大日本帝國海軍 Imperial Japanese Navy

海国日本





Torpedo and Bomb Values









Special Rules

Night Fighting Doctrine

A Japanese fleet in a night battle may fire artillery or launch torpedoes at any targets, whether they are within 12'' or whether or not those ships flashed. However, if neither of those conditions apply (neither $\leq 12''$ nor Flash), add 1 to the target's difficulty.

The Two Zeroes

There are two versions of the famous "Zero" fighter. The 3+ version represents the elite pre-war squadrons of the six fleet carriers, largely destroyed in the battles of 1942. The 4+ version represents everybody else: the pilots on the smaller carriers and the less-experienced replacement pilots from 1943-on.





Floatplane Searches

Some Japanese ships were lavishly equipped with floatplanes to assist in reconnaissance. When rolling for the setup advantage (as per page 41) in a *daylight* surface action, add +1 to your roll for each operational *Tone-* or *Chitose-*class cruiser in your fleet. In a 1944 scenario, do the same for each *Ise-*class battleship ('44 version). The ships must be operational. This bonus is not applied in a night action. The modifier may not be greater than +1, no matter how many such ships you have.

Two Torpedo Values

Japanese submarine- and ship-launched torpedoes use the value of "5" when they hit. Air-dropped torpedoes use a value of "3."























