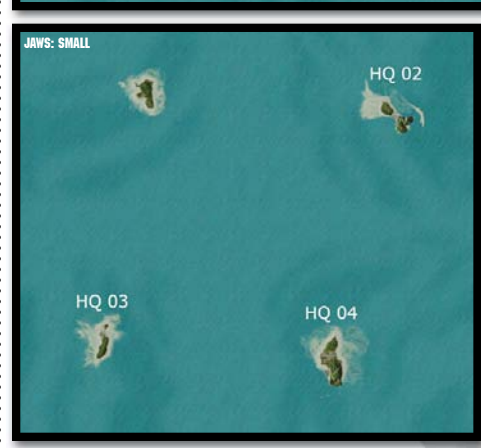
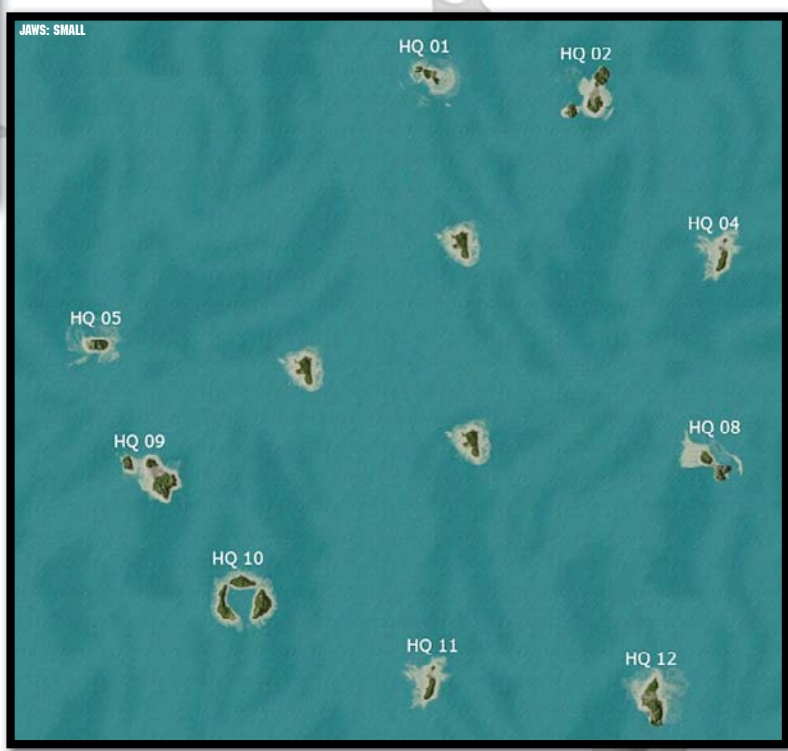
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LARGE MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
10	PT, Fletcher, LST, troop transport, King George	None	PT, Fubuki, SB landing boat, troop transport, Fuso	None
12	PT, Fletcher, LST, troop transport, Northampton	None	PT, Fubuki, SB landing boat, troop transport, Mogami	None
14	None	Wildcat, Dauntless, TBF Avenger, Catalina, Kingfisher, B-17, C-47	None	Zero, Val, Kate, Mavis, Pete, Betty, Tabby

MAP 06: JAWS



This map is circular with naval supply islands around and in the center, making for a much different experience than the other maps.

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ESCORT

ESCORT LOBBY OPTIONS

• Reload payload

• Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key unit.	Allied carrier survives	Allied carrier is sunk
Primary	Japanese	Destroy the enemy key unit.	Japanese carrier survives	Japanese carrier is sunk

Two carriers and their escorts will battle on the open seas.

Tips from the Blonde Bombshell

This map's circular design requires players with excellent team and tactical skills.

KEY EVENTS

SIEGE

SIEGE LOBBY OPTIONS

• Reload payload

• Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Repel the Japanese forces.	The Japanese resource pool hits zero.	The U.S. resource pool hits zero.
Primary	Japanese	Break down the resistance of the U.S. forces.	The U.S. resource pool hits zero.	The Japanese resource pool hits zero.

Japanese landing ships, destroyers, and cruisers keep a heavily defended Japanese island under siege. The players are able to join the battle with cruisers on the Japanese side and cruisers and destroyers on the U.S. side.

Tips from the Blonde Bombshell

Players with good ship control, torpedo-dodging skills, and teamwork will have more success in this mode.

KEY EVENTS

Japanese landing ships spawn at the start of the mission, and they keep respawning immediately. Japanese destroyers also spawn at the start of the mission, and they respawn 30 seconds after being destroyed.

U.S. destroyers and patrol boats spawn at the start of the mission, and they respawn 30 seconds after being destroyed. U.S. bomber planes spawn at the start of the mission, and they respawn immediately.

COMPETITIVE

COMPETITIVE LOBBY OPTIONS

• Reload payload

• Tactical map

• Time limit

• Victory point limit

• Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points if the time limit reaches zero.	Be in second place or below when one of the counters reaches the limit.

U.S. command buildings are under attack by Japanese forces. Players must jump in the command building and repel the continuous attacks as long as they can.

Tips from the Blonde Bombshell

This mode is suited for players skilled in controlling command buildings!

KEY EVENTS

Continuous waves of Japanese units spawn at the mission's start, and new, stronger waves spawn after the previous waves are destroyed (both planes and ships are present in the attacks). Command building reaches Level 2 when the player accumulates 250 points; this continues to increase in level every 500 points thereafter.

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Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds!	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

This is a head-to-head battle with the selected unit type. There are no additional units, and all players must focus on the enemy players.

KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
- Command point limit
- Tactical map
- Map size
- Time limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

- How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. The small map is very fast-action oriented and is best played with two to four players.
- Medium maps accommodate four or more players with a high command point limit, while
- large maps are perfect for six or more players capable of working well in teams.



Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, you need excellent plane-handling skills, average ship-handling and tactical skills, and good aim. Medium maps are best played by players with great ship- and plane-handling skills, above-average tactical skills, and average team skill. The large map is best for players with great ship- and plane-handling skills and with excellent tactical and team skills.

KEY EVENTS

- This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	4	8	12
Number of Command Buildings	3	5	9
Number of Command Posts (Naval Supply Bases)	1	3	3



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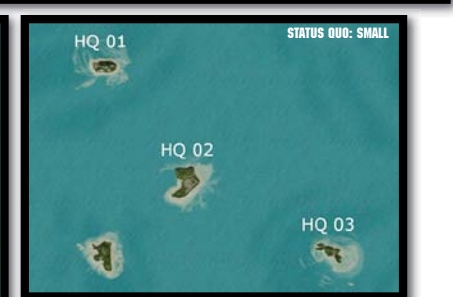
SMALL MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
03	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
04	None	Lightning, Dauntless, TBF Avenger	None	Gekko, Val, Kate

MEDIUM MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	Elco PT boat, Fletcher, LST landing ship, troop transport, Narwhal, Cleveland, Northampton, South Dakota	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami, Fuso	None
05	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
06	Elco PT boat, Fletcher, LST landing ship, troop transport, Narwhal, Cleveland, Northampton, South Dakota	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami, Fuso	None
07	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
08	None	Lightning, Dauntless, TBF Avenger, Catalina, B-17, C-47	None	Gekko, Val, Kate, Mavis, Betty, Tabby

LARGE MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT boat, Fletcher, LST landing ship	None	Gyoraitei, Fubuki, SB landing boat	None
02	None	Lightning, Dauntless, TBF Avenger	None	Gekko, Val, Kate
04	Elco PT boat, Fletcher, LST landing ship, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, troop transport, Type B, Agano, Mogami	None
05	Elco PT boat, Fletcher, LST landing ship	None	Gyoraitei, Fubuki, SB landing boat	None
08	None	Lightning, Dauntless, TBF Avenger	None	Gekko, Val, Kate
09	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None

LARGE MAP UNITS				
Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
10	Elco PT boat, Fletcher, LST landing ship, troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing ship, troop transport, Type B, Agano, Mogami	None
11	Elco PT boat, Fletcher, LST landing ship, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
12	None	Lightning, Dauntless, TBF Avenger, Catalina, B-17, C-47	None	Gekko, Val, Kate, Mavis, Betty, Tabby

MAP 07: STATUS QUO



This map contains up to 10 islands depending on selected game modes, which can make a slight



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difference across modes, like allowing for open-sea battles or more unit-oriented gameplay with less base management. The layout is symmetrical for better balance of gameplay.

ESCORT

ESCORT LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defend your key unit.	Enemy targets destroyed.	Key units lost.
Primary	Japanese	Destroy the enemy key unit.	Enemy key units destroyed.	All targets on the island destroyed.

Allied players must escort the rocket ships to their destination. Japanese forces must stop them at all costs.



This map requires players with great plane-piloting skills and good aim.

KEY EVENTS

This map has no key events.

SIEGE

SIEGE LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Break down the Japanese forces' resistance.	The Japanese resource pool hits zero.	The U.S. resource pool hits zero.
Primary	Japanese	Repel the U.S. forces.	The U.S. resource pool hits zero.	The Japanese resource pool hits zero.

A U.S. fleet sieges a Japanese island. The U.S. fleet is made of carriers, cruisers, destroyers, landing ships, and fighter and bomber planes. The Japanese forces are comprised of Kamikazes, fight planes, patrol boats, and heavy land forts.



Players with good plane control, Kamikaze coordination, and teamwork will have the most success in this mode.

KEY EVENTS

U.S. landing and missile ships arrive at the mission's start. They respawn immediately after being destroyed. Japanese patrol boats spawn at the start and respawn 30 seconds after being destroyed.

COMPETITIVE

COMPETITIVE LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Victory point limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points if the time limit reaches zero.	Be in second place or below when one of the counters reaches the limit.
Primary	Allied	The Akagi must survive!	The Akagi is still in the action when one of the limits hit.	The Akagi is destroyed before one of the limits hits.

A Japanese carrier is on the move to the north, but it faces U.S. resistance. The players are able to spawn Kamikaze and fighter planes, and the goal is to aid the mothership while they compete with each other.



Players with good plane control, Kamikaze coordination, and teamwork will have more success in this mode.



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U.S. fighter planes spawn at the first U.S. command building at the mission's start, and they respawn immediately after being destroyed until the command building is in U.S. hands. The U.S. fighter planes spawn at the second U.S. command building when the players or the carrier moves into range, and they respawn immediately after being destroyed until the command building is in U.S. hands.

U.S. patrol boats spawn at the third U.S. command building when the players or the carrier moves into range. They respawn immediately after being destroyed until the command building is in U.S. hands. The first U.S. fleet spawns at the mission's start and moves to face the Japanese carrier. A subsequent U.S. fleets spawns if the previous fleets are destroyed and the players or the carrier moves in range.

The *Yamato* and its two escort ships spawn with the fifth U.S. fleet. They head to the south and try to escape the heavy bombardment. U.S. fighter planes spawn at the *Yorktown* when she spawns. U.S. bomber planes spawn with the *Yorktown*. The anchored fleet of the *Iowa* starts to move and attacks the *Akagi*. Shimakazes spawn at the northern border to attack the *Iowa* if the *Akagi* gets within attack range of the *Iowa* (approximately 8 km).

DUEL

DUEL LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Unit class
- Rounds to win

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds!	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

This is a head-to-head battle with the selected unit type. There are no additional units, and all players must focus on the enemy players.

KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
- Command point limit
- Tactical map
- Map size
- Time limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings.	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. The small map is very fast-action oriented and is best played with two to four players. Medium maps accommodate four or more players with a high command point limit, while large maps are perfect for six or more players capable of working well in teams.





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Because the battles unfold differently depending on the size of the map, different skills are required for each map size. On small maps, you need excellent plane-handling skills, average ship-handling and tactical skills, and good aim. Medium maps are best played by players with great ship- and plane-handling skills, above-average tactical skills, and average team skill. The large map is best for players with great ship- and plane-handling skills and with excellent tactical and team skills.

KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	4	6	10
Number of Command Buildings	3	5	7
Number of Command Posts (Naval Supply Bases)	1	1	3

SMALL MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT boat, Clemson, LST	None	Gyoraitei, Minekaze, SB landing boat	None
02	Elco PT boat, De Ruyter, LST	Buffalo, Dauntless, Kingfisher	Gyoraitei, Kuma, SB landing boat	Oscar, Val, Serian
03	Elco PT boat, Clemson, LST	None	Gyoraitei, Minekaze, SB landing boat	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, Corsair, C-47	None	Zero, Kamikaze Zero, Tabby
02	Elco PT boat, Fletcher, LST, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
03	Elco PT boat, Fletcher, LST, Cleveland, Northampton	Dauntless, TBF Avenger, B-17, Catalina, Douglas, C-47	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	Val, Jill, Mavis, Betty, Tabby
04	Elco PT boat, Fletcher, LST, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Agano, Mogami	None
06	None	Wildcat, Corsair, C-47	None	Zero, Kamikaze Zero, Tabby

LARGE MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	None	Wildcat, Corsair, C-47	None	Zero, Kamikaze Zero, Tabby
02	Elco PT boat, Fletcher, LST, Troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Troop transport, Type B, Agano, Mogami	None
03	Elco PT, Fletcher, LST	None	Gyoraitei, Fubuki, SB Landing	None
05	Elco PT, Fletcher, LST, Cleveland, Northampton, LSM	Corsair, Dauntless, TBF Avenger, B-17, Catalina, C-47	Gyoraitei, Fubuki, SB Landing, Kuma, Mogami	Kamikaze Zero, Val, Kate, Mavis, Betty, Tabby
06	Elco PT, Fletcher, LST	None	Gyoraitei, Fubuki, SB Landing	None
09	Elco PT boat, Fletcher, LST, Troop transport, Narwhal, Cleveland, Northampton	None	Gyoraitei, Fubuki, SB landing boat, Troop transport, Type B, Agano, Mogami	None
10	None	Wildcat, Corsair, C-47	None	Zero, Kamikaze Zero, Tabby

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SIEGE LOBBY OPTIONS

- Reload payload
- Tactical map

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Assist the battleships to overcome the Japanese fleet.	The Japanese resource pool hits zero.	The U.S. resource pool hits zero.
Primary	Japanese	Assist the battleships to overcome the U.S. fleet!	The U.S. resource pool hits zero.	The Japanese resource pool hits zero.

U.S. and Japanese battleships clash in the Japanese region. The players are able to join the battle in heavy cruisers to aid the battleships.

Players with good cruiser-control skills, torpedo aim, and dodging and those who work well in teams will do well.

This mode is suited for players with good submarine control, depth-charge dodging, and torpedo aim.

KEY EVENTS

Japanese bombers and destroyers spawn after one of the Japanese cargo ships sinks, and they respawn immediately after being destroyed. At the mission's start, a small Japanese fleet starts to move from the southeastern corner to the northwestern corner, while another big Japanese fleet starts to move from the southeastern corner to the northwestern corner.

DUEL

DUEL LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Unit class
- Rounds to win

KEY EVENTS

U.S. and Japanese battleships spawn at the start, and they respawn 30 seconds after being destroyed; however, only one U.S. battleship might respawn every 30 seconds.

COMPETITIVE

COMPETITIVE LOBBY OPTIONS

- Reload payload
- Tactical map
- Time limit
- Victory point limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Cause the most destruction to the enemy forces.	Reach the point limit or have the most points if the time limit reaches zero.	Be in second place or below when one of the counters reaches the limit.

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Allied	Defeat the Japanese forces by winning more rounds.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.
Primary	Japanese	Defeat the American forces by winning more rounds.	The Japanese round counter hits the limit, or the Japanese's round counter shows a higher value when the time limit hits zero.	The U.S. round counter hits the limit, or the United States' round counter shows a higher value when the time limit hits zero.

Player-controlled U.S. submarines strike on Japanese cargo ships, destroyers, and other ships.

This is a head-to-head battle with the selected unit type. There are no additional units, and all players must focus on the enemy players.



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KEY EVENTS

This mode has no key events.

ISLAND CAPTURE

ISLAND CAPTURE LOBBY OPTIONS

- Reload payload
- Command point limit
- Tactical map
- Map size
- Time limit
- Naval supplies

Goal	Side	Objective	Winning Conditions	Losing Conditions
Primary	Both	Capture and defend the command buildings!	Capture all command buildings, reach the victory point limit, or have the most victory points when the time limit expires.	All command buildings lost

How an Island Capture battle shapes up depends on the size of the map chosen in the lobby. The small map is very fast-action oriented, best played with two to four players. Medium maps accommodate four or more players with a high command point limit, while large maps are perfect for six or more players capable of working well in teams.



Because the battles unfold differently depending on the map's size, different skills are required for each map size. On small maps, you need excellent plane-handling skills, average ship-handling and tactical skills, and good aim. Medium maps are best played by players with great ship- and plane-handling skills, above-average tactical skills, and average team skill. The large map is best for players with great ship- and plane-handling skills and with excellent tactical and team skills.

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KEY EVENTS

This mode has no key events. However, certain units are available under certain conditions:

Map Size	Small	Medium	Large
Number of Islands	10	5	5
Number of Command Buildings	2	2	2
Number of Command Posts (Naval Supply Bases)	3	3	3

SMALL MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	Elco PT boat, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	Wildcat, Dauntless, TBF Avenger	None	None
05	Gyoraitei, Fubuki, SB landing ship, troop transport, Type B, Agano, Mogami	None	None	None

MEDIUM MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
02	Elco PT boat, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	Wildcat, Dauntless, TBF Avenger	None	None
05	Gyoraitei, Fubuki, SB landing ship, troop transport, Type B, Agano, Mogami	None	None	None

LARGE MAP UNITS

Command Building Number	Allied Sea Unit	Allied Air Unit	Japanese Sea Unit	Japanese Air Unit
01	Elco PT boat, Fletcher, LST, troop transport, Narwhal, Cleveland, Northampton	None	None	None
05	None	None	Gyoraitei, Fubuki, SB landing ship, troop transport, Type B, Agano, Mogami	Zero, Val, Jill, Mavis, Jake, Betty, Tabby



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This appendix is designed to serve as a useful resource as you battle for dominance in the Pacific. Call upon it to compare the many war machines at a glance, or track your progress in unlocking that last Achievement.

SHIP RATINGS

These tables break down and compare the ships that serve on both sides of the Pacific War. Use this information when selecting your ship of choice or when sizing up the competition.



NOTE

These tables are guidelines, and so small differences may occur between units with the same stats. Use these tables to figure out the relative strengths and weaknesses of each unit.

BATTLESHIPS

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
King George V class	U.S.	9	9	3	4	8	6	0	0
Renown class	U.S.	8	8	3	6	7	6	0	0
New York class	U.S.	9	9	3	4	8	5	0	0
South Dakota class	U.S.	9	9	3	4	8	8	0	0
Iowa class	U.S.	10	9	4	5	9	9	0	0
Kongo class	Japan	8	8	3	6	7	5	0	0
Yamato class	Japan	10	10	4	5	10	7	0	0
Fuso class	Japan	9	9	3	4	8	5	0	0

CARRIERS

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
Hiryu class	Japan	7	4	3	4	3	4	0	0
Soryu class	Japan	7	4	3	4	3	4	0	0
Akagi class	Japan	7	4	3	4	3	4	0	0
Kaga class	Japan	7	4	3	4	3	4	0	0
Lexington class	U.S.	7	4	3	4	4	7	0	0
Yorktown class	U.S.	7	4	3	4	4	6	0	0
Hermes class	U.S.	5	4	3	4	0	1	0	0
Shoho class	Japan	6	4	3	5	2	2	0	0
Bogue class	U.S.	6	4	3	5	2	4	0	0

CRUISERS

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
Northampton class	U.S.	6	6	5	6	6	3	0	0
York class	U.S.	6	6	5	6	6	3	5	0
Cleveland class	U.S.	5	5	6	7	5	8	0	0
Atlanta class	U.S.	5	5	6	7	5	10	0	0
DeRuyter class	U.S.	5	5	6	7	5	2	0	0
Mogami class	Japan	6	6	5	6	6	4	6	0
Tone class	Japan	6	7	5	6	6	4	6	0
Takao class	Japan	6	6	5	6	6	4	6	0
Kuma class	Japan	5	5	6	7	5	2	5	0
Agano class	Japan	5	5	6	7	5	3	5	0

DESTROYERS

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
Fubuki class	Japan	3	4	8	8	4	5	7	5
Minekaze class	Japan	3	4	8	8	3	4	5	5
Akizuki class	Japan	3	4	8	8	5	8	4	5
Shimakaze class	Japan	3	4	8	9	4	5	10	5
Fletcher class	U.S.	3	4	8	8	4	5	8	8
Clemson class	U.S.	3	4	8	8	3	4	3	7
Allen M. Sumner class	U.S.	4	4	8	8	5	6	8	8
ASW Fletcher	U.S.	4	4	8	8	4	4	8	10



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SUBMARINES									
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
Gato class	U.S.	2	2	6	5	2	1	10	0
Narwhal class	U.S.	2	2	5	5	2	1	6	0
Type B with Jake	Japan	2	2	5	5	1	1	5	0
Type B with Kaiten	Japan	2	2	5	5	1	1	5	0
I-400	Japan	3	2	4	5	1	2	8	0
Minisub Type A	Japan	1	1	8	6	0	0	2	0

LANDINGSHIPS									
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
Daihatsu LCVP	Japan	1	1	8	6	0	0	0	0
Type 1 (SB Boat Japanese LST)	Japan	3	2	6	7	2	2	0	0
LST	U.S.	3	2	6	7	2	2	0	0
LSM (R)	U.S.	3	2	6	7	8	2	0	0
Higgins LCVP	U.S.	1	1	8	6	0	0	0	0

PATROL BOATS									
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Artillery Rating	AA Rating	Torpedo Rating	DC Rating
PT Boat 80' Elco	U.S.	1	1	10	10	0	2	4	3
Japanese patrol boat	Japan	2	1	9	10	0	1	4	3

AIRCRAFT RATINGS										
The following table compares the various aircraft that served in the Pacific Theater.										

FIGHTERS										
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
F2A Buffalo	U.S.	5	3	8	6	6	2	0	0	0
P-40 Warhawk	U.S.	5	4	7	6	7	2	0	0	0
Hawker Hurricane	U.S.	5	4	7	6	7	2	0	0	0
F4F Wildcat	U.S.	5	4	7	6	7	2	0	0	0
P-38 Lightning	U.S.	6	5	7	7	8	3	0	0	0
F4U Corsair	U.S.	6	5	7	7	7	2	0	7	0
F6F Hellcat	U.S.	6	5	7	6	7	2	0	0	0
P-80 Shooting Star	U.S.	7	6	6	10	8	0	0	0	0
Ki-43 Oscar	Japan	5	3	8	6	6	2	0	0	0
ASM Zero	Japan	5	4	8	6	7	2	0	0	0
J1N1 Gekko	Japan	6	5	6	6	7	3	0	0	0
J2M Raiden	Japan	6	5	6	7	8	0	0	5	0
J7W1 Shinden	Japan	6	5	7	7	10	3	0	5	0

DIVE-BOMBERS										
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
SBD Dauntless	U.S.	4	3	5	5	4	5	0	0	0
SB2C Helldiver	U.S.	4	3	5	5	4	6	0	0	4
D3A Val	Japan	4	3	5	5	4	5	0	0	0
D4Y Judy	Japan	4	3	5	5	4	6	0	0	4
Nakajima Kikka	Japan	5	6	6	9	9	5	0	6	0

TORPEDO BOMBERS										
Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
Fairey Swordfish	U.S.	4	4	5	5	4	2	5	0	4
TBD Devastator	U.S.	4	4	5	5	4	0	5	0	0
TBF Avenger	U.S.	4	4	5	5	4	5	6	0	0
TBM-3 Avenger	U.S.	4	4	5	5	4	0	0	9	8
B5N Kate	Japan	4	4	5	5	4	0	5	0	0
B6N Jill	Japan	4	4	5	5	4	5	6	0	0



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RECON PLANE

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
OS2U Kingfisher	U.S.	3	5	5	6	4	2	0	0	4
PBY Catalina	U.S.	8	8	3	5	5	3	8	0	4
F1M Pete	Japan	3	5	5	6	4	3	0	0	4
E13A Jake	Japan	3	5	5	6	4	3	0	0	7
M6A Seiran	Japan	4	5	5	7	4	6	6	0	4
H6K Mavis	Japan	9	8	3	5	6	4	9	0	6
H8K Emily	Japan	9	9	3	5	7	4	10	0	6

BOMBERS

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
B-25 Mitchell	U.S.	8	9	4	4	7	8	6	0	0
B-17 Flying Fortress	U.S.	8	8	2	4	8	9	0	0	0
B-29 Superfortress Level Bomber	U.S.	10	9	2	4	9	10	0	0	0
G3M Nell	Japan	7	8	3	4	5	6	5	0	0
G4M Betty	Japan	8	8	2	4	6	7	5	0	0
G4M Betty with Ohka	Japan	8	8	2	4	6	0	0	10	0

OTHER

Name	Side	Health Rating	Armor Rating	Maneuvering	Speed	Machine-Gun Rating	Bomb Rating	Torpedo Rating	Rocket Rating	DC Rating
C-47 Dakota	U.S.	7	7	3	4	0	0	0	0	0
MxY7 Ohka Suicide Rocket Plane	Japan	1	1	1	10	0	0	0	10	0
L2D Transport	Japan	7	7	3	4	0	0	0	0	0
Kamikaze	Japan	4	3	6	5	5	8	0	0	0

UNLOCKABLES

This table details the unlockable units and bonuses that are available within both the U.S. and Japanese campaigns. Consult it as you fight your way across the Pacific Ocean.

USN CAMPAIGN

No.	Title	Unlocked Unit	Condition	Bonuses		
				Condition	Item	Mission
1	Battle of Eastern Solomons					
2	Battle of Cape Esperance	Atlanta-class cruiser	Achieve at least Silver medal			
3	Battle of Santa Cruz	Allen M. Sumner—class destroyer	Achieve at least Silver medal			
4	Defense of Henderson Field	Gato-class submarine	Achieve at least Silver medal	Achieve at least Silver medal	Bonus B-25 Mitchell	USN Mission 06: 2nd Battle of Guadalcanal
				Achieve Gold medal	Improved Shells Naval Supply	USN Mission 06: 2nd Battle of Guadalcanal
5	1st Battle of Guadalcanal	Iowa-class battleship	Achieve Gold medal			
6	2nd Battle of Guadalcanal					
7	Invasion of Tarawa			Achieve Gold medal	Corsairs granted on carriers	USN Mission 08: Battle of the Philippine Sea
8	Battle of the Philippine Sea					
9	Divine Winds of Leyte			Achieve at least Silver medal	Dive Bomber Strike	USN Mission 10: Battle of Cape Engano
				Achieve Gold medal	Bonus Northhampton class cruiser	USN Mission 10: Battle of Cape Engano
10	Battle of Cape Engano	ASW Fletcher-class destroyer	Achieve at least Silver medal			
11	Sub on Patrol			Achieve Gold medal	Bonus South Dakota class battleship	USN Mission 14: Battle of Okinawa
12	Air Raid Against Indochina	B-29 Super-fortress level bomber	Achieve at least Silver medal			
13	Invading Iwo Jima			Achieve Gold medal	2x bonus LSM (R) ships	USN Mission 14: Battle of Okinawa
14	Battle of Okinawa	TBM-3 Avenger	Achieve Gold medal			



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IJN CAMPAIGN						
No.	Title	Unlocked Unit	Condition	Bonuses		
				Condition	Item	Mission
1	Attack on Pearl Harbor					
2	Destruction of Force Z	H8K Emily recon plane	Achieve at least Silver Medal	Achieve at least Silver Medal	1 bonus Nell squadron	IJN Mission 03: Battle of Java Sea
				Achieve Gold medal	2 bonus Nell squadrons	
3	Battle of Java Sea	Tone-class cruiser	Achieve at least Silver Medal			
4	Saving the Shoho	Akizuki-class destroyer	Achieve at least Silver Medal	Achieve at least Silver Medal	1 bonus Val squadron	IJN Mission 05: Invasion of Port Moresby
				Achieve Gold medal	2 bonus Val squadrons	
5	Invasion of Port Moresby	J7W1 Shinden	Achieve at least Silver Medal			
6	Hunt for the USS Hornet	I-400-class submarine	Achieve at least Silver Medal	Achieve at least Silver Medal	Improved Shells Naval Supply	IJN Mission 07: Invasion of Midway
				Achieve Gold medal	Bonus Type B submarine	
7	Invasion of Midway	Yamato-class battleship	Achieve Gold medal			
8	Defense of Guadalcanal			Achieve at least Silver Medal	1 bonus Betty squadron	IJN Mission 09: Solomons' Skirmish
				Achieve Gold medal	2 bonus Betty squadrons	
9	Solomons' Skirmish	Shimakaze-class destroyer	Achieve at least Silver Medal			
10	Attack on Sydney Harbor	Type B-class submarine w/ Kaiten	Achieve at least Silver Medal	Achieve Gold medal	Bonus I-400 submarine	IJN Mission 11: Seizing the Fijis
12	Meet the Germans			Achieve Gold medal	2 bonus Akizuki-class destroyers	IJN Mission 14: Invasion of Hawaii
13	The Road to Hawaii			Achieve Gold medal	1 bonus Shimakaze-class destroyer	IJN Mission 14: Invasion of Hawaii
14	Invasion of Hawaii	G4M Betty level bomber w/ Ohka	Achieve Gold medal			

BADGES

Your proficiency with the many war machines in the arsenals of both fleets is often rewarded with badges. This table lists each badge and provides the criteria for earning it.

Badge Name	Description
Commanding Vein	Issue at least 20 successful orders for dive, level, and torpedo bombers.
Damage Control Badge	Assign at least 50 Repair commands.
Eagle Eye Badge	Score 10 magazine, engine failure, or fuel tank hits.
Killing Spree, Plane Badge	Shoot down at least 10 planes without losing yours.
Killing Spree, Ship Badge	Kill at least 3 ships with one ship.
Siege Commander Badge	Capture 20 islands in an island-capture game.
Battleship Badge	Destroy 20 enemy units in a game with battleships.
Cruiser Badge	Destroy 15 enemy units in a game with cruisers.
Destroyer Badge	Destroy 10 enemy units in a game with cruisers.
Fighter Badge	Destroy 30 enemy targets in a game with fighters.
Kamikaze Badge	Kill 10 enemy units in a game with kamikazes.
Patrol Boat Badge	Destroy 10 enemy units in a game with patrol boats.
Submarine Badge	Destroy 5 enemy units in a game with submarines.
Dive-Bomber Badge	Kill 20 enemy units in a game with dive-bombers.
Level Bomber Badge	Destroy 10 enemy units in a game with level bombers.
Recon Badge	Destroy 10 enemy units in a game with recon planes.
AA Badge	Score 1,000 hits with AA guns.
Artillery Badge	Score 800 hits with artillery guns.
Depth-Charge Badge	Score 50 hits with depth charges.
Rocket Badge	Score 200 hits with rockets.
Torpedo Badge	Score 50 hits with torpedoes.



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ACHIEVEMENTS

Refer to this helpful dossier, which reviews each Achievement and provides tips to unlocking them.

RANK ACHIEVEMENTS			
Achieve at leastment	Description	Condition	Gamerscore
Fleet Commander	Reach the rank of Lieutenant.	Reach 2,000,000 multiplayer score in multiplayer sessions (rank 12)	50
Head of the Fleet	Reach the rank of Fleet Admiral.	Reach 8,000,000 multiplayer score in multiplayer sessions (rank 20)	100

COMPLETION ACHIEVEMENTS			
Achieve at leastment	Description	Condition	Gamerscore
Overwhelming Force	Complete the Japanese campaign on any difficulty.	Complete all missions in the Japanese campaign.	25
Rising Sun	Complete the Japanese campaign on Veteran difficulty.	Complete all missions in the Japanese campaign on Veteran difficulty.	60
Shock and Awe	Complete the U.S. campaign on any difficulty.	Complete all missions in the U.S. campaign.	25
Stars and Stripes	Complete the U.S. Campaign on Veteran difficulty.	Complete all missions in the U.S. campaign on Veteran difficulty.	60
National Veteran	Participate in 25 online sessions as the United States.	Finish 25 multiplayer sessions online as U.S. player.	20
National Hero	Participate in 100 online sessions as the United States.	Finish 100 multiplayer sessions online as U.S. player.	50
Fist of the Empire	Participate in 25 online sessions as the Japanese.	Finish 25 multiplayer sessions online as Japanese player.	20
Wrath of the Empire	Participate in 100 online sessions as the Japanese.	Finish 100 multiplayer sessions online as Japanese player.	50
War Room	Host and play through 50 online sessions.	Host and finish 50 multiplayer sessions online.	10
Conqueror	Win 50 online sessions.	Finish and win 50 multiplayer sessions online.	20
Armchair Admiral	Win an online Island Capture session using the map screen only to attack units or emplacements.	Finish and win any of the Island Capture multiplayer maps without shooting any of your unit.	10
Frontline Admiral	Win an online Island Capture session without switching to the map screen.	Finish and win any of the Island Capture multiplayer maps without switching to the map screen.	10
Island Hopping	Win every Island Capture map at least once.	Finish and win the 24 different Island Capture multiplayer sessions online.	30
Victory Rush	Win every Competitive, Duel, Escort and Siege map at least once.	Finish and win the 32 different Quick Action multiplayer sessions online.	30

MISSION ACHIEVEMENTS

Achieve at leastment	Description	Condition	Gamerscore
Surprise Attack	Strafe all parked planes in Pearl Harbor.	1. Launch Attack on Pearl Harbor (IJN Mission 01). 2. Destroy all U.S. airplanes on the ground near the airfield (Catalinas, B-17s).	10
Turning Point	Sink all U.S. carriers in the Invasion of Midway.	1. Launch Invasion of Midway (IJN Mission 07). 2. Destroy every U.S. carrier.	10
Preventive Strike	Sink the U.S. battleship before the reinforcements arrive in Solomons' Skirmish.	1. Launch Solomons' Skirmish (IJN Mission 09). 2. Destroy the enemy battleship with your cruiser before the reinforcements arrive.	10
Under Cover of Darkness	Win a night battle.	1. Launch Battle of Cape Esperance (USN Mission 02). 2. Finish and win the battle.	10
Queen Sacrifice	Sink the abandoned Hornet in the Battle of Santa Cruz.	1. Launch Battle of Santa Cruz (USN Mission 03). 2. Destroy the abandoned Hornet.	10
Marianas Turkey Shoot	Destroy 20 enemy planes in the Battle of the Philippine Sea.	1. Launch Battle of Philippine Sea (USN Mission 08). 2. Finish off 20 Japanese planes (must be done manually).	10
Zero Damage	None of the kamikaze planes should hit any of your ships during Divine Winds of Leyte.	1. Launch Divine Winds of Leyte (USN Mission 09). 2. Destroy all kamikaze planes before they reach any of the U.S. ships.	10
Take No Prisoners	Destroy every hostile unit in Battle of Santa Cruz on Veteran difficulty.	1. Launch Battle of Santa Cruz (USN Mission 03) on Veteran difficulty. 2. Destroy every single enemy unit.	50

UNIT ACHIEVEMENTS

Achieve at leastment	Description	Condition	Gamerscore
Tin Can Captain	Sink 20 enemy ships with your destroyer by using torpedoes.	1. Launch a destroyer Duel skirmish. 2. Destroy 20 enemy ships with torpedoes.	15
Broadside Kill	Sink an enemy ship with your cruiser in 15 seconds.	1. Load Battle of Java Sea (IJN Mission 03). 2. Engage a U.S. destroyer early on with a quick salvo from your cruiser's broadside.	15
Long-Range Gunnery	Destroy an enemy ship that is over 2,800 meters away using a battleship.	1. Load a Duel match with battleships or load any of the following missions: USN 03, USN 10, USN 14, IJN 07, or IJN 14. 2. Use your binoculars to range your target and sink her with a salvo from your battleship.	15
Flat-Top Commander	Send 50 planes into the air with the Support Manager.	1. Load one of the following missions: IJN 07, IJN 14, or USN 08. 2. Use the Support Manager to launch 50 planes.	15
Death from Below	Sink an enemy battleship with your submarine.	1. Load Battle of the Philippine Sea (USN Mission 08). 2. Once you are given command of the submarine, use the perfect starting position to pursue and sink the Japanese battleship.	15



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Fighter Ace	Destroy 5 enemy planes in less than 30 seconds without losing your fighter plane.	1. Load Battle of the Philippine Sea (USN Mission 08). 2. Take advantage of the target-rich environment to eliminate your targets.	15
Hot-Trick	Achieve at least 3 torpedo hits with the same torpedo bomber.	1. Load Attack on Pearl Harbor (IJN Mission 01). 2. Use the lack of resistance and fast reloads to earn this Achievement.	15
Deadly Accuracy	Cause 20 magazine explosions with dive-bombers.	1. Launch an Island Capture multiplayer session with 2 players (1 U.S., 1 Japanese). 2. Request dive-bomber squadrons and meet up with an enemy cruiser. 3. Achieve at least clean magazine hits on the cruisers 20 times.	15
Double Whammy	Damage at least two targets in one bombing run.	1. Launch an Island Capture multiplayer session with 2 players (1 U.S., 1 Japanese). 2. Request a level-bomber squad and meet up with two enemy cruisers next to each other. 3. Hit both cruisers with one payload release.	15
Banzaai!	Crash into an enemy ship while flying at least 600 km/h.	1. Launch the Competitive mode on scene 1 in multiplayer. 2. Request a Betty and release the Ohka. 3. Use the turbo to reach 600 km/h.	15

GENERAL ACHIEVEMENTS			
Achieve at leastment	Description	Condition	Gamerscore
Supply Line	Use the Support Manager to successfully send up a plane or request a ship.	1. Launch any map that allows you to open the Support Manager. 2. Request any unit.	5
Advantage	Use the Naval Supply Manager to activate a naval supply.	1. Launch any map that allows you to open the Naval Supply Manager. 2. Request supply.	5
Disembarkation	Capture a base by using landing ships.	1. Launch an Island Capture skirmish session. 2. Request a landing ship and capture the nearest island.	5
Airborne Invasion	Capture a base by using paratroopers.	1. Launch an Island Capture skirmish session. 2. Request a paratrooper bomber and capture the nearest island.	10
Submarine Hunter-Killer	Select an enemy submarine as your target and destroy it with torpedoes.	1. Launch mission IJN Mission 06: Hunt for the USS Hornet. 2. Destroy a submarine by torpedoes.	20
Don't Mess with the Big Boys	Sink an enemy carrier with your battleship before any other of your units can damage it.	1. Launch Battle of Cape Engano (USN Mission 10). 2. Sink the enemy carrier with your battleship.	10

Repair for Your Life	Survive being fatally damaged by retaining minimal health.	1. Player 1 hosts a cruiser duel (USN). 2. Player 2 joins (IJN). 3. Start the game. 4. USN side chooses Northampton; IJN chooses Mogami. 5. Player 2 shoots 4 torpedoes on Player 1, who gets hit by all four torpedoes. 6. Player 1 does not set any repairs. 7. When the health of the Northampton is really low, set the repair to Water damage. 8. If you did not get the Achieve at leastment because the Northampton had too much health left, wait a bit more in the next round before you set the repair to Water. If the Northampton died, start the repair a bit earlier. 9. Get the Achieve at leastment Repair for Your Life.	10
Against the Odds	Sink a stronger enemy ship than your ship.	1. Launch any map where the enemy forces have higher unit classes than yours. 2. Destroy a ship which has higher unit class than your ship.	10
We're Not Finished Yet!	Sink an enemy ship while your ship is under 3% health.	1. Launch a destroyer Duel skirmish. 2. Destroy an enemy destroyer when your destroyer is on lower than 3% HP.	20
Pure Gold	Get your first Gold medal.	1. Launch any single-player map. 2. Complete every primary, secondary, and hidden objective.	10
Hero of Midway	Played Battlestations Midway.	Launch the game with a profile that has BSM saves.	10

SECRET ACHIEVEMENTS			
Achieve at leastment	Description	Condition	Gamerscore
Past Memories	Destroy both Henry's ship and Donald's plane in Pearl Harbor.	1. Launch Attack on Pearl Harbor (IJN Mission 01). 2. Destroy Henry's patrol boat (PT-23) in the first phase. 3. Destroy Donald's plane in the last phase.	10
I've Changed My Mind	Land manually on an airfield or carrier with a kamikaze squadron.	1. Launch Invasion of Hawaii (IJN Mission 14). 2. Request a kamikaze and land with it manually.	10
Underwater Hideout	Discover the secret underwater cave of Sydney Harbor.	1. Launch Invasion of Sydney Harbour (IJN Mission 10). 2. Discover the underwater cave.	10
Trainkiller	Destroy the train with the exploding refinery in Air Raid Against Indochina.	1. Launch Air Raid Against Indochina (USN Mission 12). 2. Destroy the train by blowing up the refinery at the end of the track when the train is close to it.	10
Flying Fish	Land on the water with a seaplane or flying boat.	1. Launch any map that features recon planes. 2. Request a recon plane and land with it on the water.	5