



SCENARIO 8: BATTLE OF CORAL SEA

SCRATCH ONE FLATTOP 8 May 1942, Local time: 1030

The first battle of the type of naval warfare envisioned by naval planners of the protagonists involved. The first battle where both sides launched air strikes at one another from many miles away and first where the surface forces never sighted each other. The first major setback to the plans of Imperial Japan.

CONDITIONS

Daylight, visibility: 15 miles, cloudy, and rain squalls.
Weather Modifier: 0 (no modifier)
Wind: ESE 20 kts
Initial Bearing: IJN force is NW of USN force
Initial Range: 280 miles

SET-UP

This scenario starts the day after the USN pummeled the *Shoho*, and IJN returned the favor to the USS *Neosho* and *Sims*. Both forces have spotted the other and are launching strikes and CAP simultaneously.

Each side divides air assets into a Strike Force and Combat Air Patrol (CAP). The Strike Force will attack the enemy carriers, defended by escorts and CAP. Both strikes are considered to occur simultaneously. Roll a die to see which attack is conducted first.

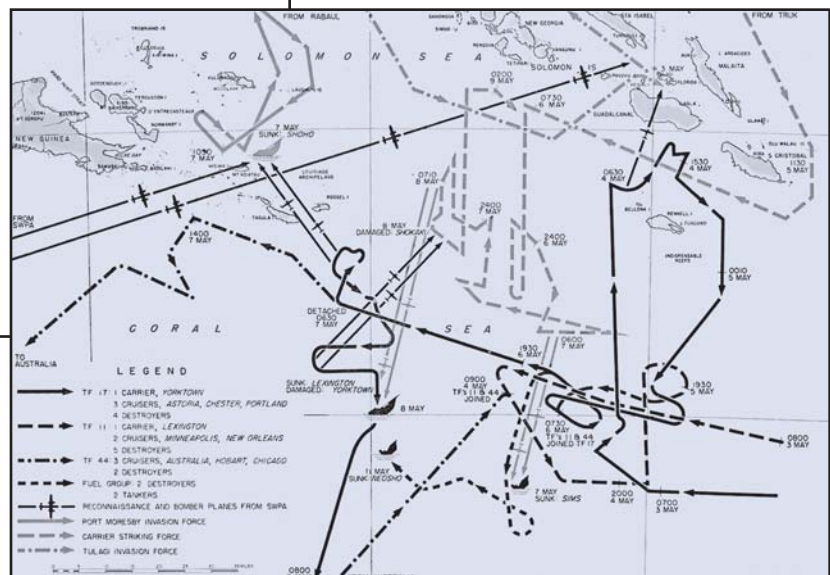
The defending fleet is deployed as the player desires, as long as all ships are within 10 Kyds of a carrier. CAP may be deployed at any altitude and within 10 Kyds of a carrier. The Strike Force is deployed at least 30 Kyds from all ships. Aircraft may begin at any altitude and on any bearing. Not all aircraft need to be on the same bearing from the defending fleet.

HISTORICAL RESULT

Tactical Japanese victory, but strategic Allied victory.

Both sides spotted one another at about the same time, and subsequently launched strikes. The US fleet sank one Japanese small carrier and crippled a second.

The Japanese sank one large American carrier and severely damaged a second. The battles stopped the Japanese expansion in the southwest Pacific area, and most importantly removed two carriers from the IJN order of battle for the up coming battle of Midway.



Scenario 8: Battle of Coral Sea



UNITED STATES FORCES

Task Force 17

Task Group 17.5 (Carrier Group):

Lexington - *Lexington* Class CV (Fleet Flag)

Lexington Air Group: VF-2: 3 x F4F-3
VB-2: 3 x SBD-2
VS-2: 3 x SBD-3
VT-2: 3 x TBD-1

Yorktown - *Yorktown* Class CV (Flag)

Yorktown Air Group: VF-42: 3 x F4F-3
VB-5: 3 x SBD-3
VS-5: 3 x SBD-3
VT-5: 2 x TBD-1

Task Group 17.2 (Attack Group):

Minneapolis, *New Orleans*, *Astoria* - all *New Orleans* Class CAs

Chester - *Northampton* Class CA

Portland - *Portland* Class CA

Phelps - *Porter* Class DD

Dewey, *Farragut*, *Aylwin*, *Monaghan* - all *Farragut* Class DDs

Morris, *Anderson*, *Hammann*, *Russell* - all *Sims* Class DDs

Note: ships may be assigned as escort for either carrier, which becomes the flagship for all assigned escorts. At least two cruisers and four destroyers must escort each carrier.

Crew Quality: Trained (Ships & Pilots)
Damage Control: Normal
Radar: Type "A"
Sonar: NA
Cohesion: 15
Initial Heading: 005 N
Initial Speed: 20 kts
Initial Formation: AA Screen

Objective: Launch air strikes to engage and destroy enemy carrier group. Provide bomber formations with escorts, while maintaining constant CAP over the USN forces. Cripple or sink at least one Japanese carrier or inflict major damage on both.

IMPERIAL JAPANESE NAVY

MO Strike Force

Carrier Division 5

Shokaku-- *Shokaku* Class CV

Shokaku Air Group: 3 x A6M2
3 x D3A1
3 x B5N2

Zuikaku-- *Shokaku* Class CV

Zuikaku Air Group: 3 x A6M2
4 x D3A1
4 x B5N2

Cruiser Division 5

Myoko, *Haguro* - both *Myoko* Class CAs

Destroyer Division 27

Ariake, *Yugure* - both *Hatsuharu* Class DDs

Shiratsuyu, *Shigure* both *Shiratsuyu* Class DDs

Destroyer Division 8

Akebono, *Ushio* - both *Fubuki* Class DDs

Note: ships may be assigned as escort for either carrier, which becomes the flagship for all assigned escorts. At least one cruiser and two destroyers must escort each carrier.

Crew Quality: Veteran (Ships & Pilots)
Damage Control: Normal
Radar: None
Sonar: NA
Cohesion: 16
Initial Heading: 190 S
Initial Speed: 20 kts
Initial Formation: AA Screen

Objective: Launch air strikes to engage and destroy enemy carrier group. Provide bomber formations with escorts, while maintaining constant CAP over the IJN forces. Sink or cripple at least one American carrier or inflict major damage on both.