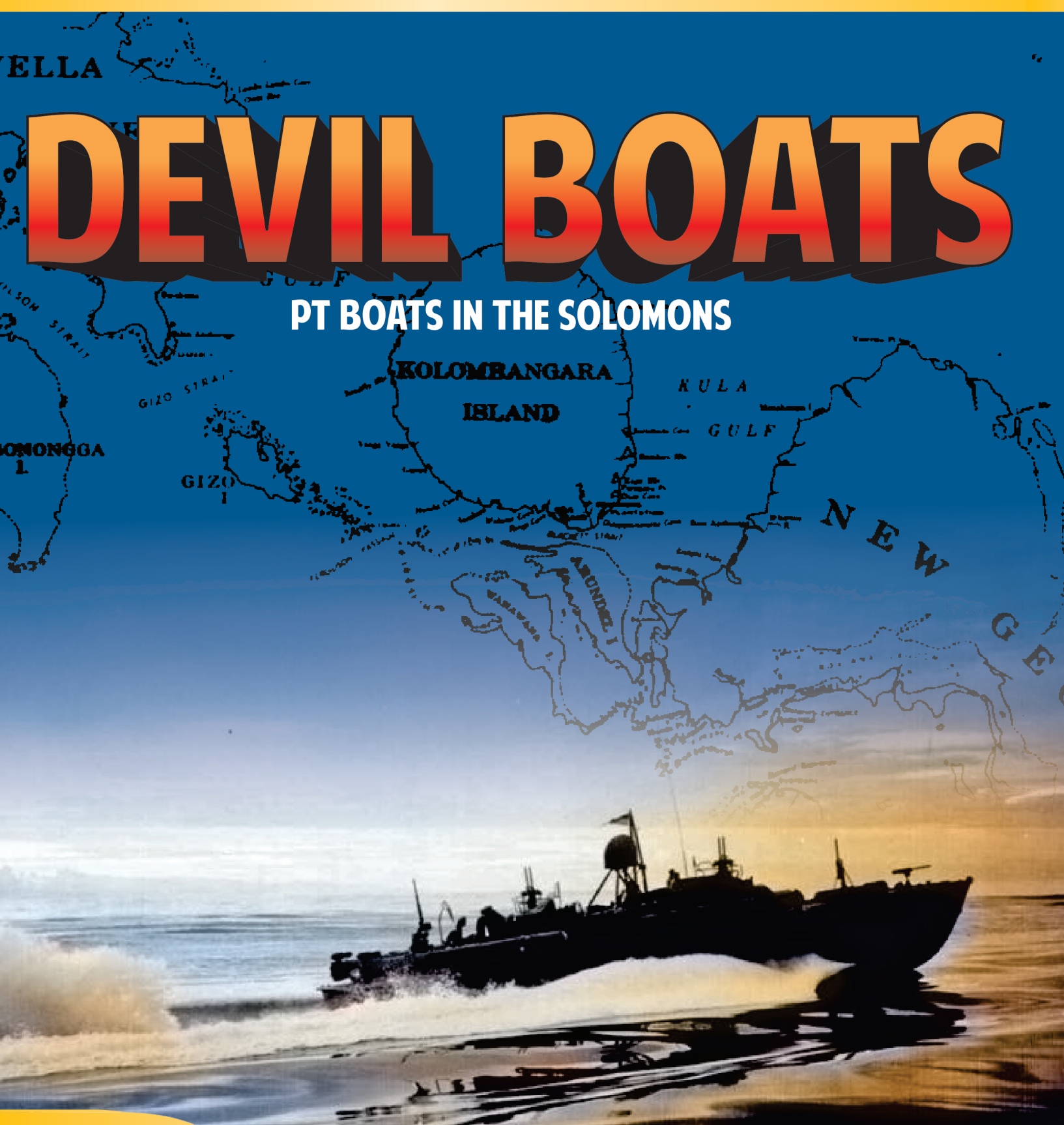
DEVIL BOATS

PT BOATS IN THE SOLOMONS



GAME DESIGN BY JOE CARTER

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New Directions in Gaming

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Devil Boats: PT Boats in the Solomons is a solitaire, tactical- level wargame. You, as commander, will lead a squadron of 4 US Navy PT Boats on nightly missions against Japanese forces in the Solomon Islands during the summer months of 1943.

Sleek, fast, and heavily-armed, US Navy PT Boats were soon given the nickname 'Devil Boats' by Imperial Japanese forces for their ability to suddenly show up out of nowhere, inflict heavy damage, and then quickly disappear again under the cover of night. From General Douglas MacArthur's evacuation from the Philippines in 1942, throughout numerous bloody South Pacific island naval battles, and finally upon the eventual return of US forces to the Philippines in 1945, US Navy PT Boats played a small but important role in the South Pacific Campaign during World War II.

Devil Boats: PT Boats in the Solomons covers the months from July to September 1943- the most active months during the campaign against Japanese forces in the New Georgia Islands area as US forces advanced northward. As PT Boat commander, you will lead up to 4 PT Boats on nightly patrols from your PT base on Rendova Island. Your primary goal is to sink as many IJN barges as possible in an attempt to prevent them from transporting troops and supplies to the surrounding islands.

But that's easier said than done, as enemy air patrols and the occasional IJN destroyer will do their best to sink you and your squadron. And don't think that sinking IJN barges will be easy. They were armored and very tough, requiring hundreds or even thousands of PT Boat gun shell hits to sink. More often than not, they escaped into the night.

You may occasionally be assigned a special mission, such as picking up a downed Allied airman, dropping off supplies to a Coastwatcher, or even shelling an enemy supply dump. But beware- hidden enemy machine gun nests and shore guns may await as your boats approach the shoreline. Other hazards you and your squadron will likely face are bad weather with heavy seas, reef collisions, and a multitude of random events.

Devil Boats: PT Boats in the Solomons models 12 individual PT Boat crewmen that may be injured, killed, or even come down with Malaria. But if they do survive long enough, their skills will improve. The game also models individual PT boat equipment and components, such as radio, radar, engines, guns, bilge pumps, etc. These components may become permanently disabled, damaged or destroyed, perhaps forcing your PT Squadron to break off the patrol early, or maybe even disabling one of your boats. Also modeled is PT Squadron management, allowing you to track PT Boat assignments and repairs.

As a PT Boat squadron commander, your ultimate goal is to survive the 3 months and destroy as many IJN enemy forces as possible without suffering too many squadron losses yourself. But be careful- play recklessly and lose too many PT Boats and you may find yourself relieved of command and sent back to the States, or even court-martialed! But do well and you will earn well-deserved medals.

Devil Boats: PT Boats in the Solomons was designed to be detailed, yet remain accessible to even new players with no prior wargaming experience. Gameplay has been greatly streamlined by avoiding the need to memorize a bunch of complicated rules, yet it still retains a certain level of complexity and unpredictability which add to replayability. Most patrols can be completed in 15-30 minutes, with the occasional 1-hour patrol if multiple enemy convoys are encountered. The option to play quicker Short and Medium campaign games of 1 or 2 months is also included. One thing is certain- no two missions will ever play the same!

Game Component list

- Rules and Tables Book
- Strategic Map Board
- Crewmen Placement Board
- Combat Board
- Special Missions Board
- PT Boat Damage Log
- IJN Barge Status Sheet
- Special Missions / IJN Destroyer Status Sheet
- PT Boat Squadron Status Sheet
- PT Boat Repair Times Sheet
- Crewmen Status Sheet
- Campaign Log Sheet
- Counter Sheet
- Two 6-sided dice, four 10-sided dice, and one 4-sided die
- Erasable Marker

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2.0 Game Components

This is a basic list of all game components contained in the box:

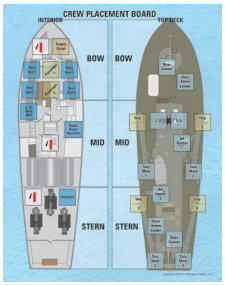
a. Tables Book

This book contains all tables used in the game. Unless noted otherwise, tables should be followed in alphabetical and numerical order during play.

b. Strategic Map board

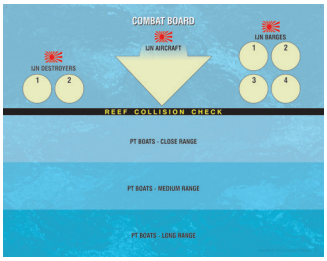
This game board represents the New Georgia Islands in the Solomons, and is where PT Squadron movement is tracked to and from the assigned Target Zone. Medals player has been awarded may also be displayed here.

c. Crewmen Placement board



This game board represents the Top Deck and Interior sections of your US Navy Elco 80-Foot PT Boat. PT Boat crewmen, passengers, supplies, and certain damage counters are placed on this board.

d. Combat board



This game board is where PT Boat squadron surface combat with IJN Destroyers and Barges takes place. IJN Air Patrol encounters also occur here.

e. Special Missions board

This game board is where PT Boat special missions are carried out.

PT Boat combat with Shore Guns and Machine Gun Nests also takes place here.

f. PT Boat Damage Log

This sheet is where the you track any damage the PT Boat squadron may sustain. The left-hand column represents PT Boat #1 systems and components. The top right-hand section represents any damage PT Boats #2-#4 may sustain during a mission. Each check box represents 1 damage point sustained. PT Boats #1-#4 expended Torpedoes are also tracked here. Turns Spent in the Offensive Patrol Zone check boxes should be marked off for each turn spent in the Red Zones on the Strategic Map, for a maximum of 4 per mission.

g. IJN Barge Status Sheet

This sheet is where you track any damage the inflicted upon IJN Aircraft or Barges. Each check box represents 1 damage point. At the bottom, Barge convoy size and combat waves completed may be tracked.

h. Special Missions / IJN Destroyer Status Sheet

This sheet is where you track any damage the inflicted upon IJN Aircraft, Supply Dumps, or Destroyers. Each check box represents 1 damage point. At the bottom, Destroyer convoy size and combat waves completed may be tracked.

i. PT Boat Squadron Status Sheet

This sheet is where you track your PT Squadron status. A reserve PT Boat is also included and may fill in if another PT Boat is under repair or sunk.

j. PT Boat Repair Times Sheet

This sheet is where you calculate repair times for any damage PT Boats #1-#4 may have sustained.

k. Crewmen Status Sheet

This sheet is where you keep track of PT Boat crewmen current status.

l. Campaign Log Sheet

This sheet is where you keep track of each nightly patrol or special mission during a campaign game.

m. Counter Sheet

This double-sided counter sheet contains all of the playing pieces (counters) used on the various game boards. For a counter list description, see Section 9.0 (p.13) of this Rules book.

n. Dice

Two 6-sided dice, four 10-sided dice, and one 4-sided die are included with the game.

When the game table refers to 1D10, this means to roll one 10-sided die one time (1-10). Another example would be 2D10, meaning to roll two 10-sided dice together one time, and adding the total together (1-20). Random Event Table A-9 requires a roll of 1D10 + 1D10 together (1-100), for a total of 1-100. This means to roll two 10-sided dice, with the black die represents the ten digit, and the white die represents the one digit. For example, you roll 1D10 + 1D10 together. The black die roll results in a zero, and the white die roll results in a 4. This means the total roll result would be a 4. Another 1D10 + 1D10 roll example: The black die roll results in an 8, and the white die roll results in a 1. This means the total roll result would be an 81. A roll result of 0 + 0 always equals 100.

o. Erasable Marker

This erasable marker is used to mark check various boxes on the 2 laminated game sheets.

If any of these parts are missing or damaged, please contact:
Compass Games LLC

PO Box 278

Cromwell, CT 06416 sales@compassgames.com

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3.0 SET- UP & GAMEPLAY

3.1 Campaigns

There is a total of 3 game campaigns in Devil Boats: Short, Medium, and Long. The Short campaign starts on September 1st 1943, the Medium campaign starts on August 1st 1943, and the Long campaign starts on July 1st 1943. All 3 campaigns end on October 1st, 1943. At the end of each campaign (or if your PT Squadron C.O. was relieved of command or KIA), add your total Victory Points and check the final scoring on Table J.

3.2 New Campaign Game Set-up

When first starting a new game, decide which campaign you will play- Short, Medium, or Long (see Section 3.1 above). Next, roll on the Crewmen Names Generator Table K for each of the 12 PT Boat crewman positions and fill the names in on the Crewmen Status sheet. Next, roll for all applicable Crewmen Special Skills (see Rules section 6.0 p.8). Also write in the initial campaign start date of each crewman. Next, check mark all 5 PT Boats as 'available' on the PT Boat Squadron Status sheet.

3.3 Pre-Mission Set-up

At the beginning of each mission, roll 2D10 one time on Table A-0 to determine if any one crewman comes down with Malaria this night. If a crewman is infected with Malaria, he is permanently removed from active duty and must be immediately replaced (roll for Crewmen Special Skill check when first starting a new campaign game, or when a PT #1 crewman is Severely Wounded or KIA and removed from gameplay).

Next, roll on Table A-1 to determine weather conditions for tonight's mission. The result means the same weather is encountered in each Travel Zone box on the Strategic Map board for the entire mission.

Next, roll on Table A-2 to determine tonight's mission (if there are not at least 2 serviceable PT Boats available, there is no mission this night). Now place the Mission Target Zone counter on the Strategic Map board into whichever Red Zone box number the PT Squadron was assigned. If assigned a Coastwatcher Drop-off or Supply Delivery Special Mission, place either the Coastwatcher or Supplies counter into the corresponding box on the Crewmen Placement board.

Next, depending on the mission type, place the available number of PT Boat counters into the matching PT Squadron box numbers 1-4 on the Strategic Map board (PT Boats under repair may not participate in missions).

Note: PT Boat #1 is always present during a mission, as it is the Squadron Commander's boat.

If the player has earned any medals, place them into the corresponding Medals boxes on the Strategic Map board.

4.0 GAME BASICS

4.1 Object of the Game

As a PT Boat squadron commander serving in the US Navy during World War II, your primary goal is for you and your squadron mates to go on nightly patrols into enemy occupied territory and sink as many IJN Transport Barges as possible over a period of 1-3 months during 1943, while at the same time striving to avoid losing too many PT Boats- and of course your own life!

4.2 Game Scale and Victory Conditions

Each mission represents one night (approximately 8-10 hours at sea).

Regardless of which campaign you choose, if you remain in command and survive long enough, the game always automatically ends on October 1st. After this date, add up all your Victory Points and go to Table J. There you can see your final campaign performance result.

4.3 PT Boat Speed and Movement on Strategic Map

PT Boat squadron speed in each colored Zone on the Strategic Map board is always considered to be Medium (cruise speed) if undamaged, and PT Boat movement into a new color Zone (Green, Yellow, or Red) may only be made once per turn. PT Boats may only be at Idle speed on the Strategic Map if they are disabled or are attempting engine repairs. PT Boat #1 with 2 engines out, PT Boats #2-#4 that sustained 4 damage points (Systems or Flooding), or PT Boats being towed always travel at Slow speed on the Strategic Map and must spend 2 turns in each zone. For playability reasons, PT Boats may not travel at Fast speed on the Strategic Map board. But if attacked by an enemy Air Patrol and the aircraft is successfully spotted, the PT Squadron may accelerate to Fast speed before the aircraft attacks if PT Squadron damage status allows it and Sea State is 3 or less.

4.4 Time Spent in Assigned Offensive Patrol Zones

For regular Offensive Patrol missions, once entering the assigned Red Zone on the Strategic Map board, the PT Squadron may spend a maximum of 4 turns in the zone searching for enemy convoys before having to return to base. The PT Squadron may not spend more than 4 turns searching in the assigned offensive patrol Red Zone due to daylight breaking.

4.5 Air Patrol, Shore Gun, and Convoy Encounters

Shore Gun / MG Nest and Convoy combat both take place separately and never occur on the same game board at the same time, while Air Patrol combat may happen during any type of engagement.

For example: My PT Squadron is on an Offensive Patrol in the assigned Red Zone 1 on the Strategic Map board. No Air Patrol contacts occur, but an enemy Convoy is encountered on the next table roll. I must complete all Convoy combat before rolling for Shore Gun contacts in the same zone. If on an Offensive Patrol and I choose to evade Convoy or Shore Gun contacts, I may

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immediately leave the assigned Red Zone, stay in the connecting Yellow Zone for one turn (making all the necessary rolls), and then re-enter the assigned Red Zone again. I may then make all Air Patrol, Convoy, and Shore Gun contact checks again. If I am on a Special Mission and in the assigned Red Zone, Shore Gun contacts may not be avoided by leaving the Red Zone and re-entering again.

4.6 Combat Targeting and Gunfire

Each PT Boat gun may only fire once per combat round (exceptions: if the Speedy Ammo Loader random event was rolled, or the Ammo Loader is Veteran, 2 shots per combat round for that gun are possible).

In order to help streamline gameplay, Devil Boats does not track individual gun ammunition. All PT Boats and enemy units are considered to always have enough ammunition to fire their guns during combat. However, the game does track individual PT Torpedoes. Once fired, Torpedo counters are removed from the Crewmen Placement board and the check boxes are marked off on the PT Boat Damage Log.

Note: PT Boats may not attack Enemy Barges with Torpedoes due to their shallow draft. Only enemy Destroyers may be attacked with Torpedoes.

In Good weather, PT Boats may fire weapons at enemy surface or gun units from Long, Medium, or Close Range Zones on the Combat and Special Missions board. In Poor weather, PT Boats may only fire at enemy surface or gun units from Medium or Close Range Zones. In Bad weather, PT Boats may only fire at enemy surface or gun units from Close Range Zone. The same rules above apply to enemy units firing at PT Boats.

4.7 PT Boat Movement and Speed / Direction Changes

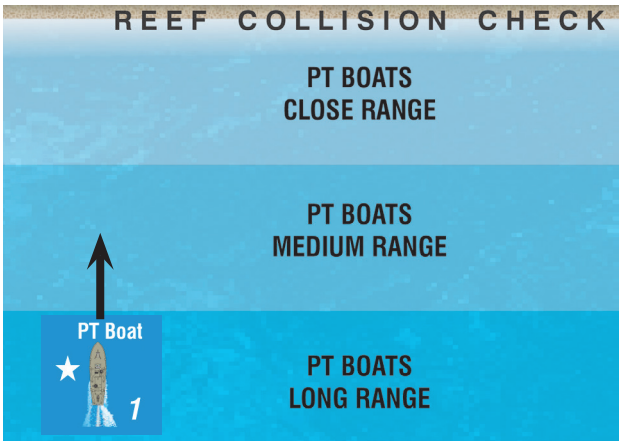
PT Boats may travel at Slow, Medium, or Fast speed if Sea State is 3 or less and damage status allows it. If Sea State is 4 or 5, PT Boats may only travel at Slow or Medium speed. Fast Speed is not possible.

During the first combat round on the Combat and Special Missions board, the PT Squadron starts out in the Long Range Zone if weather is Good. If weather is Poor, the PT Squadron starts out in the Medium Range Zone. If weather is Bad, PT Squadron starts out in the Close Range Zone. PT Boat counter placement into the Long, Medium, or Close Range Zones during the first combat round always counts as one move. For example, if weather is Good and the PT Squadron decides on Fast speed from the very beginning, the PT Boat counters are first placed into the Long Range Zone and then immediately moved into the Medium Range Zone, and then again into the Close Range Zone- all during the first combat round. All detection checks and gun combat each round begin only after the PT Squadron completes its final move each round.

Speed / direction changes, and movement into a different Range Zone on the Combat and Special Missions board may only be made once at the beginning of each new combat round. A direction change represents the PT Squadron turning and heading towards or away from Convoy or Shore Gun / MG Gun units on the Combat or Special Missions board.

When making a direction change at Slow speed, PT Boats may not enter a new Range Zone that same combat round. If the PT Squadron makes a direction change at Fast speed, the turning move takes place in the current Range Zone, then the Squadron moves into the next two Range Zones. Entering 2 new Range Zones during the same combat round is not possible when making a direction change at Medium speed. PT Boats have the option of either remaining in the same Range Zone each combat round (regardless of speed), or entering a new Range Zone (depending on speed) each combat round. Unless damaged or on a Pick-up / Drop-off / Supply Delivery Special Mission, all PT Boats are expected to remain together in the same Range Zone for the duration of all remaining combat rounds.

When traveling at Slow speed on the Combat and Special Missions board, the PT Squadron may only move into one new Range Zone per combat round if no direction changes are performed. When traveling at Medium speed, the PT Squadron may move into a maximum of 2 new Range Zones each combat round if no direction changes are performed. And when traveling at Fast speed, the PT Squadron may move into 3 new Range Zones each combat round if no direction changes are performed. For example, a PT Squadron starts the first combat round traveling at Fast speed in the Long Range Zone, then immediately moves into the Medium Range Zone. After entering the Medium Range Zone, the player rolls on all combat tables as usual for that combat round (PT Boat speed is still considered Medium or Fast that entire combat round after the move is complete). If the PT Squadron is traveling at Fast speed in the Medium Range Zone and is attempting to exit combat (heading away from enemy units), the Squadron first enters the Long Range Zone and then immediately exits the board. No more table rolls take place, as it is considered to have left the area and all combat has ended.



Medium Speed - First Combat Round (maximum movement)

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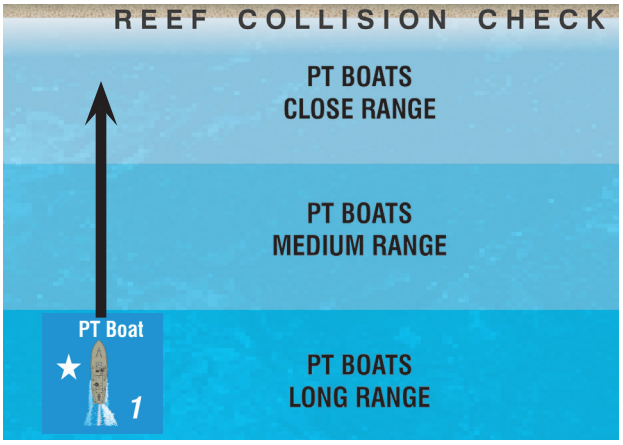
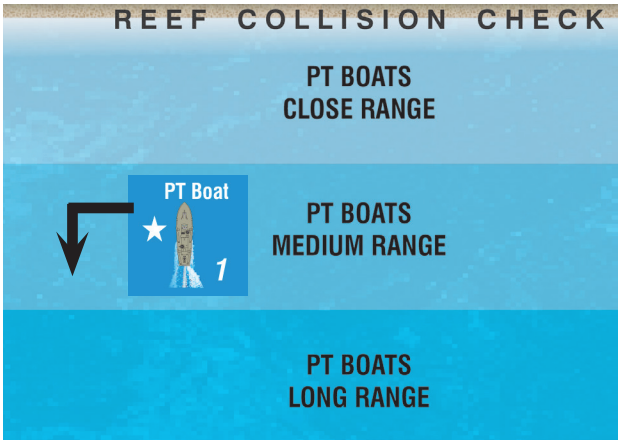
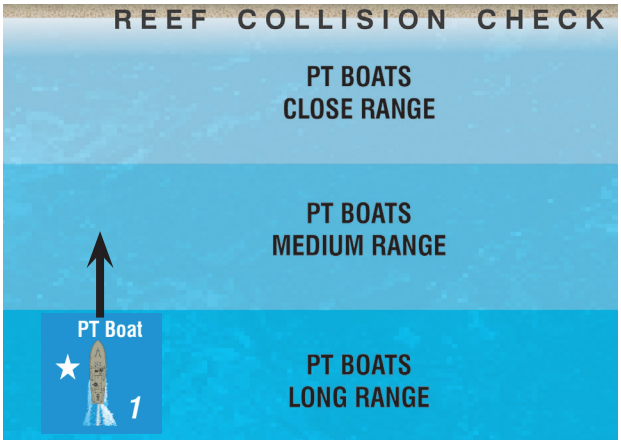


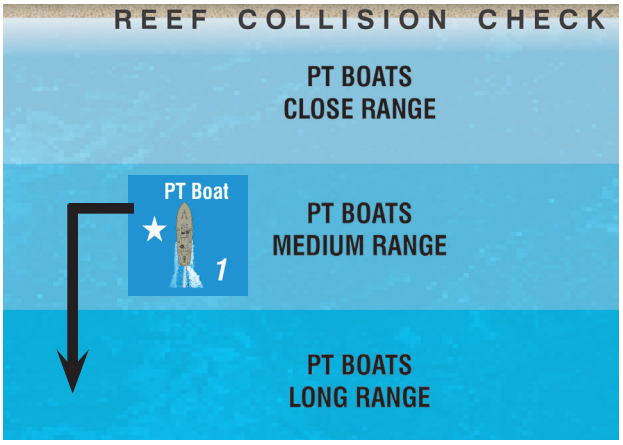
Fast Speed - First Combat Round (maximum movement)



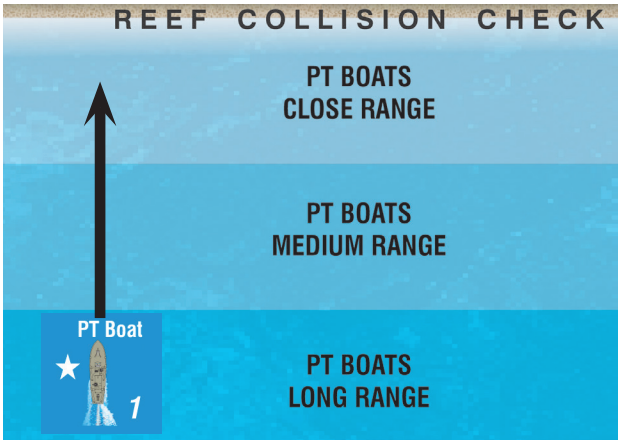
Slow Speed - Direction Change (maximum movement)



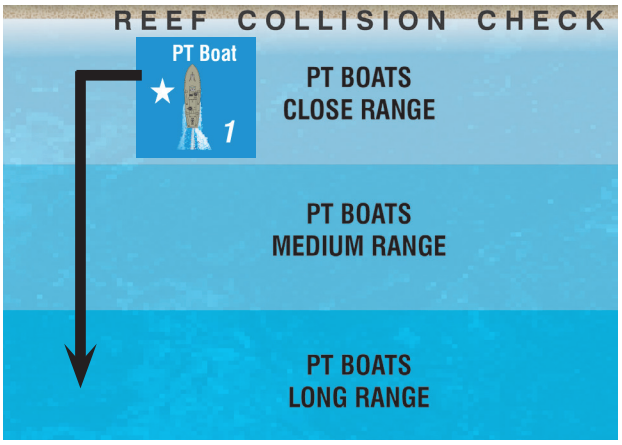
Slow Speed - (maximum movement)



Medium Speed - Direction Change (maximum movement).



Medium Speed - (maximum movement)



Fast Speed- Direction Change (maximum movement)

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4.8 PT Boat Formation Rules

During combat with enemy convoys, all PT Boats in the squadron are expected to remain in formation (same Range Zone) except under the following conditions:

1. PT Boat becomes disabled and cannot move.

2. PT Boat is heavily damaged. Under this circumstance, the damaged PT Boat may break formation and head for another Range Zone (presumably Long Range), but must remain in that zone and may not exit combat if wanting to remain with the squadron after all combat / waves have ended. PT Boats may only exit combat if aborting mission and leaving the squadron permanently. If doing so, damaged PT Boats must pass through the Long Range Zone before exiting combat early and aborting mission.

As PT Boat Squadron Commander, PT Boat #1 may never exit combat and abort mission without the other PT Boats. If PT #1 exits combat and aborts mission, all PT Boats must exit and abort together. PT Boats #2-4 exiting combat and aborting mission without PT Boat #1 may not rejoin the formation later. During Pick-up / Drop-off / Supply Delivery Special Missions, the second PT Boat may break formation and hold back in the Medium or Long Range Zone while PT Boat #1 attempts to complete the mission in the Close Range Zone. Doing so lessens the chance of reef collision and hits from enemy guns.

4.9 PT Boat Abort Mission

A single PT Boat may abort for whatever reason anytime during a mission. To abort mission during combat, the aborting PT Boat must enter and then exit (depending on speed) the Long Range Zone to leave the combat area. Disabled PT Boats may not exit the Combat or Special Missions board during combat. Any PT Boat #2-#4 which does successfully abort mission is immediately removed from the PT Squadron for the remainder of that mission and must roll on Table A-14. As PT Boat Squadron Commander, PT Boat #1 may never abort mission alone if other PT Boats are in formation. All PT Boats must abort together.

4.10 Disabled / Sunk PT Boats

See Tables G-12 and G-13.

4.11 Damaged / Sunk PT Boats and Substitutions

PT Boat #1 may be always be substituted for another PT Boat during repairs at base, or if sunk. For example, PT #1 sustains heavy damage, and upon returning to base, will be out of commission and under repair for 3 days. Let's also say that PT Boats #2-#4 are undamaged and ready for patrol the next night. Under situations such as this, the Captain may take command of PT Boat #2, which now becomes reassigned as PT #1. At the same time, PT #1 now becomes PT Boat #2, and will be under repair for 3 days. This way, if at least 2 PT Boats are mission-ready, one will always be PT Boat #1, allowing for patrols to be performed.

4.12 Crewmen Severely Wounded / Killed in Action (KIA)

Any PT Boat crewman that is either Severely Wounded or KIA during a mission may no longer perform his duties. Another crewman may take his place in this situation, but only under the following conditions:

1. Any crewman may temporarily steer the PT Boat from the Commanding Officer (C.O.) position, although the Executive Officer (X.O.) usually takes over if anything happens to the C.O. Negative table modifiers always apply.

2. Any crewman may temporarily fire any PT Boat gun, but if crewman filling in is not a Gunner, apply a -1 modifier for each shot fired on the PT Boat Offensive Gun Fire tables.

3. Any crewman may temporarily load gun ammunition. No negative modifiers apply.

4. Any crewman may temporarily operate the Radio or Radar, but any negative table modifiers always apply.

If any of the above conditions are met, move the Severely Wounded or KIA crewman counter into one of the rest beds below deck on the PT Boat Crewmen Placement board. Next, place the counter of the crewman filling in into the position of the crewman he is temporarily replacing.

5.0 DYSENTERY

Dysentery is an inflammatory disease of the intestine, especially of the colon, which always results in severe diarrhea and abdominal pains. The disease is caused by several types of infectious pathogens such as bacteria, viruses and parasites, and is still very common in tropical regions today. During World War II, many US PT Boat crewmen serving in the Solomons came down with Dysentery due to drinking contaminated water, or by other means. Devil Boats: PT Boats in the Solomons models this very unpleasant and sometimes debilitating disease. If infected, there is a strong possibility that some of your crewmen will be unable to perform their duties for the remainder of the mission.

* Mild Dysentery + 2 Light Wounds = Severe Wound
* Mild Dysentery + Severe Wound = KIA
* Severe Dysentery + Severe Wound = KIA

- All Dysentery effects are temporary and are removed after returning to base (unless KIA during mission). For example, mild Dysentery + 2 Light Wounds = Severe Wound during the mission, but reverts back to 2 Light Wounds upon returning to base. In other words, infected crewmen are no longer considered Severely Wounded and do not have to roll 1D6 for the Severe Wound recovery check.

Note: Dysentery cannot be treated during a mission by the Commanding Officer (C.O.) with the Medic special skill.

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6.0 CREWMEN SPECIAL SKILLS

Certain crewmen may have special skills (Medic) or natural talents / abilities that may help improve the overall performance of the PT Boat. These skills and talents are rolled for certain new crewmen at the beginning of a new game, or when certain crewmen are Severely Wounded or KIA and removed from active duty and a new crewman replaces them.

* **Eagle Eye** - Both Torpedo Mate crewmen may have this natural trait of exceptionally good eyesight. It allows a +1 modifier when spotting Air Patrols. For each Torpedo Mate when starting a new game, or if one of the Torpedo Mates is Severely Wounded or KIA and removed from active duty and a new Torpedo Mate takes his place, roll 1D10: **1-9 =** No Eagle Eye. **10 =** Torpedo Mate has the Eagle Eye trait.

* **Mr. Fix-It (Radio Operator)** This natural talent gives the Radio Operator a 50% chance to repair certain disabled PT Boat #1 components once per mission. These components include: Batteries, Radio, or Radar (Radio and Radar Antennas may not be repaired during a mission). For repair attempt, roll 1D6: **1-3 =** Repair attempt fails. **4-6 + =** Repair attempt successful. Modifier: +1 if Radio Operator is Veteran (20 or more missions). Once a repair attempt has been made, no other repairs may be attempted for the remainder of that mission. For the new Radio Operator when starting a new game, or if the Radio Operator is Severely Wounded or KIA and removed from active duty and a new Radio Operator takes his place, roll 1D10: **1-9 =** No Mr. Fix-It. **10 =** Radio Operator has the Mr. Fix-It talent.

* **Medic** - This special skill gives the Commanding Officer (C.O.) a 50% chance to heal one Light Wound any PT Boat #1 crewman receives. For healing attempt, the wounded crewmen must be placed in a Rest Bed in the Forward Interior section of the boat, and the C.O. must be there. Roll 1D6:
1-3 = Healing attempt fails. **4-6 + =** Healing attempt successful. Modifier: +1 if C.O. is Veteran (20 or more missions). If successful in treating a Serious Wound (SW), it becomes 2 Light Wounds (LW). The C.O. may not treat himself if wounded, and he may not treat any crewman with Dysentery. Once a healing attempt has been made, no other healing attempts may be performed for the remainder of that mission. Also note that if in combat, the C.O. may not make a healing attempt if he is steering the boat. For the new C.O. when starting a new game, roll 1D10: **1-9 =** No Medic skill. **10 =** C.O. has the Medic skill.

* **Navigator** - * This natural ability for Navigation (good night vision and quick reflexes) gives the Executive Officer (X.O.) a -2 modifier on all Reef Collision Check tables. For the new X.O. when starting a new game, or if the X.O. is Severely Wounded or KIA and removed from active duty and a new X.O. takes his place, roll 1D10: **1-9 =** No Navigator talent. **10 =** X.O. has the Navigator talent.

* **Mr. Fix-It (Engineer)** - This natural talent gives the Engineer a 50% chance to repair certain disabled PT Boat #1 components once per mission. These components include: Engines, Cooling Pumps, Auxiliary Generators, and Bilge Pumps. For repair attempt, roll 1D6: 1-3 = Repair attempt fails. **4-6 + =** Repair attempt successful. Modifier: +1 if Engineer is Veteran (20 or more missions). Once a repair attempt has been made, no other repairs may be attempted for the remainder of that mission. For the new Engineer when starting a new game, or if the Engineer is Severely Wounded or KIA and removed from active duty and a new Engineer takes his place, roll 1D10: **1-9 =** No Mr. Fix-It. **10 =** Engineer has the Mr. Fix-It talent.

7.0 SEQUENCE OF PLAY - MISSION EXAMPLE

This is a basic and condensed mission sequence of play example. It represents mission #1 of a new campaign game (all sheets are filled out and counters are already set up on the gameboard). Unless otherwise noted, the game tables are followed in alphabetical and numerical order during play.

1. I decide to start a Short Campaign game, so I write 1 in the Mission Number space, and 9-1-1943 in the Mission Date space on the Campaign Log sheet. I also mark all 5 available check boxes on the PT Boat Squadron Status sheet to signify that all 5 boats are ready and standing by. Next, I place all PT Boat Crewmen, Fire Extinguisher, and Torpedo counters into their corresponding spaces on the Crewmen Placement board. I also place any other special counters on the Crewman Placement board next to the corresponding crewmen counters, such as Veteran or Special Skill counters. Next, I place the PT Squadron counter into the Rendova PT Base space (blue circle with white star) on the Strategic Map board.

2. In Section 6 of the Rules book, I roll 1D10 for the Eagle Eye Special Skill- once for each Torpedo Mate. Neither roll results in a 10, so no Special Skills for them. I then roll 1D10 for the Mr. Fix-it Radio Operator Special Skill. Roll result is a 10, so my Radio Operator will have the benefits of this Special Skill for the remainder of the campaign, unless he is removed from active service due to being Severely Wounded or KIA. I mark the

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Mr. Fix-it check box on the Crewmen Status sheet, plus place a Mr. Fix-it counter next to the Radio Operator counter on the Crewmen Placement board as a visual reminder. I roll 1D10 each for the C.O. (Medic skill), X.O. (Navigator skill), and the Engineer (Mr. Fix-it). Unfortunately, none of the rolls resulted in a 10, meaning no other Special Skills are acquired. Note: Crewmen Special Skills check is only made once at the beginning of a new campaign game, or whenever a particular crewman that qualifies is removed from active duty due to Malaria, Severe Wounds, or being KIA. The new qualifying replacement crewmen get the Special Skills check- one time only. PT Boat Gunners and Ammo Loaders cannot acquire any Special Skills.

3. I now roll 2D10 on Table A-0 for PT Boat Crewmen Malaria Check. Roll result is 12, meaning no Malaria for any crewmen this night.

4. I now roll 1D10 on Table A-1 for the Weather Check to determine weather conditions for the entire mission. Roll result is 1, meaning Good weather in each zone on the Strategic Map board. I now place the Weather counter into the Good Zone Weather box on the Strategic Map board.

5. Next, I roll 1D10 on Table A-2 to determine tonight's mission assignment. Roll result is 9, meaning the squadron is assigned a Special Mission.

6. I now roll 1D6 on Table A-3 to determine which Special Mission assignment. Roll result is 3, meaning a Coastwatcher Drop-off mission. I place the Coastwatcher counter into the green Passenger 1 box on the Crewmen Placement board. Table A-5 states that only 2 PT Boats may be assigned to this type of mission, so I remove PT Boat counters #3 and #4 from the Strategic Map board.

7. Next, I roll 1D6 on Table A-4 to determine which zone we must drop the Coastwatcher off in. Roll result is 4, meaning he must be dropped off in Red Zone 4. I place the Mission Target Zone counter in the Red Zone 4 box on the Strategic Map board. On the Campaign Log sheet, I also write CW Drop-off in the Mission #1 Mission Assignment box, plus I also write 4 in the Assigned Zone # box.

8. PT Squadron leaves base. I move the PT Squadron counter into the first Green Zone box on the Strategic Map board. Next, I roll 1D10 on Table A-6 to (only once per night) determine if there are any enemy Aircraft attacks on Rendova PT base. Roll result is 4, meaning no attacks this night. I now roll 1D10 for Sea State on Good Weather Table A-7. Roll result is 6, meaning Sea State 2. I now place the Sea State counter into Sea State section box 2 on the Strategic Map board.

9. Next, I skip Tables A-8 and A-9 because the current weather is Good. I now roll 1D10 + 1D10 for Random Event on Table A-10. Roll result is 34 (black die 3 and white die 4), meaning no Random Event occurs in this zone this turn

10. I now roll 1D10 on Table A-11 for IJN Air Patrol Contacts. Roll result is 10 (regardless of modifiers, an unmodified roll of 10 always equals enemy air contact), meaning we have an enemy aircraft encounter. I roll 1D10 three times on Table B-1 to determine aircraft type, aircraft crew skill level, and aircraft attack type. Rolls result in a Mitsubishi F1M aircraft, with Green crew skill, and making a Bomb attack. Next, I place PT Boat #1 and #2 counters (with white bands) in the Long Range Zone on the Combat board. I then place the Mitsubishi F1M aircraft counter in the yellow IJN Aircraft 'arrow' box on the same Combat board. I also place Green Crew and Bombs counters next to the aircraft counter as visual reminders.

11. The Aircraft combat sequence now begins. I roll 1D10 on Table B-2 for PT Boat Defensive Spotting. Roll result is 10, meaning our PT Boat squadron has spotted the attacking aircraft. Since we have successfully spotted the attacking aircraft, I take our squadron up to Fast speed in order to lessen the chance of our PT Boats being hit by bombs or strafing, Next, I roll 1D10 on Table B-3 for each functioning PT Boat #1 gun. Out of the 4 PT Boat guns fired, only the Bow gun resulted in a roll of 10, meaning that regardless of modifiers, the enemy aircraft is automatically hit by that particular gun. I roll 1D10 again to determine if the hit caused any damage. Result is 7, meaning 1 damage point was sustained. I now mark off 1 Hits Sustained damage check box under the IJN Aircraft (L) section on the IJN Barge Status sheet. Next, I roll 4D10 (1D10 for each gun) on Table B-4 for PT Boat #2 Defensive Fire. No rolls resulted in a hit.

It is now time for the enemy aircraft to make its attack run. Since it is a Bomb attack, I roll on 1D10 (once for each PT Boat) on Table B-5 for Aircraft Bomb Attack. Both rolls result in misses. Next, I skip Table B-6 and go directly to Table B-7 to determine if the aircraft drops a Star Shell. 1D6 roll result is 4, meaning no Star Shell is dropped and the aircraft breaks off the attack. The aircraft departs the area and combat ends. Now I roll 1D10 (once for each PT Boat) on Table B-8 for PT Boat Separation. Roll results are 3 and 5, meaning no PT Boats are separated and our squadron remains intact.

12. Next, I go back to Table A-12 IJN Convoy Contacts, but skip it because our squadron is currently in a Green Zone and not Red, meaning no chance of enemy Convoy contacts. I also skip Table A-13 Shore Gun and MG Nest contacts, because once again, our squadron is currently in a Green Zone and not a Red one.

13. I now move the squadron counter into the next connecting Green Zone box on the Strategic map board and follow the same Table roll sequences as already mentioned. Fortunately, we have no more encounters or problems as we travel through the Green and Yellow Zones on our way to the assigned mission zone. Finally, we arrive at our assigned mission Red Zone 4.

14. After rolling for Sea State, I next roll 1D10 on Table A-11 for IJN Air Patrol Contacts. Roll result is 5, meaning no enemy aircraft are encountered. Next, I roll 1D10 on Table A-12 for possible IJN Convoy contacts. Roll result is 10, meaning contact with an enemy Convoy has been made- regardless of modifiers! I roll 1D10 on Table A-12 note A to determine enemy convoy type. Roll result is 3, meaning a Barge convoy. Even though we are on a Coastwatcher Drop-off special mission, I choose to take a closer look to see how many Barges are present. I now roll 1D10 on Table D-1 to determine Convoy size. Roll result is 2, meaning Barge convoy size is Small (1 wave), so I now mark the Small Convoy Size check box on the IJN Barge Status sheet. I roll 1D10 again on Table D-1 to determine the number of Barges present in this single wave. Roll result is 3, meaning only 1 Barge is present.

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I now roll 1D4 on Table D-1 to determine the Barge type. Roll result is 3, meaning a Type B Barge. I now place a Type B Barge counter into the #1 circle under the IJN Barges section on the Combat board. Next, I roll 1D10 to determine the crew skill level of the Barge. Roll result is 1, meaning the crew skill for this particular Barge is Green. I now place a Green Crew skill counter next to the Type B Barge counter on the Combat board as a visual reminder.

Next, I place PT Boat #1 and #2 counters (no white bands) into the Long Range Zone on the Combat board, because weather is currently Good in the Red Zone. I now place the Undetected counter next to our PT Boat #1 and #2 counters as a visual reminder that we are still undetected. I decide that the PT Squadron speed will start out at the default Medium speed (2 Range Zones per combat round), so no special Speed counter is required.

First, I move PT Boat #1 and #2 counters into the Long Range Zone on the Combat board, then immediately into the Medium Range Zone. I roll on 1D10 on Table D-2 to determine if the PT Squadron is detected. Roll result after all modifiers are calculated is 6, meaning our PT Squadron remains undetected! Since we are still undetected, I skip Tables D-3 and D-4 (Barges cannot target and fire on undetected PT Boats). I decide to fire on the Barge, so I now place the Firing counter next to the PT Boat #1 counter on the Combat board and remove the Undetected counter from the Combat board (all PT Boats are automatically detected by enemy units upon firing any guns).

I decided to attack, so next I roll 1D10 four times (once for each gun) on Table D-5 for PT Boat #1 offensive fire. Two rolls result in a hit, so I roll 1D10 twice (once for each hit) on Table D-5 note C. First roll result is 6, meaning the Barge sustains 1 point of Systems damage. The second roll results in 3, meaning Superficial damage (no effect). I now mark off one Systems damage check box under the Barge 1 Type B section on the IJN Barge Status sheet.

It is now PT Boat #2's turn to fire, so I place the Firing counter next to the PT Boat #2 counter. I now roll 1D10 four times on Table D-7 for PT Boat #2 offensive fire. All rolls result in no hits.

I now roll on Table D-8 to see if any IJN Aircraft arrive to assist the Barge convoy. Roll result is 3, meaning no Aircraft arrive.

Next, I roll on Table D-9 to determine if the Barge successfully evades combat. Roll result is 2, meaning the Barge is unable to escape. I skip Table D-10 Reef Collision Check because no PT Boats are currently in the Close Range Zone. The first combat round has now been completed and the second round begins.

Since the PT Squadron has already been detected, I skip Table D-2 and go directly to Table D-3 for Barge PT Boat Target Selection. 1D4 roll result is 4, meaning the Barge automatically targets PT #1 because there is currently no PT #4 on this mission. I now place the Firing counter next to the Barge counter, and place the Targeted counter next to the PT #1 counter. I now roll 1D10 on Table D-3 for Barge offensive fire. Roll result is 10, meaning PT #1 has been hit- regardless of modifiers! Next, I roll 1D10 on Table G-1 to determine the PT Boat area hit and damage from each shell hit. Roll result is 6, meaning the Mid-Section, Top Deck: Cockpit area. Now I roll 1D10 on Table G-4 to determine what type of damage we sustained. Roll result is 1, meaning the Commanding Officer (C.O.) has been hit! I now roll 1D6 on Table G-11 to determine how serious the wound is. Roll result is 2, meaning the C.O. fortunately only received a Light Wound (LW). I place a Light Wound counter next to the C.O. counter on the Crewmen Placement board.

I now roll on Tables D-5, D-6, and D-7 for PT Boats #1 and #2 offensive fire, but there are no hits on the Barge. I now roll on Table D-8 to see if any IJN Aircraft arrive to assist the Barge convoy. Roll result is 6, meaning no Aircraft arrive. Next, I roll 1D10 on Table D-9 for Barge Evasion. Roll result is 10, meaning the Barge evaded the PT Boats and has escaped. Once again, I skip Table D-10 for Reef Collision Check because there are no PT Boats currently in the Close Range Zone. Combat has ended.

15. Since this is a Special Mission, I do not roll on Table A-13 for possible IJN Shore Gun and MG Nest contacts.

We now begin our approach towards shore and combat round #1 begins. Neither the PT Squadron, nor the MG Nests / Shore Guns know the other is there and may not fire, as the guns are hidden in the trees and undetected, and the PT Squadron is also still undetected. First, I choose our PT Squadron speed. Default PT Boat speed is always Medium (no Speed counter required). I choose to remain at Medium speed, as it's a good compromise between speed and stealthiness. I now place the Undetected counter next to the PT Boat #1 and #2 counters as a visual reminder that we are still undetected.

First, since weather is Good, I place both PT Boat #1 and #2 counters in the Long Range Zone on the Special Missions board, then immediately move them into the Medium Range Zone (2 Range Zones travelled at Medium Speed). I now roll 1D10 on Table F-2-B to determine if our PT Squadron is detected. Roll result is 10, meaning automatic detection! Since the PT Squadron is now detected, I remove the Undetected counter from the Special Missions board.

I now go to Table F-2-B note A to determine the number of guns and crew skill levels. The first 1D10 roll result is 1, meaning zero MG Nests are present. The second 1D10 roll result is 4, meaning 1 Shore Gun is present. The third 1D10 roll result is 9, meaning the Shore Gun crew skill level is Veteran.

I now place a Shore Gun counter in the #1 circle under the IJN Shore Guns section at the top of the Special Missions board, and next to it I place a Veteran crew skill counter as a visual reminder. Next, I place the Firing counter next to the Shore Gun counter (which is firing) to keep track of which unit is currently attacking. I now roll 1D4 on Table F-3 to determine which PT Boat the Shore Gun targets. Roll result is 3, meaning PT Boat #1 is automatically targeted because there is no PT Boat #3 on this mission. I now place the Targeted counter next to the PT Boat #1 counter to keep track of which unit is currently being targeted. Next, I roll 1D10 on Table F-4 for Shore Gun Offensive Fire With all modifiers, roll result is 10, meaning a hit!

Next, I roll 1D10 on Table G-1 to determine what section PT Boat #1 was hit. Roll result is 4, meaning Mid Section Top Deck. I now roll 1D10 on Table G-5 to determine what exactly was hit. Roll result is 3, meaning the Radar Antenna has been disabled.

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I place the Radar Out counter next to the Radio Operator counter on the Crewmen Placement board as a visual reminder. I also mark off both the Radar Antenna and Radar check boxes on the PT Boat Damage Log sheet because the Radar is now disabled due to losing the Antenna. I now take the Firing counter and place it next to the PT #1 counter, and place the Targeted counter next to the Shore Gun counter. Next, I roll 1D10 four times (once for each gun) on Table F-5 for PT #1 Offensive Fire. The first and second rolls (Bow Cannon and AA Gun #1) result in misses, but the third roll (AA Gun #2) is a 10, meaning a Possible Hit.

Next, I roll 1D6 on Table F-5 note C to determine if the Shore Gun is hit. Roll result is 5, meaning the Shore Gun was hit. I now mark one Hits Sustained damage check box in the Shore Gun 1 column on the Special Missions / Destroyer Status sheet.

Next, I fire PT Boat #1's last gun- the Stern Cannon, by rolling 1D10 once again on Table F-5. Roll result is 1, meaning the cannon has jammed. I now roll on Table F-5 note A in an attempt to unjam the cannon. Roll result is 6, meaning the Stern Cannon is temporarily jammed and may not fire for the remainder of all current combat rounds. Next, I mark the disabled check box in the Stern Cannon column under the PT #1 Guns / Ammunition / Torpedoes section on the PT Boats Damage Log. I also mark the 20mm Cannon check box under the Stern Section Top Deck section of the same sheet. After all current combat has finished, the cannon is automatically unjammed in the small repair station located in the Interior Stern section of the boat.

It is now PT Boat #2's turn to attack. I skip Table F-6 PT Boats #2-#4 Target Selection because there is only one Shore Gun present, and it is automatically targeted by PT Boat #2. First, I take the Firing counter and place it next to the PT Boat #2 counter, and leave the Targeted counter where it is next to the Shore Gun counter. Next, I roll 1D10 four times (once for each gun) on Table F-7 for PT Boat #2 Offensive Fire. All four shots missed. I now roll on Table F-8 to see if any IJN Aircraft arrive to assist the Barge convoy. Roll result is 5, meaning no Aircraft arrive.

Since there are no PT Boats currently in the Close Range Zone, I skip Table F-9 Reef Collision Check this combat round. The first combat round is now complete and the next one begins. And since this is a Special Mission that requires dropping off a Coastwatcher close to the shore in the Close Range Zone, I decide to have PT Boat #2 hold back in the Medium Range Zone while I take PT Boat #1 into the Close Range Zone. No sense in risking 2 Boats with a possible reef collision.

First, I decide that I will keep PT Boats #1 and #2 speed at Medium. I skip Table F-2-B PT Boat Squadron Detection because we have already been detected. Next, I move PT Boat #1 counter into the Close Range Zone, while leaving PT Boat #2 loitering in the Medium Range Zone to provide cover fire. Once again, I place the Firing counter next to the Shore Gun. I now roll 1D4 on Table F-3 to determine which PT Boat the Shore Gun targets. Roll result is 2, meaning PT Boat #2 is targeted. I now place the Targeted counter next to PT Boat #2.

Next, I roll 1D10 on Table F-4 for Shore Gun Offensive Fire. Roll result is 10, meaning an automatic hit- regardless of modifiers! Now I roll 1D10 on Table F-4 note E to determine what type of damage PT Boat #2 sustained. Roll result is 9, meaning PT #2 is destroyed by a Critical Hit! Next, I mark the PT Boat #2 Sunk check box on the PT Boat Damage Log sheet. I also remove the PT Boat #2 counter in the Medium Range Zone from the Special Missions board and replace it with a blue PT Crew counter, signifying that PT Boat #2 sank and its Crew is now in the water awaiting rescue.

It is now time for PT Boat #1 to attempt revenge. I roll 1D10 three times (Stern Cannon is disabled) on Table F-5. One shot is a possible hit. Next, I roll 1D6 on Table F-5 note C to determine if the Shore Gun is hit. Roll result is 4, meaning the Shore Gun was hit. Again, I mark one Hits Sustained damage check box in the Shore Gun 1 column on the Special Missions / Destroyer Status sheet. Since this is the second hit the Shore Gun sustained, it is now destroyed. I remove the Shore Gun counter from the Special Missions board. The squadron is awarded 10 Victory Points (VP) for the kill and I write it down under the PT Squadron Enemy Kills column on the Campaign Log sheet. Unfortunately, destroying Shore Guns and MG Nests does not count towards Ace Gunner status. I also write down PT Boat #2 in the same section since the Boat was sunk.

Since PT Boat #1 is in the Close Range Zone, I now roll 2D10 on Table F-9 for Reef Collision Check. Roll result is 18, meaning collision has occurred! Next, I go to Table G-9 to determine what sections of PT Boat #1 were damaged from the Reef collision.

I roll 1D6 and the result is 1, meaning the Bow sections is damaged. I now roll 1D6 one time on Table G-9 note A to determine flooding. The roll results in 1, meaning 1 Hull Damage Point to the Bow section. On the PT Boat Damage Log, I now mark one Hull (Below the Waterline) damage check box in the Bow Section Interior, Fortunately, the Bow Interior Bilge Pump is still functioning and able to keep water pumped out of the Bow Interior section.

The next round begins. Still in the Close Range Zone, I now slow PT Boat #1 to Idle speed and place the Idle speed counter next to the PT Boat #1 counter. Since we are currently at Idle speed, there is no risk of reef collision. To drop off a Coastwatcher passenger, PT Boat #1 must remain at Idle speed for 2 consecutive rounds. But since all enemy units have already been destroyed and combat has ended, I can go ahead and drop him off right away. I remove the Coastwatcher counter from the Crewmen Placement board and place it in the Mission Drop-off/ Pick-up blue circle zone on the Special Missions board. Waving goodbye, I turn PT Boat #1 around and set speed to Slow. Since we are moving again, I must once again roll 2D10 on Table F-8 for Reef Collision Check before exiting the Close Range zone. Roll result is 7, meaning no collision.

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I now move the PT Boat #1 counter into the Medium Range Zone to pick up the PT Boat #2 crew from the water. Normally, I would have to wait 2 combat rounds at Idle speed in the same Range Zone in order to rescue the crewmen from the water. But since all combat has ended, the crewmen are automatically rescued. I place the PT Boat Crew counter into the Passenger 1 box on the Crewmen Placement board. I now roll one last time on Table D-8 to see if any IJN Aircraft arrive to assist the Barge convoy. Roll result is 7, meaning no Aircraft arrive.

16. Since we have wounded crewmen on board from PT Boat #2, we won't do any offensive patrols in the current Red Zone, but will instead immediately return to base. I now move the PT Boat #1 counter from Red Zone 4 into the connecting Yellow Zone on the Strategic Map board. Once again, I roll on Tables A-7 and A-10 to determine zone Sea State and possible Random Event. Next, I roll 1D10 on Table A-11 to check for enemy Air Patrols. Roll results in no aircraft contacts. Traveling back to base through the Yellow and Green zones on the Strategic Map board, I roll on Tables A-7, A-10, and A-11 in each zone. PT Boat #1 encounters no enemy Air Patrols or Random Events.

17. The mission has now ended and PT Boat #1 is safely back at base in Rendova. I now go to the Campaign Log sheet to calculate total Victory Points (VP) awarded. Since the Special Mission was successfully completed, I am awarded 50 VPs. I am also awarded 10 VPs for the Shore Gun kill. Unfortunately, we lost 1 PT Boat (but rescued its crew), so a -50 VP penalty is applied. After calculating, our total VPs awarded this mission is 10 (which I write down in the Victory Points column on the Campaign Log sheet).

It is now time to calculate PT Boat repair times. I go to the PT Boat Damage Repair Times Table H-1 and look for the Radar Antenna on the chart. I see to replace our disabled Radar Antenna is 20 damage points. Since this is our only damage, no extra days are required for repair, meaning PT Boat #1 will be ready for tomorrow night's mission (1 full day of repairs is required for each 50 points of damage). Next, I go to the PT Boat Squadron Status sheet to manage our squadron. Since PT Boat #2 was sunk this mission, I transfer the Reserve PT Boat and it now become PT Boat #2's replacement.

Next, I roll 2D10 on the PT Boat Squadron Status sheet to determine how long it will take for a replacement reserve PT Boat to become available. Roll result is 12, meaning it will be 12 days until the replacement arrives. I also mark the Sunk check box and write Sep.13 in the Replacement Date section of the Reserve Boat. Since my C.O. was wounded this mission, I now go to the Strategic Map board and place a Purple Heart medal counter in Purple Heart box located in the Medals section. All earned medals are displayed here throughout the campaign.

Since a PT Boat was unfortunately lost this mission, as the PT Squadron C.O., I must face an inquiry and review by the Base Commander. I roll 2D10 on Table I-4. Roll result is 5, meaning I'm relieved of command! But since I earned a Purple Heart medal (+1 modifier), the modified roll result is actually 6 meaning I retain my command. That was too close for comfort!

8.0 MEDALS

Medals may be earned throughout the game by several different means, and are always cherished keepsakes. They may also help the player retain his command if he is found to be negligent regarding PT Boat losses.

*** Medal - Purple Heart ***

Player (PT C.O.) is awarded this medal each time he is wounded in combat. If received, place this counter in the corresponding Medals box on the Strategic Map board for prominent display. This medal may also help the player avoid being relieved of command or court-martialed.

*** Medal - Legion of Merit ***

Player (PT C.O.) is awarded this medal if the current Victory Point total is Average (201-400 points for a Short Campaign, 301-600 points for a Medium Campaign, or 401-800 points for a Long Campaign). If received, place this counter in the corresponding Medals box on the Strategic Map board for prominent display. This medal may also help the player avoid being relieved of command or court-martialed.

*** Medal - Silver Star ***

Player (PT C.O.) is awarded this medal if the current Victory Point total is Good (401-600 points for a Short Campaign, 601-900 points for a Medium Campaign, or 801-1,200 points for a Long Campaign). If received, place this counter in the corresponding Medals box on the Strategic Map board for prominent display. This medal may also help the player avoid being relieved of command or court-martialed.

*** Medal - Navy Cross ***

Player (PT C.O.) is awarded this medal if the current Victory Point total is Excellent (601-800 points for a Short Campaign, 901-1,200 points for a Medium Campaign, or 1,201-1,600 Points for a Long Campaign). If received, place this counter in the corresponding Medals box on the Strategic Map board for prominent display. This medal may also help the player avoid being relieved of command or court-martialed.

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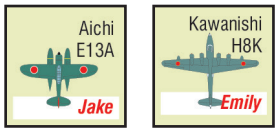
*** Medal - Medal of Honor ***

Being the highest and most honored award, the player (PT C.O.) is awarded this medal if the current Victory Point total is Legendary (801+ points for a Short Campaign, 1,201+ points for a Medium Campaign, or 1,601+ points for a Long Campaign). If received, place this counter in the corresponding Medals box on the Strategic Map board for prominent display. This medal may also help the player avoid being relieved of command or court-martialed.

9.0 GAME COUNTER GUIDE

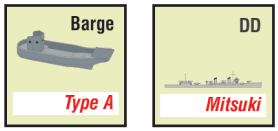
These are the double-sided playing pieces that are used to trackindividual units, crewmen, and situations on the various game boards.

*** Aircraft ***



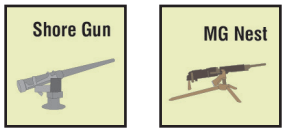
Place these enemy counters on either the Combat or Special Missions board when enemy Air Patrols are encountered. Once the attack is completed or unit is destroyed, remove the counter from the board.

*** Barges / Destroyers ***



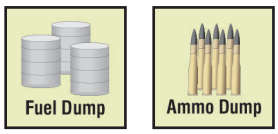
Place these enemy counters on the Combat board when they are encountered. Once the Barge unit is either sunk or evades, remove the counter from the board.

*** Shore Guns / Machine Gun Nests ***



Place these enemy counters on the Special Missions board when they are encountered during combat. Once the unit is destroyed, remove the counter from the board.

*** Fuel Dump / Ammo Dump ***



Place these enemy counters on the Special Missions board when they are encountered during combat. Once the unit is destroyed, remove the counter from the board.

*** PT Boats #1-#4 - Combat board ***

Depending on the number of PT Boats currently on the mission, place these counters in the Long Range, Medium Range, or Close Range Zone sections of the Combat or Special Missions board. If a PT Boat is sunk, remove the counter from the board. The white star on PT Boat #1 signifies that this is the player's Boat (Squadron C.O.).

*** Unit Firing ***

Place this counter next to the unit counter that is firing at a target (see below) on the Combat or Special Missions board.

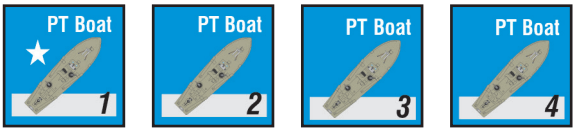
*** Unit Targeted ***

Place this counter next to the unit counter that is being targeted by the firing unit (see above) on the Combat or Special Missions board.

*** PT Boat Squadron - Strategic Map board ***

This counter represents the PT Boat Squadron. Place it in the Rendova PT Base space (blue circle with white star) on the Strategic Map board at the beginning of each mission. Move the counter into each colored zone once per turn while proceeding to assigned mission zone.

*** PT Boats #1-#4 - Strategic Map board ***



These counters represent individual PT Boats in the squadron. Depending on the number of PT Boats assigned to the current mission, place them in the white PT Squadron boxes on the Strategic Map board. If PT Boats #2-#4 are either sunk, abandoned, separated from the squadron, or abort mission, immediately remove them from the board. Unless sunk or abandoned, PT Boat #1 counter always remains on the Strategic Map board throughout each mission. The white star on PT Boat #1 signifies that this is the player's Boat (Squadron C.O.).

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*** Weather ***

Place this counter in one of the corresponding white Zone Weather boxes on the Strategic Map board according to the weather in the current zone.

*** Sea State ***

Place this counter in one of the corresponding blue Sea State boxes on the Strategic Map board according to the Sea State in the current zone.

*** Mission Target Zone ***

Place this counter in the assigned Red Mission Zone box on the Strategic Map board.

*** 2 Turns Per Zone ***

Place this counter next to the PT Squadron counter on the Strategic Map board as a visual reminder that 2 turns per zone are required for slow movement when 2 Engines are out on PT Boat #1, when PT Boats #2-#4 sustain 4 Systems / Flooding damage, or when a PT Boat is being towed.

*** Strafe ***

Place this counter next to the attacking Patrol Aircraft counter on the Combat or Special Missions board if aircraft is making a gun Strafing attack. Aircraft always make gun strafing attacks if bombs are dropped for all follow-up attacks.

*** Bombs ***

Place this counter next to the attacking Patrol Aircraft counter on the Combat or Special Missions board if aircraft is making bomb attack.

*** Star Shell ***

Place this counter next to the PT Boat counters on the Combat or Special Missions board if the attacking aircraft drops a Star Shell. Remove this counter at the end of the current combat round.

*** No Detection ***

Place this counter next to PT Boat counters on the Combat or Special Missions board at the beginning of the first combat round. Remove the counter once the PT Squadron is detected.

*** Idle Speed / Slow Speed / Fast Speed ***

Depending on their speed, place these counters next to PT Boat counters on the Combat or Special Missions board at the beginning of the first combat round. One counter represents the entire PT Squadron speed (unless single PT Boats are separated in different Range Zones on the board). If the PT Squadron is moving at Medium Speed (default during regular combat), no Speed counter is used. The Slow Speed counter may also be used as a reminder on the Strategic Map board that 2 turns are per zone are required when 2 Engines are out on PT Boat #1, when PT Boats #2-#4 sustain 4 Systems / Flooding damage, or when a PT Boat is being towed.

*** Grounded ***

Place these counters next to any PT Boat that becomes grounded on a coral reef in the Close Range Zone on the Combat or Special Missions board.

*** Unit Disabled ***

Place these counters next to any PT Boat, enemy Destroyer, or enemy Barge counter that becomes disabled during combat on the Combat or Special Missions board.

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*** Green Crew / Veteran Crew / Elite Crew ***

Place these counters next to enemy unit counters on the Combat or Special Missions board if they are anything other than Average Crew skill level.

*** Veteran PT Crewman ***

Place these counters next to Veteran PT Boat Crewmen counters (20 or more missions - Commanding Officer, Bow / Stern Ammo Loaders, Radio Operator, and Engineer only) on the Crewmen Placement board.

*** Coastwatcher / Downed Pilot ***

Place these counters in either the Passenger 1 or 2 boxes on the Crewmen Placement board once aboard PT Boat #1. If contact has been made and waiting on shore during Special Missions, place counters in the Mission Pick-Up / Drop-off space (blue circle with white star) on the Special Missions board. If dropping off a Coastwatcher, place the Coastwatcher counter in one of the Passenger boxes in the Bow Interior section on the Crewmen Placement board before leaving base, and remove the counter once the mission is successful.

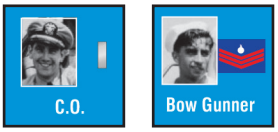
*** Supplies ***

Place this counter in the Supply Cargo box in the Bow Interior section on the Crewmen Placement board before leaving base if assigned a Supply Delivery Special Missions. Remove the counter once the mission is successfully completed, or when supplies are destroyed during combat.

*** PT Boat Crew ***

Place these counters in either the Range Zone where the PT Boat was sunk on the Combat or Special Missions board, or in the Passenger 1 or 2 boxes in the Bow Interior section on the Crewmen Placement board if rescued.

*** PT Boat Crewmen ***



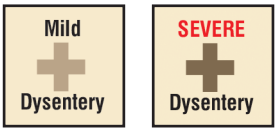
Place these 12 counters representing PT #1 crewmen in the corresponding crewmen box positions on the Crewmen

Placement board. Torpedo Mate crewmen can man either of the #1 or #2 torpedo positions.

*** Light Wound / Severe Wound / Killed in Action ***

Place these counters next to any PT Boat crewman or Passenger counter on the Crewmen Placement board that receive a Light Wound (LW), Severe Wound (SW), or are Killed in Action (KIA). Three Light Wounds = Severe Wound. Light Wound + Severe Wound = KIA.

*** Mild / Severe Dysentery ***

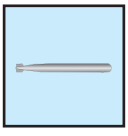


Place these counters on the Crewmen Placement board next to any crewman counter that becomes infected with Dysentery during a mission.

*** Speedy Loader/ Ace Gunner ***

Place the Speedy Loader counter next to any Ammo Loader crewman counter on the Crewmen Placement board if the Ammo Loader loads extra fast that mission due to Speedy Random Event table roll, or if the Ammo Loader is Veteran (20 or more missions). Place the Ace Gunner counter next to any Gunner crewman counter on the Crewmen Placement board if the Gunner shoots extra well that mission due to the Sharpshooter Random Event table roll, or if the Gunner is an Ace (5 or more enemy Air Patrol, Barge, or Destroyer kills). Note: Enemy Shore Gun, Machine Gun Nest, and Supply Dump kills do not count towards PT Boat #1 Ace Gunner status.

*** PT Boat Torpedoes ***



Place these counters in the Torp. 1 through Torp. 4 boxes on the Crewmen Placement board. Once the torpedo is either launched or becomes disabled, remove the counter from the board.

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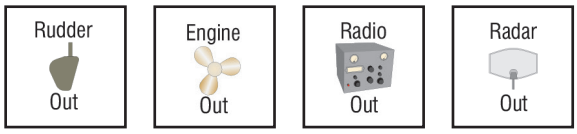
*** PT Boat Fire Extinguishers ***

Place these counters in the red Fire Extinguisher boxes on the Crewmen Placement board. Remove each counter once used.

*** Fire ***

Place these counters in any PT Boat Interior section that catches fire on the Crewmen Placement board. Remove the counter if and when the fire is extinguished.

*** Rudder Out / Engine Out / Radio Out / Radar Out ***



Place these counters in the corresponding PT sections on the Crewmen Placement board as visual reminders that the PT Boat equipment is disabled.

*** PT Boat Section Flooded ***

Place these counters in the corresponding PT Boat Interior sections on the Crewmen Placement board as a visual reminder if a PT Boat Interior compartment has completely flooded.

*** High Pressure ***

Place this counter in the Zone Weather box on the Strategic Map board if Table A-15 High Pressure System Random Event was rolled, meaning weather becomes Good for the remainder of that mission.

*** Tropical Storm***

Place this counter in the Zone Weather box on the Strategic Map board if Table A-15 High Pressure System Random Event was rolled, meaning weather becomes Bad for the remainder of that mission.

*** Medic ***

Place this counter next to the Commanding Officer (C.O.) counter on the Crewmen Placement board each mission as a visual reminder if the special skill was acquired in Section 6.0 of this Rules book.

*** Navigator ***

Place this counter next to the Executive Officer (X.O.) counter on the Crewmen Placement board each mission as a visual reminder if the special skill was acquired in Section 6.0 of this Rules book.

*** Mr. Fix-It ***

Place these counters next to either the Engineer or Radio Operator counter on the Crewmen Placement board as a visual reminder if Table A-15 Mr. Fix-It Random Event was rolled. They are also placed next to the Engineer or Radio Operator counter on the Crewmen Placement board each mission if the special skill was acquired in Section 6.0 of this Rules book.

*** Eagle Eye ***

Place this counter next to one of the Torpedo Mate counters on the Crewmen Placement board each mission as a visual reminder if the special skill was acquired in Section 6.0 of this Rules book.

*** Scotch Whisky ***

This counter is obtained through a specific Random Event, and may be used to bribe the Base Commander if the player (C.O.) is about to be relieved of command. This counter may also be saved for later use when most needed.

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Support
Several options of online game support are available to choose from:
Visit us on the Web: https://www.compassgames.com
(navigate to the Rules and Downloads area for the game)
Contact us by email: sales@compassgames.com

Designer's Notes

As a child, I remember the first time I saw the classic 1945 PT Boat war film They Were Expendable with John Wayne and Robert Montgomery. Ever since then, I've been fascinated with American PT Boats and their brave crews that fought so valiantly in the Pacific during World War II. And who could forget Lt. John F. Kennedy's famous PT-109 incident?

There have been very few PT Boat tabletop wargames released in recent years, so one day I decided to that I was going to attempt to create one from scratch. As this was my first complete tabletop wargame creation, little did I know just how much time and effort it would actually require. After countless hours of planning, research, typing, editing, playtesting, editing, playtesting, more editing and more playtesting over the past 1 ½ years, what you have before you is the final result - Devil Boats: PT Boats in the Solomons.

As far as I know, Devil Boats: PT Boats in the Solomons is the first tabletop wargame that focuses primarily on American PT Boat missions to sink Japanese transport barges in the Solomon Islands during World War II, and I sincerely hope it will spike a renewed interest in this fascinating and often overlooked topic among players.

In creating this game, I attempted to find a balance between historical accuracy and gameplay. Too much detail and gameplay gets bogged down, but not enough detail and players might quickly become bored. I feel that I finally found a decent compromise by focusing most of the details on PT Boat #1, which is of course the player's boat. By abstracting the damage models and other aspects of PT Boats #2 to #4, I attempted to keep the gameplay flowing as smoothly and quickly as possible without simplifying everything too much.

Another aspect I focused on to streamline the game was to integrate most of the rules into the Tables book. By doing this, players will have most relevant information and rules conveniently located right in front of them wherever they are in the game, instead of having to frequently stop and check the Rules book, or worse yet, memorize a bunch of complicated rules.

Some parts the game have been abstracted, such as PT Boats #2- #4 crewmen and damage modeling. Again, this was done in order to keep the game from becoming too complicated, and to also provide quicker and more flowing gameplay. Another example players may notice is that all PT Boats in the game have unlimited gun ammunition, and some may complain that this is ahistorical and unrealistic. Actually, during playtesting, individual ammunition boxes for PT Boat #1 were originally included and tracked, but it was felt that it slowed things down too much and added very little to the game. So these are a few examples of things which were abstracted in the name of gameplay, and of which I hope purists can overlook.

I hope everyone enjoys playing Devil Boats as much as I have had with creating it. Good luck, stay safe, and sink those blasted barges! - Joe Carterw

Selected Bibliography and Websites:

* PT 105 by Dick Keresey (Bluejacket Books)
* At Close Quarters by Robert J. Bulkley Jr. (Naval Institute Press)
* PT 109 by William Doyle (Harper Collins) Websites:
* http://www.navsource.org/archives/12/05idx.htm

GAME CREDITS

Game Concept and Design - Joe Carter

Artwork - Bruce Yearian

Package Design - Bruce Yearian

Project Director - Billy Thomas

Rules Layout - Joe Carter

Produced by - Compass Games, LLC

Special thanks to Devil Boats: PT Boats in the Solomons playtesters Lou Correia, Christopher Salvatore, Blake Lindsey, Trevor Henderson, Andrew Clifford, and many others for their very helpful feedback, suggestions, and final proofing assistance.

Optional Multiplayer Rules

Devil Boats is best played as solitaire with 1 player, but may be played with 2 to 4 players if each additional player has their own copy of the game. 2-player games are the most recommended due to the chances of PT Boats #3 and #4 missing patrols due to special mission assignments (2 boats maximum), or waiting for boat repairs or replacements.

1. To begin with, players must decide who will be the squadron commander (PT Boat #1) for the duration of the campaign game. Each player must have their own Crewmen Placement board, set of crewmen counters, and Crewmen Status sheet. A single Strategic Map board, Combat board, Special Missions board, PT Boat Damage log, Unit Status sheets, and PT Boat Repair Time sheet is shared between all players. For best results, divide up duties for tracking PT Boat damage, enemy unit damage, PT Boat repair times, etc. between all players.

2. During gameplay, the squadron commander (PT #1) decides most actions of the other player-controlled PT Boats, such as squadron speed, attack distance, aborting missions, targeting enemy destroyers, etc. Each PT Boat player may independently decide which enemy units their gunners target each combat round by rolling on PT Boat #1 Offensive Fire tables. The radios of each PT boat must be functional and the boats in formation for orders to be given from PT Boat #1. Note that if PT Boat #1 is either separated from the squadron or sunk, the next highest human-controlled PT Boat # takes command for the remainder of that mission.

3. During combat, each player rolls on PT Boat #1 Offensive Fire tables when attacking. For each hit to player-controlled PT boats, roll on PT Boat Damage table G-1. Any player-controlled PT Boats that are unable to perform missions must sit out those missions until their boat is available again. If PT Boat #1 is sunk or damaged enough to prevent performing future missions, the next functional boat must be given to player #1 if available, and that player must sit out the mission if no other non-player boats are available.

4. If the squadron commander (PT Boat #1) is either relieved of command or KIA, the next highest player-controlled PT Boat # becomes squadron commander (PT Boat #1) for the remainder of the campaign game

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A-MAIN TABLES

A-0. PT CREWMEN MALARIA CHECK

Roll 2D10 (once before each mission)

Roll	Result
2-17	No Malaria. All crewmen OK. (Go to Table A-1 below)
18-20	One PT crewman comes down with Malaria. **(a) (b)** (Go to Table A-1 below)

Historical Note: PT crewmen serving in the Solomons often came down with various tropical diseases and infections such as Malaria, Dengue Fever, and Dysentery. Many times, they never fully recovered their health and were sent back to the States.

Notes:

a) Roll 2D6 to determine which crewman infected:
2 = Bow Gunner. **3** = Bow Ammo Loader. **4** = AA Gunner 1.
5 = Torpedo Mate 1. **6** = Torpedo Mate 2. **7** = AA Gunner 2.
8 = Stern Gunner. **9** = Stern Ammo Loader.
10 = Radio Operator. **11** = Engineer. **12** Roll 1D6: **1-3** = Commanding Officer (C.O.). **4-6** = Executive Officer (X.O.).

b) Infected crewman is hospitalized, then later sent back to the States and discharged from active duty. If C.O. becomes infected, game over.

A-1. WEATHER CHECK

Roll 1D10 (once before each mission)

Roll	Result
1-5	**Good.** Clear to partly cloudy. (Go to Table A-2 below)
6-8	**Poor.** Overcast with rain. (Go to Table A-2 below)
9	**Bad.** Small storm with rough seas. Tonight's mission is Offensive Patrol. (Go to Table A-4 below)
10	**Large Storm.** No mission tonight.

A-2. NIGHTLY MISSION ASSIGNMENT

Roll 1D10

Roll	Result
1-8	**Offensive Patrol.** (Go to Table A-4 next column)
9-10	**Special Mission assignment.** (Go to Table A-3 next column)

Notes:

a) No more than 4 missions in a row may be performed. At least 1 night off after 4 consecutive missions is required for crew rest, PT maintenance, etc.

A-3. SPECIAL MISSION ASSIGNMENT

Roll 1D6

Roll	Assigned Mission
1	Shell enemy Supply Dump **(a)** *
2	Coastwatcher (pick-up) **(b)** *
3	Coastwatcher (drop-off) **(c)** *
4	Downed Pilot (pick-up) **(d)** *
5-6	Supply Delivery **(e)** *

* Upon successfully reaching the Special Mission assigned zone, go toTables F-1-A, F-1-B, or F-1-C (p.35-36).

Notes:

a) An enemy supply dump has been located by an Allied Coastwatcher. Shell the dump until there is nothing left!

b) PTs must pick up an Allied Coastwatcher in his assigned area. Avoid detection while in Pick-up Zone.

c) PTs must drop off an Allied Coastwatcher in his assigned area. Avoid detection while in Drop-off Zone.

d) An American pilot was shot down and made it safely to an enemy-occupied island. He is currently hiding out with one of our Allied Coastwatchers and awaiting rescue. Avoid detection while in Pick-up Zone.

e) PTs must deliver supplies to an Allied Coastwatcher in his assigned area. Avoid detection while in Drop-off Zone.

A-4. MISSION ASSIGNMENT ZONE

Roll 1D6

Roll	Assigned Zone
1	1
2	2
3	3
4	4
5	5
6	6

Historical Note: PT squadrons were sometimes assigned special missions such as delivering supplies to Coastwatchers or rescuing them when Japanese forces discovered their hidden locations. Downed American pilots that made it to shore were often assisted by local natives and taken to a Coastwatcher. Later, PT boats would pick them up.

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A-5. PT BOATS ASSIGNED TO MISSION

Notes:

a) Maximum number of available PT Boats (not under repair) is always assigned to Offensive Patrol missions. Reserve PT Boat may or may not be assigned to Offensive Patrol missions if PTs #2-#4 are unavailable. Squadron C.O.'s discretion. **(b)**

b) Minimum of 2 PT Boats are required for Offensive Patrol missions. If only 1 PT is available and no Reserve PT is available, no mission this night.

c) Passenger Pick-up / Drop-off, and Supply Delivery special missions ***always*** consist of 2 PT Boats only. If only 1 PT Boat is available, Reserve PT Boat ***must*** be used as #2 boat if available.

A-6. IJN AIR ATTACKS ON PT BOAT BASE

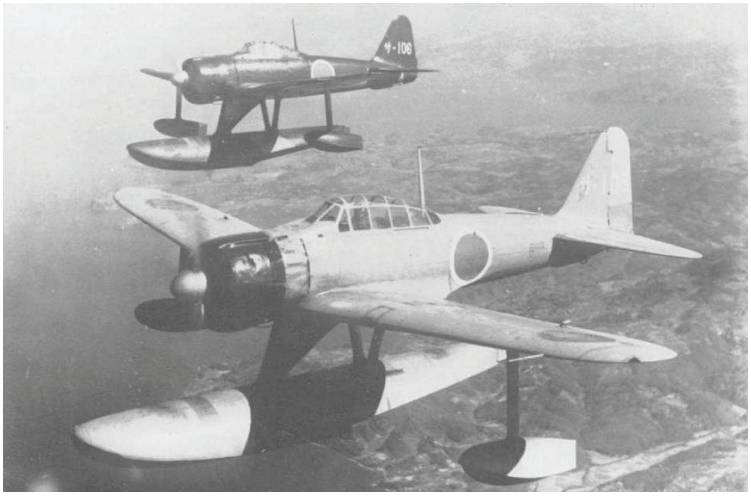
Roll 1D10 (once after PT Squadron departs base, or once per night if no mission and weather is Good or Poor)

1-8 = No enemy air attacks this night. **9-10 =** Enemy air attacks on PT Base occur. Roll 1D10 again for each PT Boat present at base: **1-8 =** No damage. **9-10 =** PT Boat hit. Roll 1D10 again: **1-8 =** Bomb damage sustained (a) (b). **9-10 =** Direct hit. PT Boat is obliterated.

Notes:

a) If PT Boat #1 is hit, roll ***four*** times on Table G-1 p.39. Any crewman hit result equals superficial damage instead.

b) If PT Boats #2-#4 or Reserve PT are hit, roll 1D10 to determine type of damage PT Boat sustained: **1-3 =** Superficial damage. **4 =** Systems damage (1 point). **5** = Flooding damage (1 point). **6 =** Systems damage (2 points). **7 =** Flooding damage (2 points). **8 =** Systems damage (3 points). **9 =** Flooding damage (3 points). **10 =** Systems ***and*** Flooding damage (3 points each).



2 IJN Nakajima A6M2-N

A-7. SEA STATE IN ZONE

(once per zone / turn on Strategic Map)

Roll 1D10 (once per zone / turn on Strategic Map)

GOOD Weather	
Roll	**Sea State**
1-4	**1** (Go to Table A-10 p.20)
5-8	**2** (Go to Table A-10 p.20)
9-10	**3** (Go to Table A-10 p.20)

POOR Weather	
Roll	**Sea State**
1-4	**2** (Go to Table A-10 p.20)
5-8	**3** (Go to Table A-10 p.20)
9-10	**4 (a) (b)** (Go to Table A-10 p.20)

BAD Weather	
Roll	**Sea State**
1-4	**3** (Go to Table A-8 below)
5-8	**4 (a) (b)** (Go to Table A-8 below)
9-10	**5 (a) (b)** (Go to Table A-8 below)

Notes:

a) PT Boats may ***not*** travel at Fast speed during combat when Sea State is 4 or 5.

b) If PT Boat is being towed and Sea State is 4 or 5, tow-line breaks and towed PT Boat is lost (sunk). Go to Table G-12 Step 4 (p.44).

A-8. BAD WEATHER - STORM EVENT

Roll 1D10

Roll	Result
1-9	**No event.** (Go to Table A-9 p.20)
10 +	**Storm event occurs.** Roll 1D6: **1-2 =** Radio Antenna lost. Radio is disable for the remainder of the mission. **3-4 =** Radar Antenna lost. Radar is disable for the remainder of the mission. **5-6 =** Possible collision occurs. Roll 1D6 for each PT Boat in squadron: **1-2 =** No collision. **3-4 =** Collision occurs, but no damage. **5-6 =** PT Boat collides and sustains damage. If PT Boat #1 sustained damage, roll ***twice*** on Table G-1 p.39. If PT Boats #2-#4 sustained damage, roll 1D10 to determine type of damage PT Boat sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems ***and*** Flooding damage (1 point each). (Go to Table A-9 p.20)

Modifiers:

* +2 if Sea State is 5

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A-9. BAD WEATHER - PT BOAT SEPARATION

Roll 1D10

Roll	Result
≤ 1-9	**All PT Boats remain in formation.** (Go to Table A-10 below)
10 +	**PT Boat becomes permanently separated from squadron.** Roll 1D6 to determine which boat: **1** = PT #1. **2** = PT #2. **3** = PT #3. **4** = PT #4. **5-6** = All PT Boats separated. Separated PTs remain so for the remainder of the mission. (Go to Table A-14 p.21). Mission may be aborted. If PT # rolled is not in squadron, no effect. (Go to Table A-10 below)

Historical Note: During 1943 in the Solomons, usually only the squadron leader's PT Boat was equipped with surface radar.

Modifiers (cumulative):

* -1 if Radio Operator is Veteran (20 or more missions)
* +3 if PT Boat Radio is disabled
* +3 if PT Boat Radar is disabled, ***or*** Radio Operator is SW / KIA

A-10. RANDOM EVENT

Roll 2d10 (1-100) (once per zone / turn on Strategic Map)

Roll	Result
1-5	**Random Event occurs.** (Go to Table A-15 p.22)
6-100	**No problems.** Mission continues. (Go to Table A-11 below)

A-11. IJN AIR PATROL CONTACT - All Zones

Roll 1D10 (once per turn in all zones on Strategic Map)

Roll	Result
≤ 1-9	**No enemy air contacts.** (Go to Table A-12 next column)
10 +	**Contact with enemy patrol aircraft occurs. (a) (b)**

Modifiers (cumulative):

* -2 if weather is Poor or Bad,
* -1 if PT Boat speed is Slow
* -1 if PT Squadron is in Green Zone
* +1 if PT Squadron is in Red Zone
* +2 if weather is Good (phosphorescent wakes)

Notes:

a) Go to Table B-1 p.23.

b) If ***unmodified*** 10 rolled, contact with enemy patrol aircraft occurs. **(a)**

A-12. IJN CONVOY CONTACT - Red Zones

Roll 1D10 (once per turn in Red Zones on Strategic Map)

Roll	Result
≤ 1-9	**No enemy convoy contacts.** (Go to Table A-13 below)
10 +	**Contact with enemy convoy occurs. (a) (d) (e)**

Historical Note: PT squadrons would frequently go on multiple patrols in a row and not encounter any barge convoys. Other times, they might encounter several convoys on the same patrol.

Modifiers (cumulative):

* -1 if Sea State is 4 or 5
* -1 if Radar is disabled ***or*** Radio Operator is SW / KIA
* -1 if Air Patrol encountered this turn
* +1 if Sea State is 1 or 2
* +1 if Radio Operator is Veteran (20 or more missions), ***and*** Radar is functional

Notes:

a) Roll 1D10 to determine Convoy type: **1-9** = Barge Convoy **(b). 10** = Destroyer Convoy **(c).**

b) Go to Table D-1 (p.28).

c) Go to Table E-1 (p.32).

d) If ***unmodified*** 10 rolled, contact with enemy Convoy occurs. **(a)**

e) PT Squadron may choose to avoid Convoy if combat is not desired. Evasion is automatic by ***immediately*** moving PT Squadron counter into the connecting Yellow Zone on the Strategic Map board. Evasion and re-entry into Red Zone may only be performed ***once*** per mission.

A-13. IJN SHORE GUN / MG NEST CONTACT - Red Zones

Roll 1D10 (once per turn in Red Zones on Strategic Map) (if Offensive Patrol, Good or Poor weather *only*)

Roll	Result
≤ 1-8	**No enemy Gun contacts.** (Go to Table A-7 p.19)
9-10 +	**Possible contact with enemy Guns. (b) (c) (d)**

Modifiers (cumulative):

* -1 if weather is Poor

Notes:

a) Enemy Gun contact is ***not*** possible if weather in Red Zone is Bad ***and*** mission is Offensive Patrol.

b) If on an Offensive Patrol mission, go to Table C-1 (p.26). If on a Special Mission, go to Tables F-1-A, F-1-B, or F-1-C (p.35-36).

c) If ***unmodified*** 10 rolled, possible contact with enemy Guns occurs. **(b)**

d) If mission is Offensive Patrol and combat is not desired, PT Squadron may evade, but only after Shore Guns have fired upon them for one combat round. After the combat round has completed, evasion is automatic by immediately moving PT Squadron counter into the connecting Yellow Zone on the Strategic Map board. If on a Special Mission, evasion is ***not*** possible and combat must take place (unless aborting mission) **(b).** Evasion and re-entry into Red Zone may only be performed ***once*** per mission.

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A-14. PT BOAT SEPARATED / OUT OF FORMATION - RETURN TO BASE

Roll 2D10 (1-100) (once for each PT Boat #2-#4 separated / out of formation)

Roll	Result
≤ 1	**PT Boat sunk. (a) (b)**
2-100	**PT Boat safely returns to base.**

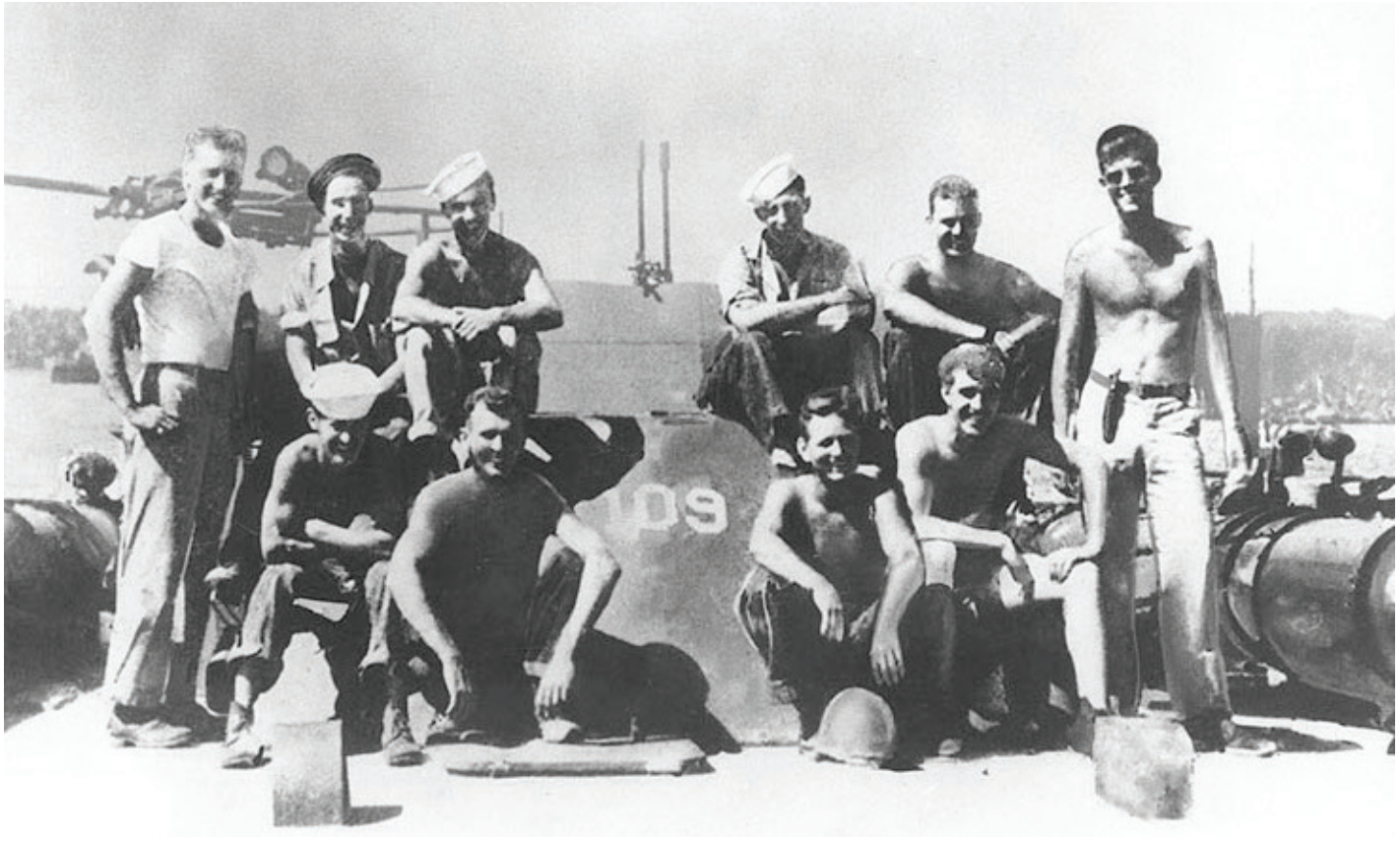
Modifiers (cumulative):

* -15 if PT Boat towed by PT #2-#4 and weather is Bad (b)
* -10 if PT Boat towed by PT #2-#4 and weather is Poor (b)
* -1 for each damage point sustained (Systems or Flooding)
* -1 for each remaining Zone Box on the Strategic Map while returning to base

Notes:

a) Roll 1D10: **≤ 0 =** Crewmen lost (KIA). **1-10 =** Crewmen rescued. Modifiers (cumulative): -1 for each remaining Zone Box on the Strategic Map while returning to base. -5 if weather is Poor. -6 if weather is Bad.

b) If PT Boat sank while being towed, crewmen are automatically rescued by towing PT.



PT-109 crew

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A-15. RANDOM EVENT -

Roll 2D10

Roll	Result
2	**Dysentery strikes PT crew.** Roll 1D6 for each crewman: **1-2 =** No Dysentery. **3-4 =** Mild Dysentery. Crewman is considered Lightly Wounded (1 Light Wound) but may still perform his duties. **5-6 =** Severe Dysentery. Crewman is considered Severely Wounded and is unable to perform his duties for the remainder of the mission. Any Severely Wounded crewman ***must*** be placed in a Rest Bed below deck in the Bow Section. All Dysentery effects are temporary and infected crewmen always make a full recovery after returning to base.
3	**Tropical storm system encountered.** Bad weather occurs in each zone for the remainder of the mission. If High Pressure System Random Event was already encountered, ignore this result.
4	**Radar Fails.** Radar is disabled for the remainder of the mission. All negative modifiers apply. `
5	**Sharpshooter.** A Gunner is aiming particularly well this mission. +1 modifier on all PT #1 offensive gun tables. (treat as Ace Gunner) for the remainder of the mission. Roll 1D4 to determine Sharpshooter Gunner: **1 =** Bow Gunner. **2 =** AA Gunner 1. **3 =** AA Gunner 2. **4 =** Stern Gunner. If Gunner rolled is already an ace, then +2 modifier on all PT #1 offensive gun tables.
6	**Engine Malfunction.** Roll 1D6 to determine Engine #: **1-2 =** Engine #1. **3-4 =** Engine #2. **5-6 =** Engine #3. Repairs may be attempted **(a) (b).** * If Engine rolled is already disabled, ignore this event.
7	**Bad Fuel.** Water mixed in with the fuel and all 3 Engines malfunction and disabled. Repairs may be attempted **(a) (b).**
8	**High pressure system encountered.** Good weather in each zone occurs for the remainder of the mission. * If Tropical Storm System Random Event was already encountered, ignore this event.
9	**Radio Fails.** Radio is disabled for the remainder of the mission. All negative modifiers apply. **(c)**
10	**PT Boat becomes separated from squadron.** Roll 1D4: **Roll Result =** PT Boat # separated from squadron. Separated PTs remain so for the remainder of the mission. If PT # rolled is not currently in squadron, no PTs are separated. Go to Table A-14 (p.21).
11	**Speedy.** An Ammo Loader is loading particularly fast this mission. 2 shots per combat round are possible for manned cannon. Roll 1D6 to determine Ammo Loader: **1-3 =** Bow Ammo Loader. **4-6 =** Stern Ammo Loader. If Ammo Loader rolled is Veteran (20 or more missions), then 3 shots per combat round are possible this mission.
12	**Rogue Wave.** A rogue wave hits PT #1 and a crewman is washed overboard. Roll 1D10: **1 =** Bow Gunner KIA. **2 =** Bow Ammo Loader KIA. **3 =** C.O. KIA. **4 =** X.O. KIA. **5 =** AA Gunner 1 KIA. **6 =** Torpedo Mate 1 KIA. **7 =** Torpedo Mate 2 KIA. **8 =** AA Gunner 2 KIA. **9 =** Stern Gunner KIA. **10 =** Stern Ammo Loader KIA. * If current Sea State is 1 or 2, ignore this event.
13	**Destroyer Encounter.** PT Squadron encounters an IJN Destroyer Convoy. Go to Table E-1 p.(32). PT Squadron may choose to avoid encounter.
14	**Swarm.** Multiple IJN patrol aircraft locate and attack PT Squadron. Roll 1D6 to determine number of aircraft: **1-3 =** 2 aircraft. **4-5 =** 3 aircraft. **6 =** 4 aircraft. After first aircraft completes all attack runs, the next aircraft attack begins. Go to Table B-1 (p.23).
15	**Temporary Mr. Fix-It (Engineer)**. Engineer is particularly resourceful and industrious this mission, having a 50% chance to repair any ***single*** disabled Bilge Pump, Auxiliary Generator, Cooling Pump, or Engine during this mission. **(c) (d)**
16	**Reef Encounter**. PT Squadron comes upon an uncharted reef. Roll once for each PT Boat in squadron on Reef Collision Check Table D-10 (p.31). Unless a PT Boat is being towed or any boats have damage causing the squadron to travel at Slow speed, PT Squadron is considered to be traveling at Medium speed on the Strategic Map board.
17	**Scotch Whisky.** You (Squadron C.O.) won a 12-year-old bottle of fine Scotch whisky in a poker game at base yesterday. Use this whisky to bribe the Base C.O. if you ever find yourself about to be relieved of command. (see Table I-5 p.47)
18	**Mistaken Identity.** PT Squadron is mistakenly attacked by an American PBY patrol aircraft. Go to Table B-1 (p.23) and roll for PBY crew skill level and attack type. PT Squadron defensive fire is ***not*** possible against friendly aircraft.
19	**Temporary Mr. Fix-It (Radio Operator)**. Radio Operator is particularly resourceful and industrious this mission, having a 50% chance to repair any ***single*** disabled Radio, Radar, or Batteries during this mission. Disabled Radio and Radar Antennas may ***not*** be repaired at sea. **(c) (d)**
20	**Cracked.** A crewman suffers a mental breakdown due to combat fatigue. Roll 2D6 to determine which crewman is affected: **2 =** Bow Gunner. **3 =** Bow Ammo Loader. **4 =** AA Gunner 1. **5 =** Torpedo Mate 1. **6 =** Torpedo Mate 2. **7 =** AA Gunner 2. **8 =** Stern Gunner. **9 =** Stern Ammo Loader. **10 =** Radio Operator. **11 =** Engineer. **12 =** Roll 1D6: **1-3 =** Commanding Officer (C.O.). **4-6 =** Executive Officer (X.O.). **(e)**

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Notes:

a) One repair attempt may be made per Engine malfunction per mission. Roll 1D6: **≤ 1-3 =** Repair unsuccessful. Engine is permanently disabled for the remainder of the mission **(b). 4-6 + =** Engine repaired. **Modifiers** (cumulative): +1 if Engineer is Veteran (20 or more missions). -2 if Engineer is SW / KIA and PT #1 is out of formation. If Tools / Repair Equipment are destroyed and PT #1 is out of formation, repair attempts may ***not*** be made. If any Engine repair attempt is unsuccessful, PT may abort mission and return to base. If the Engineer has the Mr. Fix-It special skill, ***once*** per mission he may automatically repair one malfunctioned (not disabled) Engine.

b) If one Engine is disabled, PT #1 may ***not*** travel at Fast speed on the Combat and Special Missions boards. If two Engines are disabled, PT #1 may ***only*** travel at Slow speed on the Combat and Special Missions boards. 2 turns per zone are also required when traveling on the Strategic Map. If all three Engines are disabled, PT #1 is disabled and ***must*** either be abandoned, towed, or await rescue. If Engine # rolled is already disabled, result is ignored.

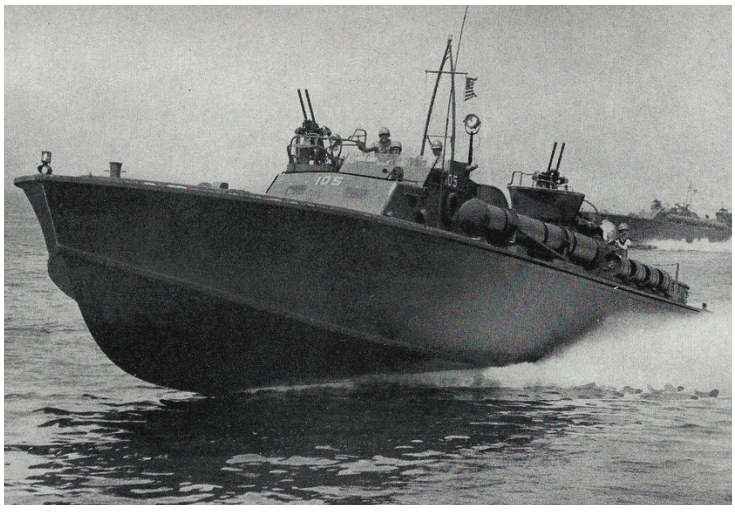
c) For component repair attempt, roll 1D6: **1-3 =** Repair attempt fails. **4-6 + =** Repair attempt successful. **Modifier:** +1 if Radio Operator or Engineer is Veteran (20 or more missions).

d) If the Temporary Mr. Fix-It Random Event was rolled for either the Radio Operator or Engineer who already has the permanent Mr. Fix-It talent, any single repair is automatically successful (this mission only). No die roll required.

e) Place affected crewman counter into a Rest Bed box in the Bow Interior section of the Crewmen Placement board. Crewman may ***not*** perform any duties and must remain in bed for the remainder of the mission. Upon returning to base, see note F below.

f) Roll 1D6 for any crewman that suffered a mental breakdown: **1-2 =** Rapid recovery. Crewman may participate in next mission. **3-5 =** Crewman is hospitalized and eventually recovers, but is sent back to the States and discharged from active service.
6 = Crewman never recovers. He is sent back to the States and is committed to a mental asylum for life.

g) Go to Table A-11 (p.20) after Random Event is rolled.



PT-105

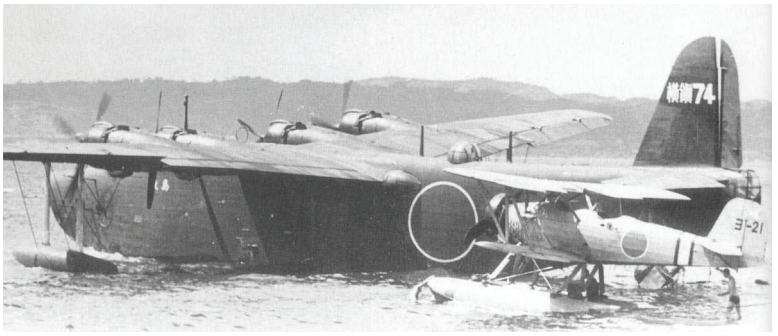
B – AIR PATROL COMBAT *

B-1. IJN AIRCRAFT TYPE, CREW SKILL LEVEL, AND ATTACK TYPE

* Roll 1D10 to determine aircraft type: **1-2 =** Aichi E13A. **3-4 =** Mitsubishi F1M. **5-6 =** Nakajima A6M2-N. **7-8 =** Mitsubishi G4M. **9 =** Kawanishi H6K. **10 =** Kawanishi H8K.

* Roll 1D10 to determine aircraft crew skill level: **1-3 =** Green crew. **4-7 =** Average crew. **8-9 =** Veteran crew. **10 =** Elite crew.

* Roll 1D10 to determine type of aircraft attack: **1-5 =** Bomb Attack. **6-10 =** Gun strafing attack



JN Kawanishi H8K.

B-2. PT BOAT - DEFENSIVE SPOTTING

Roll 1D10

Roll	Result
≤ 1-9	**PT Boats unable to spot attacking aircraft.** PT Boat defensive fire or speed change is not possible. (Go to Table B-5 or B-6 p.24-25.)
10 +	**Aircraft spotted. (a) (b)** (Go to Table B-3 p.24)

Historical Note: PT squadrons were often attacked by enemy patrol aircraft with little or no warning due to the loud growl of the Packard engines. The first sign of an attack often came from a sudden bomb explosion.

Modifiers (cumulative):

* -2 if weather is Poor or Bad

* -2 if Radio is disabled

* +1 if aircraft is Mitsubishi G4M, Kawanishi H6K, Kawanishi H8K, or PBY Catalina

* +1 for each PT Boat in squadron

* +1 for each Torpedo Mate crewman with the Eagle Eye special skill

* +2 if PT Squadron speed is Slow

Notes:

a) If successfully spotted, PT Squadron may change speed to Fast ***before*** aircraft attacks if Sea State is 1 to 3 and all PT Boats are capable.

b) If ***unmodified*** roll of 10, aircraft spotted. **(a)**

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B-3. PT BOAT #1 - DEFENSIVE FIRE

Roll 1D10 (once for each functioning AA Gun and Cannon)

Roll	Result
≤ 1	**Miss. (a)** (Go to Table B-4 below)
2-9	**Miss.** (Go to Table B-4 below)
10 +	**Aircraft hit. (b)** Roll 1D10: **1-5 =** Superficial damage. **6-9 =** 1 damage point sustained. **10 =** 2 damage points sustained. (Go to Table B-4 below)

Modifiers (cumulative):

* -2 if PT Boat is disabled
* -2 if aircraft crew is Elite
* -2 if Sea State is 5
* -1 if PT speed is Fast
* -1 if aircraft crew is Veteran
* -1 if Sea State is 4
* -1 if any crewman besides a Gunner is firing PT gun
* -1 if one AA gun disabled (Turret)
* +1 if aircraft crew is Green
* +1 if Gunner is Ace (5 or more enemy kills)
* +1 if Sea State is 2
* +1 if PT speed is Slow
* +2 if Sea State is 1
* +2 if PT speed is Idle

Notes:

a) If ***unmodified*** 1, Gun jams. Roll 1D6: **1-3 =** Gun unjammed. **4-6 =** Gun remains jammed for remainder of all current air attack waves, but is cleared once all air attacks are complete. AA Gun turrets with one gun jammed may still fire, but with a -1 modifier.

b) If ***unmodified*** 10 rolled, automatic hit.

c) If Ammo Loader is Veteran (20 or more missions), that cannon may fire 2 shots per combat round.

B-4. PT BOATS #2-4 - DEFENSIVE FIRE

Roll	Result
≤ 1-9	**Miss.** (If Bomb attack, go to Table B-5 next column. If Gun Strafing attack, go to Table B-6 p.25)
10 +	**Aircraft hit. (a)** Roll 1D10: **1-5 =** Superficial damage. **6-9 =** 1 damage point sustained. **10 =** 2 damage points sustained. (If Bomb attack, go to Table B-5 next column. If Gun Strafing attack, go to Table B-6 p.25)

Modifiers (cumulative):

* -2 if PT Boat is disabled
* -2 if aircraft crew is Elite
* -2 if Sea State is 5
* -1 if PT speed is Fast
* -1 if aircraft crew is Veteran
* -1 if Sea State is 4
* +1 if aircraft crew is Green
* +1 if Sea State is 2
* +1 if PT speed is Slow
* +2 if Sea State is 1
* +2 if PT speed is Idle

Notes:

a) If ***unmodified*** 10 rolled, automatic hit.

B-5. IJN AIR PATROL - BOMB ATTACK

Roll 1D10 (once for each PT Boat in squadron)

Roll	Result
≤ 1-9	**Bombs miss.** (Go to Table B-7 p.25)
10 +	**Bombs hit. (a) (b) (c) (d) (e)** (Go to Table B-7 p.25)

Modifiers (cumulative):

* -2 if aircraft was successfully spotted ***and*** sustained any hits from PT guns
* -1 if PT Boat speed is Fast
* -1 if aircraft crew is Green
* -1 if aircraft was successfully spotted
* +1 if aircraft crew is Veteran
* +1 if aircraft is Mitsubishi G4M, Kawanishi H6K, Kawanishi H8K, or PBY Catalina
* +1 if PT Boat speed is Slow
* +2 if aircraft crew is Elite
* +2 if PT Boat speed is Idle ***or*** PT is disabled

Notes:

a) ***Unmodified*** roll of 10 is **always** a hit.

b) Roll 1D10: **1-9 =** Bomb damage sustained **(c) (d).** **10 =** Direct hit. PT Boat is obliterated and all crewmen KIA.

c) If PT Boat #1 is hit, roll ***four*** times on Table G-1 (p.39).

d) If PT Boats #2-#4 are hit, roll 1D10 to determine type of damage PT Boat sustained: **1-3 =** Superficial damage. **4 =** Systems damage (1 point). **5 =** Flooding damage (1 point). **6 =** Systems damage (2 points). **7 =** Flooding damage (2 points). **8 =** Systems damage (3 points). **9 =** Flooding damage (3 points). **10 =** Systems and Flooding damage (3 points each). PT Boats #2-#4 sustaining 5 or more Systems damage points are permanently disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PT Boats #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PT Boats #2-#4 sustaining 5 or more Flooding damage points are sunk. Place the blue PT Crew counter in the current Range Zone and remove the PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

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B-6. IJN AIR PATROL - GUN STRAFING ATTACK

Roll 1D10 for each PT Boat

Roll	Result
≤ 1-9	**Guns miss.** (Go to Table B-7 next column)
10 +	**Guns hit. (a) (b) (c) (d)** (Go to Table B-7 next column)

Modifiers (cumulative):

* -2 if aircraft was successfully spotted and sustained any hits from PT guns
* -1 if PT Boat speed is Fast
* -1 if aircraft crew is Green
* -1 if aircraft was successfully spotted
* +1 if aircraft crew is Veteran
* +1 if aircraft is Mitsubishi G4M, Kawanishi H6K, Kawanishi H8K, or PBY Catalina
* +1 if PT Boat speed is Slow
* +2 if aircraft crew is Elite
* +2 if PT Boat speed is Idle or PT is disabled

Notes:

a) Unmodified roll of 10 is ***always*** a hit.

b) If PT Boat #1 is hit, go to Table G-1 (p.39) to determine PT Boat area hit and damage from each hit.

c) If PT Boats #2-#4 are hit, roll 1D10 to determine type of damage PT Boat sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems ***and*** Flooding damage. (1 point each). PT Boats #2-#4 sustaining 5 or more Systems damage points are ***permanently*** disabled and may not move for theremainder of the mission. PT Boats #2-#4 disabled by Systems damage (5 or more points) may be towed back tobase by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PT Boats #2-#4 sustaining 5 or more Flooding damage points are sunk. Place the blue PT Crew counter in the current Range Zone and remove the PT Boat counter. PT crew may be rescued. Go to Table G-12 (p.44).

d) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

B-7. IJN AIR PATROL - STAR SHELL DROP

Roll 1D6

Roll	Result
1-5	**No Star Shell**. Aircraft departs the area and combat ends. (Go to Table B-8 below)
6 +	**Star Shell dropped. (a) (b)** (Go to Table B-8 below)

Modifiers (cumulative):

* +1 if aircraft is Mitsubishi G4M, Kawanishi H6K, Kawanishi H8K, or PBY Catalina
* +1 if aircraft crew is Elite

Notes:

a) Aircraft makes another attack run on PT Squadron (no bombs-gun strafing attack only). Place Star Shell counter on the Combat board. Go to Table B-8 (below).

b) If only 1 damage box remains, aircraft automatically breaks off attack and departs the area.

B-8. PT BOAT SEPARATION

Roll 1D10 for each PT Boat

Roll	Result
≤ 1-9	**PT Boat remains in formation. (b)**
10 +	**PT Boat becomes permanently separated from formation.** Separated PTs remain so for the remainder of the mission. Mission may be aborted. **(a) (b)**

Modifiers (cumulative):

* -1 if weather is Good
* -1 if Radio Operator is Veteran (20 or more missions) ***and*** both Radio / Radar are functional
* +1 if PT Boat speed is Fast
* +2 if weather is Poor
* +2 if PT Boat Radio is disabled
* +2 if PT Boat Radar is disabled ***or*** Radio Operator is SW / KIA
* +3 if weather is Bad

Notes:

a) If PT Boats #2-#4 become separated, ***immediately*** remove the separated PT Boat counter from both the Strategic Map and Combat boards and go to Table A-14 (p.21). If PT Boat #1 becomes separated, ***immediately*** remove all PT Boat #2-#4 counters from both the Strategic Map and Combat boards and go to Table A-14 (p.21). Player may choose to continue on alone, or abort mission.

b) If Star Shell was dropped on Table B-7 above, aircraft makes another Strafing Attack run. Any additional air patrol attack runs by the same aircraft after the first are automatically spotted by PT Squadron. Do ***not*** roll again on Table B-2 (p.23). Go directly to Table B-3 (p.24).

Historical Note: Staying in formation was difficult at night- especially during combat, and with no modern conveniences such as GPS, PT Boats often became separated from their squadrons and had to abort.

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C – SHORE GUN COMBAT

C-1. IJN GUN TYPE AND CREW SKILL LEVEL

* Roll 1D10 to determine number of enemy Machine Gun Nests: **1-2 =** Zero MG Nests. **3-4 =** One MG Nest. **5-6 =** Two MG Nests. **7-8 =** Three MG Nests. **9-10 =** Four MG Nests.

* Roll 1D10 to determine number of enemy Shore Guns: **1-2 =** Zero Shore Guns. **3-5 =** One Shore Gun. **6-8 =** Two Shore Guns. **9-10 =** Three Shore Guns.

* Roll 1D10 to determine each gun crew skill level: **1-3 =** Green crew. **4-7 =** Average crew. **8-9 =** Veteran crew. **10 =** Elite crew. (Elite Gun crews fire 2 shots per combat round - same target only)

Note:

a) If weather is Good, PT Squadron starts out in the Long Range Zone. If weather is Poor, PT Squadron starts out in the Medium Range Zone. Regardless of starting Range Zone, PT Squadron speed is ***always*** Medium the first combat round when surprised by enemy guns.

C-2-A. PT BOAT SQUADRON - RANGE ZONE MOVEMENT

* Move PT Squadron into the next Range Zone or Zones on the Combat board as needed.

C-2-B. PT BOAT SQUADRON DETECTION

* PT Squadron is automatically detected during Red Zone Shore Gun engagements. (Go to Table C-3 below)

Note:

a) In Good weather, enemy Guns may fire at PT Boats in Long, Medium, or Close Range Zones. In Poor weather, enemy Guns may only fire at PT Boats in Medium or Close Range Zones.

C-3. MG NEST / SHORE GUN - PT TARGET SELECTION

Roll 1D4 for each MG Nest and Shore Gun: **Roll Result =** PT # targeted. If PT # rolled is not in the squadron, PT #1 is automatically targeted.

Historical Note: IJN Shore Guns were often placed along barge routes in order to harass PT Boat squadrons.

MG NEST / SHORE GUN - OFFENSIVE FIRE

Roll 1D10 (once for each MG Nest / Shore Gun targeting PT Boat) (2 times if Elite crew - same target only)

Roll	Result
≤ ≤ 1-9	**Miss.**
10 +	**PT Hit. (a) (b) (c) (d) (e) (f)**

Historical Note: A single bomb or shore gun shell could instantly obliterate a PT Boat if hit in the fuel tanks.

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if PT Commanding Officer (C.O.) is Veteran (20 or more missions)
* -1 if IJN Gun crew is Green
* +1 for each disabled PT Boat Rudder (ignore if PT Boat is disabled or at Idle speed)
* +1 for each disabled PT Boat Engine **(g)**
* +1 if Sea State is 2
* +1 if IJN Gun crew is Veteran
* +1 if PT Boat speed is Slow
* +2 if Sea State is 1
* +2 if IJN Gun crew is Elite
* +2 if PT Boat speed is Idle ***or*** PT is disabled
* +3 if PT Boat is in Close Range zone

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a hit.

b) If PT #1 hit by MG Nest, go to Table G-1 (p.39) to determine damage sustained.

c) If PT #1 hit by Shore Gun, roll 1D10: **1-8 =** PT #1 sustains damage. Go to Table G-1 (p.39) to determine PT Boat area hit and damage from each shell hit. **9-10 =** Critical hit. PT Boat #1 explodes and is destroyed. Roll for wounds for each crewman on Table G-11 (p.44). All surviving crewmen must ***immediately*** abandon ship. Go to Table G-12 or G-13 (p.44).

d) If PTs #2-#4 hit by MG Nest, roll 1D10 to determine type of damage PT Boat sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems and Flooding damage (1 point each). PTs #2-#4 sustaining 5 or more Systems damage points are ***permanently*** disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. If PT Boat sinks, place blue PT Crew counter in current Range Zone and remove PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

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e) If PTs #2-#4 hit by Shore Gun, roll 1D10 to determine type and amount of damage PT Boat sustained: **1-2 =** Systems damage (2 points). **3-4 =** Flooding damage (2 points). **5-6 =** Systems damage (3 points). **7-8 =** Flooding damage (3 points). **9-10 =** Critical hit. PT Boat explodes and is destroyed. All surviving crewmen immediately abandon ship. PTs #2-#4 sustaining 5 or more Systems damage points are permanently disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. If PT Boat sinks, place blue PT Crew counter in current Range Zone and remove PT Boat counter. PT crew may be rescued. Go to Section G-13 (p.44).

f) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

g) 3 disabled Engines = PT Boat #1 disabled. (disabled Engine modifiers are ignored)

C-5. PT BOAT #1 OFFENSIVE FIRE - MG NEST / SHORE GUN TARGETS

Roll 1D10 (once for each functioning Cannon or AA Gun)

Roll	Result
≤ 1-9	**Miss. (a)**
10 +	**Possible Gun hit. (b) (c)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if any crewman besides a Gunner is firing PT gun
* -1 if one AA gun disabled (Turret)
* +1 if PT Gunner is Ace (5 or more enemy kills)
* +1 if Sea State is 2
* +1 if PT Boat speed is Slow
* +2 if PT Boat speed is Idle (***not*** disabled)
* +2 if Sea State is 1
* +3 if PT Boat is in Close Range Zone

Notes:

a) If ***unmodified*** 1 rolled, Gun jams and no shots fired. Roll 1D6: **1-3 =** Gun unjammed. **4-6 =** Gun remains jammed for the remainder of all current combat rounds, but is unjammed once combat ends.

b) ***Unmodified*** roll of 10 is ***always*** a possible hit.

c) Roll 1D6: **1-3 =** Miss. **4-6 =** Hit. 1 damage point per hit. **Note:** Enemy Shore Gun, Machine Gun Nest, and Supply Dump kills do ***not*** count toward Ace Gunner status.

d) In Good weather, PT guns may fire from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only fire from Medium or Close Range Zones.

e) If Ammo Loader is Veteran (20 or more missions), that cannon may fire 2 shots per combat round.

C-6. PT BOATS #2-#4 - MG NEST / SHORE GUN TARGET SELECTION

a) Shore Guns are always the biggest threat and are automatically targeted ***first*** by PTs #2-#4 **(b)**. If no Shore Guns are present, MG Nests are targeted **(c).**

b) If 2 Shore Guns are present, roll 1D6: **1-3 =** Shore Gun #1 targeted. **4-6 =** Shore Gun #2 targeted. If 3 Shore Guns are present, roll 1D6: **1-2 =** Shore Gun #1 targeted. **3-4 =** Shore Gun #2 targeted. **5-6 =** Shore Gun #3 targeted.

c) If 2 MG Nests are present, roll 1D6: **1-3 =** MG Nest #1 targeted. **4-6 =** MG Nest #2 targeted. If 3 MG Nests are present, roll 1D6: **1-2 =** MG Nest #1 targeted. **3-4 =** MG Nest #2 targeted. **5-6 =** MG Nest #3 targeted. If 4 MG Nests are present, roll 1D4: **Number Rolled =** MG Nest # targeted.

C-7. PT BOATS #2-#4 OFFENSIVE FIRE - MG NEST / SHORE GUN TARGETS

Roll 1D10 (four times per PT Boat)

Roll	Result
≤ 1-9	**Miss.**
10 +	**Possible Gun hit. (a) (b)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* +1 if Sea State is 2
* +1 if PT Boat speed is Slow
* +2 if PT Speed is Idle (***not*** disabled)
* +2 if Sea State is 1
* +3 if PT Boat is in Close Range Zone

Notes:

a) Unmodified roll of 10 is always a possible hit.

b) Roll 1D6: **1-3 =** Miss. **4-6 =** Hit.

c) In Good weather, PT guns may fire from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only fire from Medium or Close Range Zones.

C-8. SHORE GUN ASSISTANCE REQUEST - ENEMY AIR SUPPORT

*** Roll 1D10 (once each combat round)**

Roll	Result
≤ 1-8	**No enemy Aircraft.** (Go to Table C-9 p.28)
9-10 +	**Enemy Aircraft arrives to assist Shore Guns.** Go to Table B-1 (p.23).

Modifier (cumulative):

* -2 if weather is Bad
* -1 if weather is Poor

Notes:

a) If unmodified 10 rolled, enemy Aircraft arrives to assist Shore Guns.

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C-9. PT BOAT CLOSE RANGE ZONE - REEF COLLISION CHECK

Roll 2D10 for each PT Boat in Close Range Zone
(Each combat round in Close Range Zone *only* - Does not apply to Idled or Disabled PTs)

Roll	Result
≤ 2-15	**No reef collision. (Go to Table C-10 below)**
16-18	**PT Boat collides with reef. (a) (d)**
19-20 +	**PT Boat collides with reef and is grounded. (a) (b) (c) (d)**

Historical Note: Besides being hit by a bomb or large-caliber shell, one of the greatest fears PT crews faced was colliding with an unseen reef and disabling the boat in enemy territory. As IJN barges usually operated very close to the shorelines, collision was a very real threat- especially in the darkness of night.

Modifiers (cumulative):

* -2 if PT Boat speed is Slow
* -2 if weather is Good
* -2 if Executive Officer (X.O.) has the Navigator special skill
* +2 if weather is Poor
* +2 if PT Boat speed is Fast
* +3 if any crewman besides the C.O. or X.O. is steering the boat

Notes:

a) If any PT Boat collided with reef, go to Table G-9 or G-10 (p.43).

b) PT Boat is grounded on reef and may ***not*** move or fire guns. Any functional PT Boat in the Close Range Zone may make ***one*** attempt to tow the grounded PT off the reef, but only after ***all*** current combat with IJN guns has finished. Roll 1D6:
1-3 = Towing attempt successful and PT Boat is freed from reef. **4-6 =** Towing attempt fails. PT Boat remains ***permanently*** grounded on reef and ***must*** be abandoned or await crew rescue. Go to Table G-12 or G-13 (p.44).

c) If Sea State is 4, PT Boat is automatically freed from the reef.

d) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

C-10. END OF COMBAT ROUND

The current combat round ends once all units have fired their weapons. If any enemy Guns remain, the next combat round begins if the PT Squadron chooses to not disengage. To disengage from combat, ***all*** PT Boats ***must*** be functional (not disabled) and in the Long Range Zone on the Combat board at the ***end*** of that combat round. If any PT Boats are in the Medium or Close Range Zones, withdrawal from combat cannot take place and the next combat round begins. If any PT Boats are disabled or sunk, an attempt to rescue the crew must be made ***before*** exiting combat. Disabled PT Boats may ***not*** be towed during combat. Once all enemy MG Nest / Shore Guns on the Special Missions boards have been destroyed, combat ends.

D – BARGE COMBAT

D-1. IJN BARGE CONVOY SIZE, TYPE, AND CREW SKILL LEVEL

* Roll 1D10 to determine Barge Convoy size:
1-5 = Small Convoy (1 wave). **6-8 =** Medium Convoy (2 waves). **9-10 =** Large Convoy (3 waves).

* For each convoy wave, roll 1D10 to determine number of Barges in that wave: **1-3 =** 1 Barge. **4-6 =** 2 Barges. **7-8 =** 3 Barges. **9-10 =** 4 Barges.

* Roll 1D4 to determine type of each Barge: 1 = Type A. **2 =** Type Super A. **3 =** Type B. **4 =** Type C.

* Roll 1D10 to determine crew skill level of each Barge:
1-3 = Green crew. **4-7 =** Average crew. **8-9 =** Veteran crew. **10 =** Elite crew. (Elite Barge crews fire 2 shots per combat round - same target only)

Note:

a) If weather is Good, PT Squadron starts out in the Long Range Zone each Barge wave. If weather is Poor, PT Squadron starts out in the Medium Range Zone each Barge wave. If weather is Bad, PT Squadron starts out in the Close Range Zone each Barge wave. Regardless of starting Range Zone, PT Boat Idle speed is not possible the first combat round of each wave.

D-2-A. PT BOAT SQUADRON - RANGE ZONE MOVEMENT

* Move PT Squadron into the next Range Zone or Zones on the Combat board as needed. If PT Squadron is already detected, skip to Table D-3 (p.29).

D-2-B. PT BOAT SQUADRON DETECTION

Roll 1D10 each combat round until detected

Roll	Result
≤ 1-9	PT Squadron remains undetected. (Go to Table D-5 p.30)
10 +	PT Squadron detected. (a) (b) (Go to Table D-3 p.29)

Modifiers (cumulative):

* -3 if PT Squadron speed is Idle or PT is disabled
* -3 if weather is Bad
* -2 if PT Squadron speed is Slow
* -2 if weather is Poor
* +1 if any PT Boat is in Medium Range Zone
* +1 for ***each*** Barge present in current wave
* +2 if PT Squadron speed is Fast
* +2 if any PT Boat is in Close Range Zone
* +2 if weather is Good

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Notes:

a) ***Unmodified*** roll of 10 results in PT Squadron detected.

b) PT Squadron remains detected for the remainder of ***all*** current Barge convoy waves.

c) Once any undetected PT Boat makes a gun attack, the PT Squadron is automatically detected by all enemy Barges in current convoy wave **(b).**

D-3. IJN BARGES - PT TARGET SELECTION

Roll 1D4 (once for each Barge unit)

Roll Result = PT # targeted. If PT # rolled is not in the squadron, PT #1 is automatically targeted.

Note: If PT Squadron is undetected, Barges may not fire at PTs.

D-4. IJN BARGES - OFFENSIVE FIRE

Roll 1D10 (once for each Barge targeting PT Boat) (2 times if Elite crew - same target only)

Roll	Result
≤ 1-9	**Miss.**
10 +	**PT Hit. (a) (b) (c) (d) (e)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if Sea State is 5
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if PT Commanding Officer (C.O.) is Veteran (20 or more missions)
* -1 if Barge crew is Green
* +1 for each disabled PT Boat Rudder (ignore if PT Boat is at Idle speed or disabled)
* +1 for each disabled PT Boat Engine **(g)**
* +1 if Sea State is 2
* +1 if Barge crew is Veteran
* +1 if PT Boat speed is Slow
* +2 if Sea State is 1
* +2 if Barge crew is Elite
* +2 if PT speed is Idle ***or*** PT is disabled
* +3 if PT Boat is in Close Range Zone

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a hit.

b) Each hit sustained from Type A, Type Super A, and Type B Barges equals 1 shell hit. For Type C Barges, roll 1D6: **1-2 =** 1 shell hit. **3-4 =** 2 shell hits. **5-6 =** 3 shell hits.

c) If PT #1 hit, go to Table G-1 (p.39) to determine PT Boat area hit and damage from each shell hit.

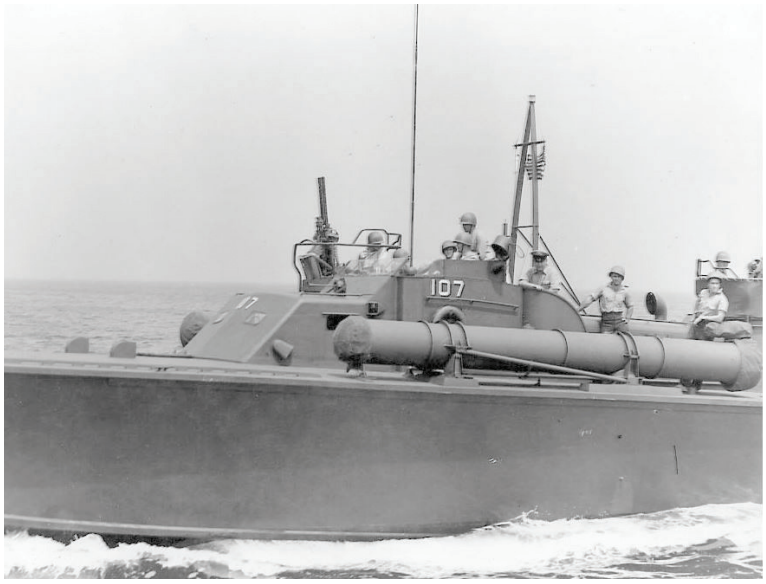
d) If PTs #2-#4 hit, roll 1D10 to determine type of damage PT Boat sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems and Flooding damage (1 point each). PTs #2-#4 sustaining 5 or more Systems damage points are permanently disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. Place the green PT Crew counter in the current Range Zone and remove the PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

e) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

f) In Good weather, Barges may fire at PT Boats in Long, Medium, or Close Range Zones. In Poor weather, Barges may only fire at PT Boats in Medium or Close Range Zones. In Bad weather, Barges may only fire at PT Boats in the Close Range Zone.

g) 3 disabled Engines = PT Boat #1 disabled. (disabled Engine modifiers are ignored)

h) If PT Squadron is undetected, Barges may ***not*** fire at PTs. If one PT Boat is detected, the entire squadron is detected for the remainder of ***all*** current Barge combat waves.



PT-107

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D-5. PT BOAT #1 OFFENSIVE GUN FIRE - BARGE TARGETS

Roll 1D10 (once for each functional PT Cannon or AA Gun)

Roll	Result
≤ 1-9	**Miss. (a)**
10 +	**Barge Hit. (b) (c) (d)**

Historical Note: IJN barges were very difficult for PT Boats to sink. According to Robert Bulkley (author of At Close Quarters), it often took 500+ 20mm cannon shell hits or 1,000+ .50 caliber shell hits to sink an armored barge. More often than not, most barges PT Boats engaged successfully evaded combat without being sunk.

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -2 if Sea State is 5
* -2 if Barge crew is Elite and Barge ***not*** disabled
* -1 if Barge crew is Veteran and Barge ***not*** disabled
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if any crewman besides a Gunner is firing PT gun
* -1 if one AA gun disabled (Turret)
* +1 if Barge crew is Green and Barge ***not*** disabled
* +1 if Gunner is Ace (5 or more enemy kills)
* +1 if Sea State is 2
* +1 if Radio Operator is Veteran (20 or more missions) ***and*** Radar is functional
* +1 if PT Boat speed is Slow
* +2 if Sea State is 1
* +2 if PT speed is Idle (***not*** disabled)
* +2 if PT Squadron is undetected
* +3 if PT Boat is in Close Range Zone
* +3 if Barge is disabled

Notes:

a) If ***unmodified*** roll of 1, Gun jams and no shot fired. Roll 1D6: **1-3 =** Gun unjammed. **4-6 =** Gun remains jammed for the remainder of all current Barge convoy waves, but is unjammed once combat ends..

b) ***Unmodified*** roll of 10 is ***always*** a hit.

c) Roll 1D10 to determine type of damage Barge sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems ***and*** Flooding damage (1 point each). **Modifier:** -2 if PT AA Turret with 1 disabled gun.

d) If Barge sustains maximum Systems damage, unit is disabled and may not evade. If Barge is disabled, each additional Systems damage hit becomes Flooding damage. If Barge sustains maximum Flooding damage, unit sinks.

e) In Good weather, PT guns may be fired from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only be fired from Medium or Close Range Zones. In Bad weather, PT guns may only be fired from the Close Range Zone.

f) If Ammo Loader is Veteran (20 or more missions), that cannon may fire 2 shots per combat round.

D-6. PT BOATS #2-#4 OFFENSIVE GUN FIRE - BARGE TARGET SELECTION

* Roll 1D4 once for each PT Boat #2-#4:
Roll result = Barge # targeted. If Barge # rolled is not present, the next lowest Barge # is automatically targeted. If only 1 Barge is present, it is automatically targeted, and no roll is required.

D-7. PT BOATS #2-#4 OFFENSIVE GUN FIRE - BARGE TARGETS

Roll 1D10 (four times per PT Boat #2-#4)

Roll	Result
≤ 1-9	**Miss.**
10 +	**Barge Hit. (a) (b) (c)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -2 if Barge crew is Elite and Barge ***not*** disabled
* -2 if Sea State is 5
* -1 if Barge crew is Veteran and Barge ***not*** disabled
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* +1 if Sea State is 2
* +1 if PT Boat speed is Slow
* +1 if Barge crew is Green and Barge ***not*** disabled
* +2 if Sea State is 1
* +2 if PT speed is Idle (***not*** disabled)
* +2 if PT Squadron is undetected
* +3 if PT Boat is in Close Range Zone
* +3 if Barge is disabled

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a hit.

b) Roll 1D10 to determine type of damage Barge sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems ***and*** Flooding damage (1 point each).

c) If Barge sustains maximum Systems damage, unit is disabled and may not evade. If Barge is disabled, each ***additional*** Systems damage hit becomes Flooding damage. If Barge sustains maximum Flooding damage, unit sinks.

d) In Good weather, PT guns may fire from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only fire from Medium or Close Range Zones. In Bad weather, PT guns may only fire from Close Range Zone.

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D-8. BARGE ASSISTANCE REQUEST - ENEMY AIR PATROL

*** Roll 1D10 (once each combat round)**

Roll	Result
≤ 1-8	**No enemy Aircraft.** (Go to Table D-9 below)
9-10 +	**Enemy Aircraft arrives to assist Barges.** Go to Table B-1 (p.23).

Modifier (cumulative):

* -2 if weather is Bad
* -1 if weather is Poor

Notes:

**** If unmodified 10 rolled, enemy Aircraft arrives to assist Barges.***

D-9. END OF COMBAT ROUND EVASION - IJN BARGES

Roll 1D10 for each IJN Barge

Roll	Result
≤ 1-5	Unable to evade. Barge remains in the area next combat round.
6-10 +	Barge successfully evades. (remove counter from board)

Historical Note: IJN barges often evaded PT Boats by racing directly toward the shore and beaching themselves, making it practically impossible for PT squadrons to locate and destroy them.

Modifiers (cumulative):

* -2 if Barge crew is Green
* -1 if Radio Operator is Veteran (20 or more missions) ***and*** Radar is functional
* -1 if weather is Good
* -1 for each damage point Barge sustained (Systems or Flooding)
* -1 if any PT Boat is in Close Range Zone (not idled or disabled)
* +1 if weather is Poor
* +2 if weather is Bad
* +2 if Barge crew is Veteran
* +3 if PT Radar is disabled ***or*** Radio Operator is SW / KIA
* +3 if Barge crew is Elite

Notes:

a) If PT Squadron is undetected, Barge evasion attempt is not possible.

b) Barges ***always*** attempt evasion at the end of each combat round.

c) If Barge is disabled, evasion is ***not*** possible if PT Squadron remains engaged.

d) The current convoy wave ends once there are no remaining Barges.

D-10. PT BOAT CLOSE RANGE ZONE - REEF COLLISION CHECK

Roll 2D10 for each PT Boat in Close Range Zone

(Each combat round in Close Range Zone only - Does not apply to Idled or Disabled PTs)

Roll	Result
≤ 2-15	**No reef collision.** (Go to Table D-11 p.32)
16-18	**PT Boat collides with reef. (a) (d)**
19-20 +	**PT Boat collides with reef and is grounded. (a) (b) (c) (d)**

Historical Note: Besides being hit by bombs or large-caliber shells, one of the greatest fears PT crews faced was colliding with an unseen reef and disabling the boat in enemy territory. As IJN barges usually operated very close to the shorelines, collision was a very real threat- especially in the darkness of night.

Modifiers (cumulative):

* -2 if PT Boat speed is Slow
* -2 if weather is Good
* -2 if Executive Officer (X.O.) has the Navigator special skill
* +2 if weather is Poor
* +2 if PT Boat speed is Fast
* +3 if weather is Bad
* +3 if any crewman besides C.O. or X.O. is steering the boat

Notes:

a) If any PT Boat collided with reef, go to Table G-9 or G-10 (p.43).

b) PT Boat is grounded on reef and may not move or fire guns. Any functional PT Boat in the Close Range Zone may make ***one*** attempt to tow the grounded PT off the reef, but only after ***all*** combat waves have finished. Roll 1D6:
1-3 = Towing attempt successful and PT Boat is freed from reef.
4-6 = Towing attempt fails. PT Boat remains ***permanently*** grounded on reef and ***must*** be abandoned or await crew rescue. Go to Table G-12 or G-13 (p.44).

c) If Sea State is 4 or 5, PT Boat is automatically freed from the reef.

d) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board

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D-11. END OF COMBAT ROUND / NEXT WAVE

The current combat round ends once all units have fired their weapons, or if undetected, all PT Boat Range Zone moves have been completed. If any enemy Barges remain, the next combat round begins if the PT Squadron chooses to not disengage. To disengage from combat, ***all*** PT Boats ***must*** be functional (not disabled) and in the Long Range Zone on the Combat board at the ***end*** of that combat round. If any PT Boats are in the Medium or Close Range Zones, withdrawal from combat cannot take place and the next combat round begins. If any PT Boats are disabled or sunk, an attempt to rescue the crew must be made ***before*** exiting combat. Disabled PT Boats may ***not*** be towed during combat. Only after all current Barge waves have completed may towing commence. Once all enemy Barges on the Combat mat have either evaded ***or*** been sunk, that wave ends. If there are any remaining Barge waves, the next one begins (if PT Squadron chooses to remain engaged). Once all Barge waves have finished, combat ends.

For each new Barge convoy wave, roll on Table D-1 (p.28) to determine number and type of Barges in next wave, plus skill level of each Barge crew.

E – DESTROYER COMBAT

E-1. IJN DESTROYER CONVOY SIZE, TYPE, AND CREW SKILL LEVEL

* Roll 1D10 to determine Destroyer Convoy size:
1-7 = Small Convoy (1 wave). **8-9 =** Medium Convoy (2 waves).
10 = Large Convoy (3 waves).

* Roll 1D6 to determine number of Destroyers in each Convoy wave: **1-3 =** 1 Destroyer. **4-6 =** 2 Destroyers.

* Roll 1D6 to determine type of each Destroyer: **1-3 =** Mutsuki.
4-5 = Fubuki. **6 =** Teruzuki.

* Roll 1D10 to determine crew skill level of each Destroyer:
1-3 = Green crew. **4-7 =** Average crew. **8-9 =** Veteran crew.
10 = Elite crew. (Elite Destroyer crews fire 8 shots per combat round - same target)

Note:

a) If weather is Good, PT Squadron starts out in the Long Range Zone each Destroyer wave. If weather is Poor, PT Squadron starts out in the Medium Range Zone each Destroyer wave. If weather is Bad, PT Squadron starts out in the Close Range Zone each Destroyer wave. Regardless of starting Range Zone, PT Boat Idle speed is ***not*** possible the first combat round of each wave.

E-2-A. PT BOAT SQUADRON - RANGE ZONE MOVEMENT

* Move PT Squadron into the next Range Zone or Zones on the Combat board as needed. If PT Squadron is already detected, skip to Table E-3 below.

E-2-B. PT BOAT SQUADRON DETECTION

Roll 1D10 each combat round until detected

Roll	Result
≤ 1-9	PT Squadron remains undetected. (Go to Table E-5 p.34)
10 +	PT Squadron detected. (a) (Go to Table E-3 below)

Modifiers (cumulative):

* -3 if PT Squadron speed is Idle
* -3 if weather is Bad
* -2 if PT Squadron speed is Slow
* -2 if weather is Poor
* +1 if any PT Boat is in Medium Range Zone
* +1 for ***each*** Destroyer present in current convoy wave
* +2 if PT Squadron speed is Fast
* +2 if any PT Boat is in Close Range Zone
* +2 if weather is Good

Notes:

a) PT Squadron remains detected for the remainder of ***all*** current Destroyer convoy waves.

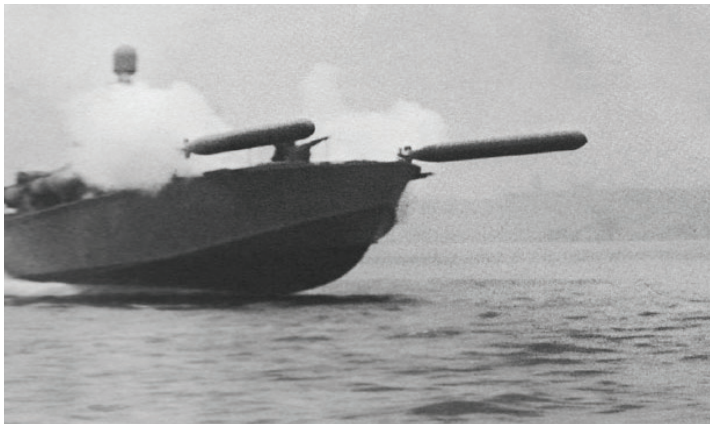
c) Once any undetected PT Boat makes a torpedo or gun attack, the PT Squadron is automatically detected by ***all*** enemy destroyers in current convoy wave **(a).**

E-3. IJN DESTROYERS - PT TARGET SELECTION

Roll 1D4 (once for each Destroyer unit)

Roll Result = PT # targeted. If PT # rolled is not in the squadron, PT #1 is automatically targeted.

Note: If PT Squadron is undetected, Destroyers may ***not*** fire at PTs.



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E-4. IJN DESTROYERS - OFFENSIVE FIRE

Roll 1D10 (4 times for each Destroyer targeting PT Boat) (8 times if Elite crew - same target only)

Roll	Result
≤ 1-9	**Miss.**
10 +	**PT hit. (a) (b) (c) (d)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if Sea State is 5
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if PT Commanding Officer (C.O.) is Veteran (20 or more missions)
* -1 if Destroyer crew is Green
* +1 for each disabled PT Boat Rudder (ignore if PT Boat is at Idle speed or disabled)
* +1 for each disabled PT Boat Engine **(f)**
* +1 if Sea State is 2
* +1 if Destroyer crew is Veteran
* +1 if PT Boat speed is Slow
* +2 if Sea State is 1
* +2 if Destroyer crew is Elite
* +2 if PT speed is Idle ***or*** PT is disabled
* +3 if PT Boat is in Close Range Zone

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a hit.

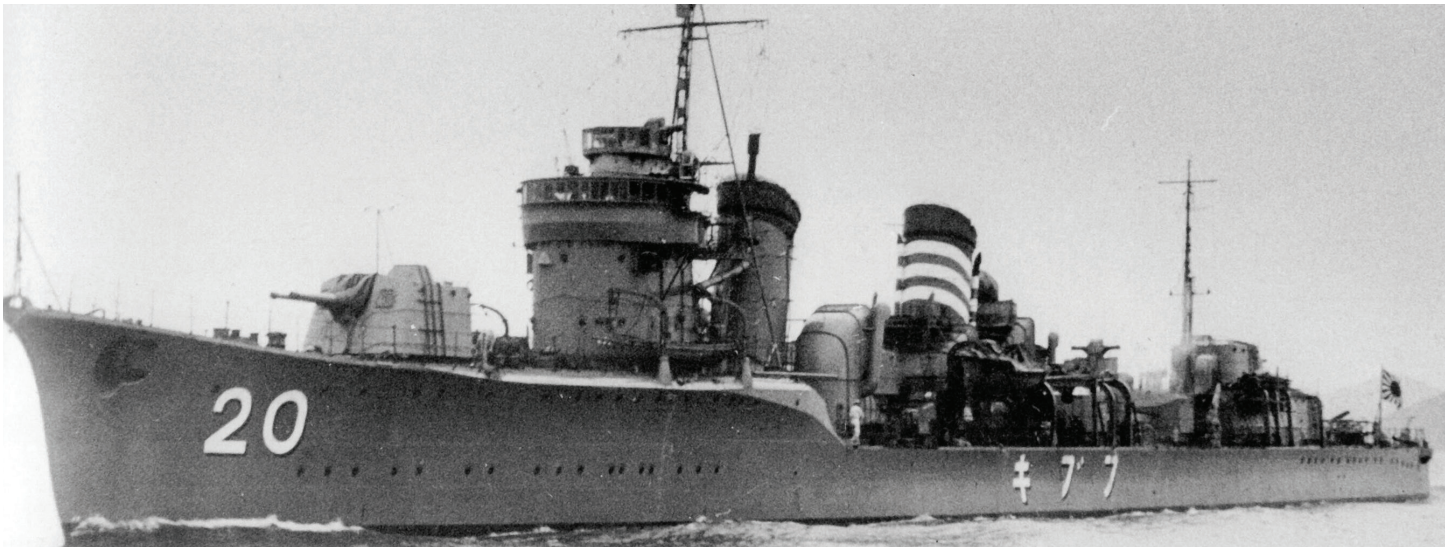
b) If PT #1 hit, roll 1D10: **1-8 =** PT #1 sustains damage. Go to Table G-1 (p.39) to determine PT Boat area hit and damage from each shell hit. 9-10 = Critical hit. PT Boat #1 explodes and is destroyed. Roll for wounds for each crewman on Table G-11 (p.44). All surviving crewmen ***immediately*** abandon ship. See Table G-12 or G-13 (p.44).

c) If PTs #2-#4 hit, roll 1D10 to determine type and amount of damage PT Boat sustained: **1-2 =** Systems damage (2 points). **3-4 =** Flooding damage (2 points). **5-6 =** Systems damage (3 points). **7-8 =** Flooding damage (3 points). **9-10 =** Critical hit. PT Boat explodes and is destroyed. All surviving crewmen immediately abandon ship. PTs #2-#4 sustaining 5 or more Systems damage points are permanently disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. Place the blue PT Crew counter in the current Range Zone and remove the PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).**d)** If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

e) In Good weather, Destroyers may fire at PT Boats in Long, Medium, or Close Range Zones. In Poor weather, Destroyers may only fire at PT Boats in Medium or Close Range Zones. In Bad weather, Destroyers may only fire at PT Boats in the Close Range Zone.

f) 3 disabled Engines = PT Boat #1 disabled. (disabled Engine modifiers are ignored)

g) If PT Squadron is undetected, Convoy units may ***not*** fire at PTs. If one PT Boat is detected, the entire squadron is detected for the remainder of ***all*** current Destroyer convoy waves.



Fubuki-Class Destroyer

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E-5. PT BOAT - OFFENSIVE TORPEDO LAUNCH

Roll 1D10 for each torpedo launched from *each* PT Boat (skip to Table E-6 if no torpedoes or PT Boat is disabled)

Roll	Result
≤ 1-9	**Miss. (a)**
10 +	**Destroyer hit. (b) (c)**

Historical Note: Being heavily out-gunned, PT squadrons usually only engaged enemy destroyers with their torpedoes from long range and then evaded combat after the initial attack.

Modifiers (cumulative):

* -4 if PT Boat Torpedo Director is disabled
* -3 if PT Boat is in Long Range Zone
* -3 if any crewman besides C.O. or X.O. is steering the boat
* -2 if Sea State is 5
* -2 if Destroyer crew is Elite and Destroyer ***not*** disabled
* -1 if Destroyer crew is Veteran and Destroyer ***not*** disabled
* -1 if Sea State is 4
* +1 if Commanding Officer (C.O.) is Veteran (20 or more missions)
* +1 if Destroyer crew is Green and Destroyer ***not*** disabled
* +1 if Sea State is 2
* +2 if Sea State is 1
* +2 if PT Squadron is undetected
* +3 if PT Boat is in Close Range Zone
* +3 if Destroyer is disabled

Notes:

a) If ***unmodified*** 1 rolled, Torpedo fails to exit launch tube and that tube is disabled for the remainder of the mission.

b) If ***unmodified*** 10 rolled, automatic hit.

c) Roll 1D10 to determine if torpedo detonates:
1-4 = No detonation. Dud torpedo. **5-7 =** Torpedo detonates **(d).**
8-10 = Critical hit and massive explosion **(e).**

d) Roll 1D10 twice (once for Systems damage and once for Flooding damage): **Results =** Damage sustained **(f).**

e) Roll 2D10 twice (once for Systems damage and once for Flooding damage): **Results =** Damage sustained **(f).**

f) If Destroyer sustains maximum Systems damage, unit is disabled and may ***not*** evade. If Destroyer is disabled, each additional Systems damage hit becomes Flooding damage. If Destroyer sustains maximum Flooding damage, unit sinks.

g) All PT Boat in the squadron ***must*** launch their torpedoes together during same combat round at the same Destroyer PT #1 targets.

h) PT Squadron may only launch torpedoes at a single Destroyer. No multiple targets.

i) Torpedoes may only be fired at Destroyers. Barges are incapable of being hit with torpedoes due to their shallow drafts.

j) In Good weather, torpedoes may be launched from Long, Medium, or Close Range Zones. In Poor weather, torpedoes may only be launched from Medium or Close Range Zones. In Bad weather, torpedoes may only be launched from Close Range Zone.

E-6. IJN DESTROYER - RAMMING ATTEMPT

Roll 1D10 per Destroyer for each PT Boat in Close Range Zone

Roll	Result
≤ 1-9	Ramming attempt fails.
10 +	PT Boat successfully rammed. **(b)**

Historical Note: John F. Kennedy's PT-109 was rammed and sunk by a Japanese destroyer.

Modifiers (cumulative):

* -2 if weather is Good
* -2 if Destroyer has 5 or more points of Systems damage
* -2 if Destroyer has 5 or more points of Flooding damage
* -2 if PT Boat speed is Fast
* -1 if PT Commanding Officer (C.O.) is Veteran (20 or more missions)
* -1 if Destroyer crew is Green
* +1 if Destroyer crew is Veteran
* +1 if weather is Poor
* +1 for each disabled PT Boat Rudder (ignore if PT Boat is at Idle speed or disabled)
* +1 if PT Boat speed is Slow
* +2 if any crewman besides C.O. or X.O. is steering the boat
* +2 if PT Boat speed is Idle ***or*** PT is disabled
* +2 if Destroyer crew is Elite
* +2 if weather is Bad

Notes:

a) Destroyers that are disabled may ***not*** make ramming attempts.

b) Rammed PT Boats are automatically destroyed and sunk. If PT #1 was rammed, roll 1d6 for each crewman or passenger below deck (interior compartments):
1-3 = Crewman successfully escapes from the wreckage. **4-6 =** Crewman is KIA. Roll 1D6 again for injuries to crewmen that made a successful escape: **1-3 =** Lightly Wounded.
4-6 = Severely Wounded. For each crewman on Top Deck, roll 1D6: **1 =** Uninjured. **2-3 =** Lightly Wounded.
4-5 = Severely Wounded. **6 =** KIA. All surviving PT crewmen (regardless of rammed PT #) are in the water and awaiting rescue. If PTs #2-#4 were rammed, place blue PT Crew counter in current Range Zone and remove PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

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E-7. DESTROYER ASSISTANCE REQUEST - ENEMY AIR PATROL

*** Roll 1D10 (once each combat round)**

Roll	Result
≤ 1-8	**No enemy Aircraft.** (Go to Table E-8 below)
9-10 +	**Enemy Aircraft arrives to assist Destroyers.** Go to Table B-1 (p.23).

Modifier (cumulative):

* -2 if weather is Bad

* -1 if weather is Poor

Notes:

**** If unmodified 10 rolled, enemy Aircraft arrives to assist Destroyers.***

E-8. END OF COMBAT ROUND - DESTROYER EVASION

Roll 1D10 for each Destroyer

Roll	Result
≤ 1-9	Destroyer remains in the area next combat round.
10 +	Destroyer leaves the area. (remove counter from board)

Modifiers (cumulative):

* -4 if Destroyer crew is Elite

* -3 if Destroyer crew is Veteran

* -1 if Radio Operator is Veteran (20 or more missions) ***and*** Radar is functional

* -1 if weather is Good

* -1 if any PT Boat is in Close Range Zone (not idled or disabled)

* -1 for each damage point Destroyer sustained (Systems or Flooding)

* +1 if weather is Poor

* +2 if weather is Bad

* +3 if PT Radar is disabled ***or*** Radio Operator is SW / KIA

* +3 if Destroyer crew is Green

Notes:

a) If PT Squadron is undetected, Destroyer evasion attempt is ***not*** possible.

b) If Destroyer is disabled, evasion is ***not*** possible if PT Squadron remains engaged.

E-9. END OF COMBAT ROUND / NEXT WAVE

The current combat round ends once all units have fired their weapons, or if undetected, all PT Boat Range Zone moves have been completed. If any enemy Destroyers remain, the next combat round begins if the PT Squadron chooses to not disengage. To disengage from combat, ***all*** PT Boats ***must*** be functional (not disabled) and in the Long Range Zone on the Combat mat at the ***end*** of that combat round. If any PT Boats are in the Medium or Close Range Zones, withdrawal from combat cannot take place and the next combat round begins. If any PT Boats are disabled or sunk, an attempt to rescue the crew must be made ***before*** exiting combat. Disabled PT Boats may ***not*** be towed during combat. Only after all combat waves have completed may towing commence. Once all enemy Destroyers on the Combat mat have either evaded or been sunk, that combat wave ends. If there are any remaining combat waves, the next one begins (if PT Squadron chooses to remain engaged). Once all Destroyer convoy waves have finished, combat ends.

For each new Destroyer convoy wave, roll on Table E-1 (p.32) to determine number and type of Destroyers in next wave, plus skill level of each crew.

F – SPECIAL MISSIONS

F-1-A. SPECIAL MISSION - SHELL IJN SUPPLY DUMP (when in assigned Red Zone)

Upon reaching assigned mission Red Zone, PT Squadron must attempt to destroy an enemy Supply Dump by shelling it with their cannons and AA guns. If weather is Good, PT Squadron starts out in the Long Range Zone. If weather is Poor, PT Squadron starts out in the Medium Range Zone. Regardless of starting Range Zone, PT Boat Idle speed is not possible the first combat round.

Roll 1D10 to determine Supply Dump type: **1-4 =** Ammo Dump. **5-8 =** Fuel Dump. **9-10 =** Ammo and Fuel Dump. (If 2 Supply Dumps are present, both must be destroyed or the mission fails.) Next, roll for detection on Table F-2-B (p.36) once the PT Squadron completes each move until detected.

F-1-B. SPECIAL MISSION - Coastwatcher / Downed Pilot Pick-up / Drop-off (when in assigned Red Zone)

Upon reaching assigned mission Red Zone, your PT Squadron must pick up or drop off an Allied Coastwatcher, or pick up a Downed Pilot by traveling to the Close Range Zone on the Special Mission board. If weather is Good, PT Squadron starts out in the Long Range Zone. If weather is Poor, PT Squadron starts out in the Medium Range Zone. Regardless of starting Range Zone, PT Boat Idle speed is not possible the first combat round. If Sea State is 4 in the assigned Special Mission pick-up / drop-off Red Zone, the mission ***cannot*** be completed that turn. PT Squadron may wait up to 4 extra turns in the current assigned Red Zone for Sea State to improve to 3 or less in order to complete the Special Mission. Roll on Tables A-7 to A-13 (p.19-20) as needed for each additional turn waited, plus also mark off one Turns Spent in Offensive Patrol Zone check box on the PT Boat Damage Log sheet for each turn waited.

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If Passenger Pick-Up Special Mission, upon PT #1 reaching the Close Range Zone, roll 1D6: **1-3 =** Rendezvous with passenger successfully made. PT #1 ***must*** remain at Idle Speed in Close Range Zone for 2 consecutive combat rounds in order to pick him up once contact is made. Roll on Tables F-2-B through F-7 (as necessary) while waiting each round. **4-6 =** Rendezvous unsuccessful. PT Boat may wait 2 additional rounds to make contact by rolling 1D6 again above each additional round. If rendezvous is not made by the 3rd attempt, the Special Mission ***cannot*** be completed and must be aborted. If Coastwatcher Drop-off Special Mission, once reaching the Close Range Zone, PT #1 must also remain at Idle speed for 2 consecutive combat rounds in order to drop him off.

If Coastwatcher Drop-off Special Mission is successfully completed (or Coastwatcher was KIA), PT Squadron may make an Offensive Patrol in the assigned Special Mission Red Zone for up to 4 turns before returning to base if no PT #1 crewmen are SW. Any additional turns that were spent waiting for Sea State to improve (see above) before initially entering the assigned Red Zone ***must*** be subtracted from the 4 turns permitted for Offensive Patrol. If mission is Coastwatcher Pick-up and its successful, or Coastwatcher Drop-off and it fails (cannot be dropped off and Coastwatcher remains aboard PT #1), PT Squadron ***must*** immediately return him safely to base. Offensive Patrol is ***not*** permitted.

Roll for detection on Table F-2-B (p.36) once the PT Squadron completes each move until detected.

F-1-C. SPECIAL MISSION - Supply Delivery (when in assigned Red Zone)

Upon reaching the assigned mission Red Zone, your PT Squadron must drop off supplies for an Allied Coastwatcher by having PT #1 travel to the Close Range Zone on the Special Missions game board. If weather is Good, PT Squadron starts out in the Long Range Zone. If weather is Poor, PT Squadron starts out in the Medium Range Zone. Regardless of starting Range Zone, PT Boat Idle speed is ***not*** possible the first combat round. If Sea State is 4 in the assigned Special Mission Supply Drop-off Red Zone, the mission ***cannot*** be completed that turn. PT Squadron may wait up to 4 extra turns in the current assigned Red Zone for Sea State to improve to 3 or less in order to complete the Special Mission. Roll on Tables F-2-B through F-7 (as necessary) while waiting each additional turn.

Upon reaching the Close Range Zone, roll 1D6:
1-3 = Rendezvous with Coastwatcher successfully made. PT Boat #1 ***must*** remain at Idle Speed at Close Range for 2 consecutive combat rounds in order to unload supplies into the Coastwatcher's canoes once contact is made. Roll on Tables F-2-B through F-7 (as necessary) while waiting each additional round. **4-6 =** Rendezvous unsuccessful. PT Boat may wait 2 additional rounds to make contact by rolling 1D6 again above each round. If rendezvous is not made by the 3rd attempt, Special Mission ***cannot*** be completed and must be aborted.

After completing Supply Delivery Drop-off mission, PT Squadron may make an Offensive Patrol in the assigned Special Mission Red Zone for up to 4 turns before returning to base if no PT #1 crewmen are SW. Any additional turns that were spent waiting for Sea State to improve (see above) before initially entering the assigned Red Zone ***must*** be subtracted from the 4 turns permitted for Offensive Patrol. Even if Supply Delivery mission fails, PT Squadron may still make an Offensive Patrol in the assigned Special Mission Red Zone.

Roll for detection on Table F-2-B (p. 36) once the PT Squadron completes each move until detected.

** Roll once per combat round on all required tables below while in Special Mission Red Zone **

F-2-A. PT BOAT SQUADRON - RANGE ZONE MOVEMENT

* Move PT Squadron into the next Range Zone or Zones on the Combat board as needed. If PT Squadron is already detected, skip to Table F-3 below.

F-2-B. PT BOAT SQUADRON DETECTION

Roll 1D10 (once each combat round until detected)

Roll	Result
≤ 1-9	**PT Squadron remains undetected. (c)** (Go to Table F-9 p.39 if PT #1 is in Closed Range Zone)
10 +	**PT Squadron detected. (a) (b)** (Go to Table F-3 below

Historical Note: IJN Shore Guns were often placed along barge routes in order to harass PT Boat squadrons.

Modifiers (cumulative):

* -3 if PT Squadron speed is Idle
* -3 if weather is Bad
* -2 if PT Boat speed is Slow
* -2 if weather is Poor
* +1 for ***each*** PT Boat present
* +1 if any PT Boat is in Medium Range Zone
* +2 if PT Squadron speed is Fast
* +2 if any PT Boat is in Close Range Zone
* +2 if weather is Good

Notes:

a) Roll 1D10 to determine number of enemy Machine Gun Nests:
1-2 = Zero MG Nests. **3-4 =** One MG Nest.
5-6 = Two MG Nests. **7-8 =** Three MG Nests.
9-10 = Four MG Nests. **Modifiers (cumulative):** +2 if Shell Supply Dump mission. +3 if both Ammo ***and*** Fuel Dumps are present.
Roll 1D10 to determine number of enemy Shore Guns: **1-2 =** Zero Shore Guns. **3-5 =** One Shore Gun.
6-8 = Two Shore Guns. **9-10 =** Three Shore Guns. **Modifiers (cumulative):** +2 if Shell Supply Dump mission. +3 if both Ammo ***and*** Fuel Dumps are present. Roll 1D10 once for each Machine Gun Nest and Shore Gun present to determine crew skill level: **1-3 =** Green crew.
4-7 = Average crew. **8-9 =** Veteran crew. **10 =** Elite crew. (Elite Gun crews fire 2 shots per combat round - same target only)

b) PT Squadron remains detected by all enemy Guns for the remainder of ***all*** combat rounds.

c) Go to Table F-5 (p.37) if attacking Supply Dump **(d)**. Otherwise, combat round ends and PT Squadron moves again.

d) PT Squadron is automatically detected by all enemy Guns once any boat fires on a Supply Dump target.

F-3. MG NEST / SHORE GUN - PT TARGET SELECTION

Roll 1D4 for each MG Nest and Shore Gun:
Roll Result = PT # targeted. If PT # rolled is not in the squadron, PT # 1 is automatically targeted.

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F-4. MG NEST / SHORE GUN - OFFENSIVE FIRE

Roll 1D10 (once for each MG Nest / Shore Gun targeting PT Boat) (2 times if Elite crew - same target only)

Roll	Result
≤ 1-9	**Miss.**
10 +	**PT hit. (a) (b) (c) (d) (e) (f)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range zone
* -2 if Sea State is 5
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if PT Commanding Officer (C.O.) is Veteran (20 or more missions)
* -1 if IJN Gun crew is Green
* +1 for each disabledPT Boat Rudder (ignore if PT Boat is disabled or at Idle speed)
* +1 for each disabled PT Boat Engine **(g)**
* +1 if Sea State is 2
* +1 if IJN Gun crew is Veteran
* +1 if PT Boat speed is Slow
* +2 if Sea State is 1
* +2 if IJN Gun crew is Elite
* +2 if PT Boat speed is Idle ***or*** PT is disabled
* +3 if PT Boat is in Close Range zone

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a hit.

b) If PT #1 hit by MG Nest, go to Table G-1 (p.39) to determine PT Boat area hit and damage sustained.

c) If PT #1 hit by Shore Gun, roll 1D10:
1-8 = PT #1 sustains damage. Go to Table G-1 (p.39) to determine PT Boat area hit and damage from each shell hit.
9-10 = Critical hit. PT Boat #1 explodes and is destroyed. Roll for wounds for each crewman on Table G-11 (p.44). All surviving crewmen must ***immediately*** abandon ship. Go to Table G-12 or G-13 (p.44).

d) If PTs #2-#4 hit by MG Nest, roll 1D10 to determine type of damage PT Boat sustained: **1-5 =** Superficial damage. **6-7 =** Systems damage (1 point). **8-9 =** Flooding damage (1 point). **10 =** Systems ***and*** Flooding damage (1 point each). PTs #2-#4 sustaining 5 or more Systems damage points are ***permanently*** disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. If PT Boat sinks, place blue PT Crew counter in current Range Zone and remove PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

e) If PTs #2-#4 hit by Shore Gun, roll 1D10 to determine type and amount of damage PT Boat sustained:
1-2 = Systems damage (2 points). **3-4 =** Flooding damage (2 points). **5-6 =** Systems damage (3 points).
7-8 = Flooding damage (3 points). **9-10 =** Critical hit. PT Boat explodes and is destroyed. All surviving crewmen ***immediately*** abandon ship. PTs #2-#4 sustaining 5 or more Systems damage points are ***permanently*** disabled and may not move for the remainder of the mission. If PTs #2-#4 are disabled, each additional Systems damage hit becomes Flooding damage. PTs #2-#4 disabled by Systems damage (5 or more points) may be towed back to base by another PT Boat in the squadron at 2 turns per zone on the Strategic Map. PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. If PT Boat sinks, place blue PT Crew counter in current Range Zone and remove PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

f) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

g) 3 disabled Engines = PT Boat #1 disabled. (disabled Engine modifiers are ignored)

h) In Good weather, enemy Guns may fire at PT Boats in Long, Medium, or Close Range zones. In Poor weather, enemy Guns may only fire at PT Boats in Medium or Close Range zones. In Bad weather, enemy Guns may only fire at PT Boats in the Close Range zone.

F-5. PT BOAT #1 OFFENSIVE FIRE - MG NEST / SHORE GUN / SUPPLY DUMP TARGETS

Roll 1D10 (once for each functioning PT Cannon or AA Gun)

Roll	Result
≤ 1-9	**Miss. (a)**
10 +	**Possible target hit. (b) (c)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -2 if Sea State is 5
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* -1 if any crewman besides a Gunner is firing PT gun
* -1 if one AA gun disabled (Turret)
* +1 if Gunner is Ace (5 or more enemy kills)
* +1 if Sea State is 2
* +1 if PT Boat speed is Slow
* +2 if target is Supply Dump
* +2 if PT Boat speed is Idle (***not*** disabled)
* +2 if Sea State is 1
* +3 if PT Boat is in Close Range Zone

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Notes:

a) If ***unmodified*** 1 rolled, gun jams. Roll 1D6:
1-3 = Gun unjammed. **4-6 =** Gun remains jammed for remainder of all current combat rounds., but is unjammed once combat ends.

b) If ***unmodified*** 10 rolled, possible hit.

c) Roll 1D6: **1-3 =** Miss. **4-6 =** Hit. **Note:** Enemy Shore Gun, Machine Gun Nest, and Supply Dump kills do ***not*** count toward Ace Gunner status.

d) Shore Guns and MG Nests are hidden, and PT Squadron may not fire until squadron becomes detected and is fired upon by enemy Guns.

e) In Good weather, PT guns may fire from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only fire from Medium or Close Range Zones. In Bad weather, PT guns may only fire from Close Range Zone.

f) If Ammo Loader is Veteran (20 or more missions), that cannon may fire 2 shots per combat round.

F-6. PT BOATS #2-#4 - MG NEST / SHORE GUN / SUPPLY DUMP TARGET SELECTION

a) Shore Guns are always the biggest threat and are automatically targeted ***first*** by PTs #2-#4 if enemy Guns are being targeted **(b)**. If no Shore Guns are present, MG Nests are targeted **(c)**.

b) If 2 Shore Guns are present, roll 1D6:
1-3 = Shore Gun #1 targeted. **4-6 =** Shore Gun #2 targeted. If 3 Shore Guns are present, roll 1D6: **1-2 =** Shore Gun #1 targeted. **3-4 =** Shore Gun #2 targeted. **5-6 =** Shore Gun #3 targeted.

c) If 2 MG Nests are present, roll 1D6: **1-3 =** MG Nest #1 targeted. **4-6 =** MG Nest #2 targeted. If 3 MG Nests are present, roll 1D6: **1-2 =** MG Nest #1 targeted. **3-4 =** MG Nest #2 targeted. **5-6 =** MG Nest #3 targeted. If 4 MG Nests are present, roll 1D4: **Number Rolled =** MG Nest # targeted.

d) If 2 Supply Dumps are present, roll 1D6:
1-3 = Supply Dump #1 targeted. **4-6 =** Supply Dump #2 targeted.

e) Shore Guns and MG Nests are hidden. PT Squadron may ***not*** target and fire until squadron becomes detected ***and*** is fired upon

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F-7. PT BOAT #2-#4 OFFENSIVE FIRE - MG NEST / SHORE GUN / SUPPLY DUMP TARGETS

Roll 1D10 (four times)

Roll	Result
≤ 1-9	**Miss.**
10 +	**Possible target hit. (a) (b)**

Modifiers (cumulative):

* -3 if PT Boat is in Long Range Zone
* -2 if PT Boat is disabled
* -2 if Sea State is 5
* -1 if PT Boat speed is Fast
* -1 if Sea State is 4
* +1 if Sea State is 2
* +1 if PT Boat speed is Slow
* +2 if target is Supply Dump
* +2 if PT Boat speed is Idle (not disabled)
* +2 if Sea State is 1
* +3 if PT Boat is in Close Range Zone

Notes:

a) ***Unmodified*** roll of 10 is ***always*** a possible hit.

b) Roll 1D6: **1-3 =** Miss. **4-6 =** Hit.

c) In Good weather, PT guns may fire from Long, Medium, or Close Range Zones. In Poor weather, PT guns may only fire from Medium or Close Range Zones. In Bad weather, PT guns may only fire from Close Range Zone.

F-8. SHORE GUN ASSISTANCE REQUEST - ENEMY AIR PATROL SUPPORT

*** Roll 1D10 (once each combat round)**

Roll	Result
≤ 1-8	**No enemy Aircraft.** (Go to Table F-9 p.39)
9-10 +	**Enemy Aircraft arrives to assist Shore Guns.** Go to Table B-1 (p.23).

Modifier (cumulative):

* -2 if weather is Bad
* -1 if weather is Poor

Notes:

a) If ***unmodified*** 10 rolled, enemy Aircraft arrives to assist Shore Guns.

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F-9. PT BOAT CLOSE RANGE ZONE - REEF COLLISION CHECK

Roll 2D10 for each PT Boat in Close Range Zone

(Each combat round in Close Range Zone only - Does not apply to Idled or Disabled PTs)

Roll	Result
≤ 2-15	**No reef collision.**
16-18	**PT Boat collides with reef. (a)**
19-20 +	**PT Boat collides with reef and is grounded. (a) (b) (c)**

Historical Note: Besides being hit by a bomb or large-caliber shell, one of the greatest fears PT crews faced was colliding with an unseen reef and disabling the boat in enemy territory. As IJN barges usually operated very close to the shorelines, collision was a very real threat- especially in the darkness of night.

Modifiers (cumulative):

* -2 if PT Boat speed is Slow
* -2 if weather is Good
* -2 if Executive Officer (X.O.) has the Navigator special skill
* +2 if weather is Poor
* +2 if PT Boat speed is Fast
* +3 if weather is Bad
* +3 if any crewman besides C.O. or X.O. is steering the boat

Notes:

a) If any PT Boat collided with reef, go to Table G-9 or G-10 (p.43).

b) PT Boat is grounded on reef and may ***not*** move or fire guns. Any functional PT Boat in the Close Range Zone may make ***one*** attempt to tow the grounded PT off the reef, but only after ***all*** combat waves have finished. Roll 1D6: **1-3 =** Towing attempt successful and PT Boat is freed from reef. **4-6 =** Towing attempt fails. PT Boat remains ***permanently*** grounded on reef and ***must*** be abandoned or await crew rescue. Go to Table G-12 or G-13 (p.44).

c) If Sea State is 4 or 5, PT Boat is automatically freed from the reef.

F-10. END OF COMBAT ROUND

The current combat round ends once all units have fired their weapons, or if undetected, all PT Boat Range Zone moves have been completed. If any enemy Guns remain, the next combat round begins if the PT Squadron chooses to not disengage. To disengage from combat, ***all*** PT Boats ***must*** be functional (not disabled) and in the Long Range Zone on the Combat board at the ***end*** of that combat round. If any PT Boats are in the Medium or Close Range Zones, withdrawal from combat cannot take place and the next combat round begins. If any PT Boats are disabled or sunk, an attempt to rescue the crew must be made ***before*** exiting combat. Disabled PT Boats may ***not*** be towed during combat. Once all enemy MG Nest / Shore Guns on the Special Missions board have been destroyed, combat ends.

G – PT BOAT DAMAGE

G-1. PT #1 AREA DAMAGE TABLE

Roll 1D10 for each shell hit (four times for each indirect bomb hit)

Roll	Area Hit
1	**Walking Hits** - Top Deck **(a)** (p.39,40-41)
2	**Bow Section** - Top Deck (p.39)
3	**Bow Section** - Interior (p.40)
4	**Mid Section** - Top Deck (p.40)
5	**Superficial Damage** (no effect)
6	**Mid Section** - Top Deck: Cockpit (p.40)
7	**Mid Section** - Interior (p.41)
8	**Stern Section** - Top Deck (p.42)
9	**Stern Section** - Interior (p.42)
10	**Walking Hits** - Interior (b) (p.40-42)

Notes:

a) 1 hit to ***each*** of the following Top Deck sections: Bow, Mid, Mid: Cockpit, and Stern.

b) 1 hit to ***each*** of the following Interior sections: Bow, Mid, and Stern.

G-2. BOW SECTION - TOP DECK

Roll 1D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
1	Bow Gunner	Roll for wound on Table G-11 (p.44).
2	Bow Ammo Loader	Roll for wound on Table G-11 (p.44) **(a).**
3	Balsa Life Raft	**Destroyed.** If PT #1 crew must abandon ship, negative modifiers apply.
4	37mm Cannon	**Permanently disabled.**
5-10	Superficial Damage	**No effect.**

Notes:

a) Cannon may ***not*** fire without Ammo Loader.

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G-3. BOW SECTION - INTERIOR

Roll 1D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
1	Supply Cargo	**Destroyed**. Supply Delivery Special Mission may not be completed. If no supplies on board, hit is superficial damage.
2	Rest Bed	Roll 1D4: **Roll Result =** Rest Bed # hit. If occupied, roll for wound on Table G-11 (p.44). If unoccupied, hit is superficial damage.
3	Passenger	Roll 1D6: **1-3 =** Passenger #1 hit. **4-6 =** Passenger #2 hit. If Passenger hit, roll for wound on Table G-11 (p.44). If Passenger Drop-off Special Mission, mission may not be completed. If no Passenger, hit is superficial damage.
4	Bilge Pump	**Disabled (a)**. If Engineer has Mr. Fix-It special skill, see Table G-8 note E (p.43).
5	Fire Extinguisher	**Destroyed.**
6-7	Hull Below Waterline	The Hull below the waterline has been penetrated and water is entering the compartment. 1 Hull damage point per hit **(a) (b).**
8-10	Superficial Damage	**No effect.**

Notes:

a) If Bow Interior Bilge Pump is functional, water may be continuously pumped out of Bow Interior section with 1 or 2 Hull Flooding damage points, maintaining positive buoyancy. If Bow Interior Bilge Pump is disabled and Bow Interior section sustains ***any*** Hull Flooding damage points, ***or*** Bow Interior section sustains 3 or more Hull Flooding damage points with functional Bow Interior Bilge Pump, Bow Interior section completely floods and PT Boat is permanently disabled and may ***not*** move. Crew ***must*** either abandon ship or await rescue (go to Table G-12 or G-13 p.44). Bow Cannon may ***not*** fire. Towing ***is*** possible (2 turns per zone on Strategic Map) if only 1 Interior section is completely flooded, but only after all current combat waves have ended. If any two Interior sections completely flood, crew must ***immediately*** abandon ship and PT Boat sinks. (go to Table G-12 or G-13 p.44)

b) Hull Flooding damage may ***not*** be repaired at sea. Repairs may only be performed back at base.

G-4. MID SECTION - TOP DECK: COCKPIT

Roll 1D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
1	Commanding Officer (C.O.)	Roll for wound on Table G-11 (p.44).
2	Executive Officer (X.O.)	Roll for wound on Table G-11 (p.44).
3	Steering Control	1st hit = No effect. 2nd hit = PT Boat disabled and must either be abandoned, towed, or await rescue. **(a)**
4	Throttle Control	1st hit = No effect. 2nd hit = PT Boat disabled and must either be abandoned, towed, or await rescue. **(a)**
5	Torpedo Director	**Disabled**. -4 modifier on Table E-5 (p.34).
6	Torpedo Launch Controller	**Disabled.** Torpedoes must be manually launched by Torpedo Mate crewmen stationed near each Torpedo Tube. **(b)**
7-10	Superficial Damage	**No effect.**

Notes:

a) Go to Table G-12 or G-13 (p.44).

b) If Torpedo Launch Controller is disabled and Torpedo station is unmanned, torpedo may ***not*** fire.

G-5. MID SECTION - TOP DECK

Roll 1D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
1	AA Gunner 1	Roll for wound on Table G-11 (p.44).
2	AA Gun Turret 1	Roll 1D6: **1-3 =** 1 gun permanently disabled. **4-6 =** Both guns permanently disabled.
3	Radar Antenna	**Disabled.** Radar inoperable for remainder of mission. All negative modifiers apply.
4	Radio Antenna	**Disabled.** Radio inoperable for remainder of mission. All negative modifiers apply.
5	Torpedo Tube	Roll 1D6: **1-3 =** Torpedo Tube #1 disabled. **4-6 =** Torpedo Tube #2 disabled.
6	Torpedo Mate	Roll 1D6: **1-3 =** Torpedo #1 crewman station hit. Roll for wound on Table G-11 (p.44). **4-6 =** Torpedo #2 crewman station hit. Roll for wound on Table G-11 (p.44). If station is unmanned, hit is superficial damage **(a).**
7-10	Superficial Damage	**No effect.**

Notes:

a) If Torpedo Launch Controller is disabled and Torpedo station is unmanned, torpedo may ***not*** fire.

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G-6. MID SECTION - INTERIOR

Roll 2D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
2	Radio Operator	Roll for wound on Table G-11 (p.44).
3	Batteries	**Disabled.** Radio and Radar are inoperable. All negative modifiers apply. **(a)**
4	Radio	**Disabled.** Radio is disabled for remainder of mission. All negative modifiers apply. **(a)**
5	Radar	**Disabled.** Radar is disabled for remainder of mission. All negative modifiers apply. **(a)**
6	Freshwater Tank	**Disabled.** No drinking water available. Mission must be aborted after current combat wave has completed.
7	C.O Rest Bed	Commanding Officer Rest Bed hit. If occupied, roll for wound on Table G-11 (p.44). If unoccupied, hit is superficial damage.
8-10	Fuel Tank	Roll 1D6: **1 =** Fuel Tank #1 hit **(b). 2-5 =** Fuel Tank #2 hit **(b). 6 =** Fuel Tank #3 hit **(b).** For each Fuel Tank hit, roll 1D10: **1-5 =** Fuel Tank leaking. **6-8 =** Fire in Mid Interior section **(c). 9-10 =** Explosion. PT Boat is destroyed ***and*** all crewmen in Mid Interior and Mid Top Deck sections (including Cockpit) are KIA. All other crewmen roll for wounds on Table G-11 (p.44)
11	Bilge Pump	**Disabled (a).** If Engineer has Mr. Fix-It special skill, see Table G-8 note **E (p.43)**.
12	Fire Extinguisher	**Disabled.**
13-14	Hull Below Waterline	The Hull below the waterline has been penetrated and water is entering the Interior section. 1 Hull damage point per hit **(f) (g).**
15-20	Superficial Damage	**No effect.**

Notes:

a) If Radio Operator has the Mr. Fix-It special skill, he may make ***one*** attempt per mission to repair any of the following disabled equipment: Batteries, Radio, or Radar. Roll 1D6: **1-3** = Repair attempt fails and component is permanently disabled for the remainder of the mission. **4-6 + =** Repair attempt successful. **Modifier:** +1 if Radio Operator is Veteran (20 or more missions). Once a repair attempt has been made, no other repairs may be attempted by the Radio Operator for the remainder of that mission.

b) If any Fuel Tank sustains maximum damage points, mission ***must*** immediately be aborted.

c) Roll 1D6 once for each Fire Extinguisher available: **1-3 =** Fire out **(d). 4-5 =** Fire continues to burn. Crew may choose to ***immediately*** abandon ship instead if fire still burning **(d) (e). 6** = Explosion occurs. PT Boat is destroyed and all crewmen in Mid Interior ***and*** Mid Top Deck sections (including Cockpit) are KIA. All other crewmen roll for wounds on Table G-11 (p.44).

d) Roll once on Table G-6 for each round fire burns to determine extra fire damage sustained.

e) If all extinguishers were used and fire is still burning, crew must ***immediately*** abandon ship. PT Boat is destroyed and sinks. Go to Table G-12 or G-13 (p.44).

f) If Mid Section Interior Bilge Pump is functional, water may be continuously pumped out of Mid Interior section with 1 or 2 Hull Flooding damage points, maintaining positive buoyancy. If Mid Interior Bilge Pump is disabled and Mid Interior section sustains ***any*** Hull Flooding damage points, or Mid Interior section sustains 3 or more Hull Flooding damage points with functioning Mid Interior Bilge Pump, Mid Interior section completely floods and PT Boat is permanently disabled and may ***not*** move. Crew ***must*** either abandon ship or await rescue (go to Table G-12 or G-13 p.44). Towing is possible (2 turns per zone on Strategic Map) if only 1 Interior section is completely flooded, but only after all current combat waves have ended. If Mid Interior Hull section completely floods, Batteries, Radio, and Radar are all disabled by salt water and may not be repaired at sea (including Radio Operator with Mr. Fix-It special skill). If any two Hull Interior sections completely flood, crew must ***immediately*** abandon ship and PT Boat sinks. Go to Table G-12 or G-13 (p.44)

g) Hull Flooding damage may ***not*** be repaired at sea. Repairs may only be performed back at base.

John F. Kennedy at the helm of PT-109

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G-7. STERN SECTION - TOP DECK

Roll 2D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
2	AA Gunner 2	Roll for wound on Table G-11 (p.44).
3	AA Gun Turret 2	Roll 1D6: **1-3 =** 1 Gun permanently disabled. **4-6 =** Both Guns permanently disabled.
4	Stern Gunner	Roll for wound on Table G-11 (p.44).
5	Stern Ammo Loader	Roll for wound on Table G-11 (p.44) **(a).**
6	Torpedo Tube	Roll 1D6: **1-3 =** Torpedo Tube #3 disabled. **4-6 =** Torpedo Tube #4 disabled.
7	Torpedo Mate	Roll 1D6: **1-3 =** Torpedo #3 crewman station hit. Roll for wound on Table G-11 (p.44). **4-6 =** Torpedo #4 crewman station hit. Roll for wound on Table G-11 (p.44). If station is unmanned, hit is superficial damage **(b).**
8	Propeller	Roll 1D6: **1-2 =** Propeller #1 disabled. **3-4 =** Propeller #2 disabled. **5-6 =** Propeller #3 disabled. Treat each disabled Propeller as Disabled Engine. All negative modifiers apply **(c).**
9	Propeller Shaft	Roll 1D6: **1-2 =** Propeller Shaft #1 disabled. **3-4 =** Propeller Shaft #2 disabled. **5-6 =** Propeller Shaft #3 disabled. Treat each disabled Propeller Shaft as disabled Engine. All negative modifiers apply **(c).**
10	Rudder	Roll 1D6: **1-2 =** Rudder #1 hit. **3-4 =** Rudder #2 hit. **5-6 =** Rudder #3 hit. **1st hit =** No effect. **2nd hit =** Rudder disabled. All negative modifiers apply **(c).**
11-20	Superficial Damage	**No effect.**

Notes:

a) Cannon may ***not*** fire without Ammo Loader.

b) If Torpedo Launch Controller is disabled and Torpedo station is unmanned, torpedo may ***not*** fire.

c) If all 3 Propellers, Propeller Shafts, or Rudders are disabled, PT Boat is disabled and must either be abandoned, towed, or await rescue. Go to Table G-12 or G-13 (p.44).

G-8. STERN SECTION - INTERIOR

Roll 2D10 (4 times if shell hit from Destroyer or Shore Gun)

Roll	Area Hit	Effect
2	Engineer	Roll for wound on Table G-11 (p.44).
3	Auxiliary Generator	Roll 1D6: **1-3 =** Auxiliary Generator #1 disabled. **4-6 =** Auxiliary Generator #2 disabled. If Auxiliary Generator rolled is already disabled, treat hit as superficial damage **(a) (e).**
4-6	Engine	Roll 1D6: **1-2 =** Engine #1 disabled. **3-4 =** Engine #2 disabled. **5-6 =** Engine #3 disabled. All negative modifiers apply **(b) (e).**
7	Engine Cooling Pump	Roll 1D6: **1-2 =** Engine Cooling Pump #1 disabled. **3-4 =** Engine Cooling Pump #2 disabled. **5-6 =** Engine Cooling Pump #3 disabled. Treat each disabled Engine Cooling Pump as disabled Engine. All negative modifiers apply **(b) (e).**
8	Bilge Pump	**Disabled (c) (d) (e).**
9	Fire Extinguisher	**Destroyed.**
10	Tools / Repair Equipment	**disabled**. Engineer is unable to repair any damage to Engines from malfunction or water in fuel.
11-12	Hull Below Waterline	The Hull below the waterline has been penetrated and water is entering the compartment. 1 Hull damage point per hit **(c) (d).**
13-20	Superficial Damage	**No effect.**

Notes:

a) If ***both*** Auxiliary Generators are disabled, Batteries are dead, plus Radio, Radar, and all 3 Bilge Pumps are disabled.

b) If 1 Engine is disabled, PT Boat may ***not*** travel at Fast speed on the Combat and Special Missions game boards. If 2 Engines are disabled, PT Boat may ***only*** travel at Slow speed on the Combat and Special Missions game boards. 2 turns per zone are also required when traveling on the Strategic Map. If all 3 Engines are disabled, the PT Boat is disabled and ***must*** either be abandoned, towed, or await rescue (go to Table G-12 or G-13 p.44). If Engine # rolled is already disabled, treat hit as superficial damage.

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c) If Stern Interior Bilge Pump is functional, water may be continuously pumped out of Stern Interior section with 1 or 2 Hull Flooding damage points, maintaining positive buoyancy. If Stern Interior Bilge Pump is disabled and Stern Interior section sustains ***any*** Hull Flooding damage points, ***or*** Stern Interior section sustains 3 or more Hull Flooding damage points with functional Stern Interior Bilge Pump, Stern Interior section completely floods and PT Boat is permanently disabled. Crew ***must*** either abandon ship or await rescue. Crew ***must*** either abandon ship or await rescue (go to Table G-12 or G-13 p.44). Stern Cannon may ***not*** fire. Towing ***is*** possible (2 turns per zone on Strategic Map) if only 1 Interior section is completely flooded, but only after all current combat waves have ended. If Stern Interior Hull section completely floods, ***all*** Engines, Engine Cooling Pumps, and Auxiliary Generators are disabled by salt water and may ***not*** be repaired at sea (including Engineer with Mr. Fix-It special skill). All 3 Bilge Pumps also become disabled, and any Interior section which sustained any Hull Flooding damage completely floods. If any two Hull Interior sections completely flood, crew must ***immediately*** abandon ship and PT Boat sinks. Go to Table G-12 or G-13 (p.44).

d) Hull Flooding damage may ***not*** be repaired at sea. Repairs may only be performed back at base.

e) If Engineer has the Mr. Fix-It special skill, he may make ***one*** repair attempt per mission on any of the following disabled equipment: Engines, Cooling Pumps, Auxiliary Generators, or Bilge Pumps. Roll 1D6: **1-3 =**Repair attempt fails and component is permanently disabled for the remainder of the mission. **4-6 + =** Repair attempt successful. **Modifier:** +1 if Engineer is Veteran (20 or more missions). Once a repair attempt has been made, no other repairs may be attempted by the Engineer for the remainder of that mission. If Tools / Repair Equipment were destroyed and PT #1 is the only boat in the squadron, repairs may ***not*** be attempted.

G-9. REEF COLLISION - PT #1

Roll 1D6

Roll	Hull Section Damaged
≤ 1-3	Bow. **(a) (b)**
4-5	Bow and Mid. **(a) (b) (c)**
6 +	Bow, Mid, and Stern. **(a) (b) (c) (d) (e) (f) (g)**

Modifiers:

* -2 if PT Boat speed is Slow
* +2 if PT Boat speed is Fast

Notes:

a) Roll 1D6 to determine amount of Hull Flooding damage sustained for each Interior Hull section affected:
≤ 1-2 = One Hull Flooding damage point. **3-4 =** Two Hull Flooding damage points. **5-6 + =** Three Hull Flooding damage points. **Modifiers:** -2 if PT Boat speed is Slow. +2 if PT Boat speed is Fast.

b) For Bow Interior Hull Flooding damage, go to Table G-3 note A (p.40).

c) For Mid Interior Hull Flooding damage, go to Table G-6 note E (p.41).

d) Roll 1D6 for each Propeller (3 total): **1-3 =** No Propeller damage. **4-6 =** Propeller disabled. Treat each disabled Propeller as disabled Engine for the remainder of the mission.

e) Roll 1D6 for each Propeller Shaft (3 total):
1-3 = No Propeller Shaft damage. **4-6 =** Propeller Shaft disabled. Treat each disabled Propeller Shaft as Engine for the remainder of the mission.

f) Roll 1D6 for each Rudder (3 total): **1-3 =** No Rudder damage. **4-6 =** Rudder disabled (counts as 2 hits).

g) For Stern Interior Hull Flooding damage, go to Table G-8 note C (p.43).

G-10. REEF COLLISION - PT Boats #2-#4

Roll 1D6 once for Systems damage ***and*** once for Flooding Damage: **Roll Results =** Number of damage points sustained **(a) (b) (c).**

Modifiers:

* -2 if PT Boat speed is Slow
* +2 if PT Boat speed is Fast

Notes:

a) PTs #2-#4 sustaining 5 or more Flooding damage points are sunk. Place the green PT Crew counter in the current. Range Zone and remove the PT Boat counter. PT crew may be rescued. Go to Table G-12 or G-13 (p.44).

b) If PT Boats #2-#4 sustain 5 or more Systems damage points, damaged PT is permanently disabled and must either be abandoned or await rescue. Movement is ***not*** possible. Towing is possible only after ***all*** combat waves have finished. If towed back to base by another PT Boat in the squadron, 2 turns per zone on the Strategic Map are required. PT Boats with only one functional engine may ***not*** tow disabled PT Boats. Go to Table G-12 or G-13 (p.44).

c) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map board.

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G-11. PT BOAT CREW / PASSENGER WOUNDS

Roll 1D6

Roll	Result
1-3	**Light Wound (LW).** Crewman / Passenger may continue his duties / mission unimpaired **(a).**
4-5	**Severe Wound (SW).** Crewman / Passenger may not continue his duties / mission and must be placed in a Rest Bed below deck **(a) (b) (c).** Mission must be aborted immediately.
6 +	**Killed in Action (KIA). (c)**

Modifiers:

* +1 if shell hit from Destroyer or Shore Gun

Notes:

a) Three Light Wounds = Severe Wound. Light Wound + Severe Wound = KIA.

b) If Commanding Officer (C.O.) has the Medic special skill, he may make ***one*** attempt to remove 1 Light Wound from any single Lightly Wounded crewman. Roll 1D6:
1-3 = Healing attempt fails. **4-6 =** Healing attempt successful. 1 Light Wound removed. **Modifier:** +1 if C.O. is Veteran (20 or more missions). Once a healing attempt has been made, no other attempts may be performed for the remainder of that mission. C.O. with the Medic special skill may not attempt to treat Severely Wounded crewmen.

c) If Passenger Pick-up mission passenger is KIA, or if Coastwatcher is SW or KIA before being dropped off in his assigned zone, mission ***cannot*** be completed and a -100 VP penalty is applied.

d) After returning to base, roll 1D6 for each Severely Wounded crewman: **1 =** Wound not as bad as first thought. Crewman makes rapid recovery and may participate in next mission. **2-4 =** Crewman is hospitalized and eventually recovers, but is sent back to the States and discharged from active service. **5-6 =** Wounds fatal. Crewman dies.

G-12. PTs #1-#4 (IN FORMATION) DISABLED / SUNK - STRATEGIC MAP BOARD

** If a PT is permanently disabled while on the Strategic Map and there is at least one other PT in formation, the player has several options:

1. PT #1 Disabled. PT #1 crew may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT #1 crew attempts transfer and Sea State is 4 or 5, roll 1D6 for ***each*** crewman: 1-3 = Crewman safely transfers to rescue PT. 4-6 = Crewman is washed overboard into the sea and drowns. KIA. (Severely Wounded crewmen may ***not*** transfer in Sea State 4 or 5 conditions). Once all PT #1 crewmen have been rescued, go to Table A-14 (p.21). If the rescuing PT safely returns to base, the mission has ended.

2. PTs #2-#4 Disabled. PT #2-#4 crews may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT crew attempts transfer and Sea State is 4 or 5, roll 1D6: **1-3 =** All crewmen safely transfer to rescue PT. **4-6 =** All crewmen are washed overboard into the sea and drown. KIA.

3. Towing. Another PT in formation may tow a disabled PT back to base at Slow speed (2 turns per zone) on the Strategic Map, but only after ***all*** current combat waves have finished. PTs with only 1 functional engine may not tow disabled PTs. Disabled PTs may ***not*** be towed in Sea State 4 or 5 conditions. If Sea State 4 or 5 conditions are encountered later, tow line breaks and disabled PT sinks.

4. PTs #1-#4 Sunk. The PT sinks and the crew is thrown into the water but is automatically rescued if Sea State is 1 to 3. If PT #1 sank and Sea State is 4 or 5, roll 1D6 for each crewman: **1-3 =** Crewman in water drowns before rescue can be attempted. KIA. **4-6 =** Crewman is successfully rescued. If PT #2-#4 sank and Sea State is 4 or 5, roll 1D6: **1-3 =** All crewmen in water drown before rescue can be attempted (KIA). **4-6 =** All crewmen successfully rescued. (place the blue PT Crew counter in the Passenger or Rest Bed boxes on the Crewmen Placement board)

G-13. PT #1 (OUT OF FORMATION) DISABLED / SUNK - STRATEGIC MAP, COMBAT, OR SPECIAL MISSIONS BOARD

** If PT #1 is permanently disabled or sunk and was the only boat in formation, see below:

1. PT #1 Disabled - Red Zone. Roll 1D6: **1-2 =** A few crewmen swim ashore, make contact with an Allied Coastwatcher, and the boat and crew are later located by a US Navy ship and towed back to base. **4-6 =** The boat and crew are captured and sent back to Japan as POWs for the remainder of the war.

2. PT #1 Disabled - Yellow Zone. Roll 1D6: **1-3 =** PT #1 is located by an American PBY, the crew later rescued by a US Navy ship, and the boat is towed back to base. **4-6 + =** The boat and crew are lost at sea. KIA. **Modifiers (cumulative):** +1 if Radio disabled. +1 if Poor weather. +2 if Bad weather.

3. PT #1 Disabled - Green Zone. Roll 1D6: **1-5 =** PT #1 is located by an American PBY, the crew later rescued by a US Navy ship, and the boat is towed back to base. **6 + =** The boat and crew are lost at sea. KIA. **Modifiers (cumulative):** +1 if Radio disabled. +1 if Poor weather. +2 if Bad weather.

4. PT #1 Sunk - Red Zone. Roll 1D6 for ***each*** crewman:
1-3 = Crewman makes it ashore*. **4-6 + =** Crewman drowns. KIA. Modifiers (cumulative): +1 if no Balsa Life Raft. +1 if Poor weather. +2 if Bad weather. * Roll 1D6: **1-3 =** Crewman is captured and later sent to a POW camp in Japan for the remainder of the war.
4-6 + = Crewman eventually makes contact with an Allied Coastwatcher, and is later rescued and returned safely to base.

5. PT #1 Sunk - Yellow Zone. Roll 1D6 for ***each*** crewman: **1 =** Crewman eventually located and rescued. **2-6 + =** Crewman lost at sea. KIA. **Modifiers (cumulative):** +1 if no Balsa Life Raft. +1 if Radio disabled at time of PT #1 sinking. +1 if Poor weather. +2 if Bad weather.

6. PT #1 Sunk - Green Zone. Roll 1D6 for ***each*** crewman:
1-2 = Crewman eventually located and rescued. **3-6 + =** Crewman lost at sea. KIA. **Modifiers (cumulative):** +1 if no Balsa Life Raft. +1 if Radio disabled at time of PT #1 sinking. +1 if Poor weather. +2 if Bad weather.

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H – PT BOAT DAMAGE REPAIR TIMES

H-1. PT BOAT #1 COMPONENT / DAMAGE POINTS PER HIT SUSTAINED

Damaged Component	Points / Hit	Damaged Component	Points / Hit
20mm Cannon	25	Radar ** (e)	40
37mm Cannon	25	Radio Antenna	15
AA Gun Turret (each) *	15	Radio ** (e)	40
Auxiliary Generator (each)	15	Rudder (each) *	10
Balsa Life Raft	5	-	-
Batteries **	30	Steering Control *	15
Bilge Pump (each)	15	Throttle Control *	15
Engine (each) (c)	75	Tools / Repair Equipment	5
Engine Cooling Pump (each)	40	Torpedo Director	20
Fire Extinguisher (each)	1	Torpedo Launch Controller	20
Freshwater Tank	5	Torpedo Tube (each)	15
Fuel Tank (each) * (d)	20	-	-
Hull (Below Waterline) *	10	-	-
Propeller (each)	20	-	-
Propeller Shaft (each)	20	Superficial Hit *	2
Radar Antenna	20	Fire ***	50

* Each hit sustained.

** Roll 1d10 for replacement availability: **1-5 =** Replacement available immediately. **6-10 =** No replacement available. Roll 1D6: **Roll Result =** Number of days required until component replacement is available.

*** Each fire started in the Fuel Tanks.

Notes:

a) 1 full day of repairs is required for ***each*** 50 points of damage PT Boat #1 sustains. Less than 50 damage points total sustained requires no extra days to repair.

b) PT Boat #1 may ***not*** participate in missions until all repairs are completed. Reserve PT Boat may take its place if available.

c) If random event Engine failure, 20 damage points each instead.

d) Regardless of # of hits sustained, 1 extra day is required to air out gasoline fumes from Engine Compartment.

e) If random event Radio or Radar failure, 10 damage points each instead.

H-2. PTs #2-#4 DAMAGE POINTS PER HIT SUSTAINED

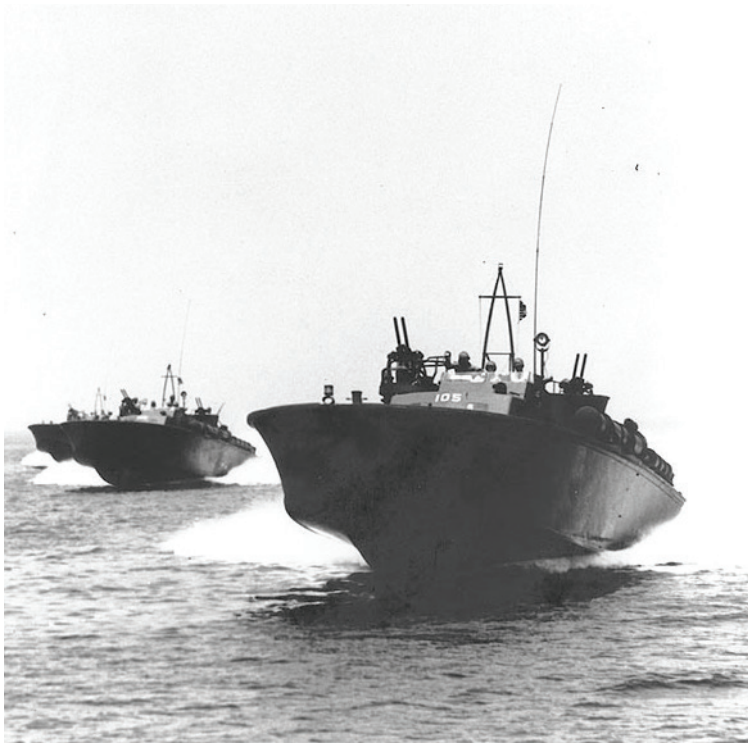
Hit Sustained	Points / Hit
Systems	40
Flooding	20
Superficial Hit *	2

* Each hit sustained.

Notes:

a) 1 full day of repairs is required for ***each*** 50 points of damage PT Boats #2-#4 sustain. Less than 50 damage points total sustained requires no extra days to repair.

b) PT Boats #2-#4 (and Reserve PT Boat) may ***not*** participate in missions until all repairs are completed. Reserve PT may take their place if available.



PT-105 in formation

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I - VICTORY POINTS

I-1. UNIT KILLS / FRIENDLY LOSSES

Unit Type Killed	Victory Points Awarded
Destroyer - Teruzuki	**250** (275 if Elite)
Destroyer - Fubuki	**225** (250 if Elite)
Destroyer - Mutsuki	**200** (225 if Elite)
Barge - Type C	**25** (30 if Elite)
Barge - Type Super A	**20** (25 if Elite)
Barge - Type A	**15** (20 if Elite)
Barge - Type B	**10** (15 if Elite)
Supply Dump	**50**
Shore Gun	**10** (15 if Elite)
Machine Gun Nest	**5** (10 if Elite)

Unit Type Killed	Victory Points Awarded
Aircraft - Heavy **(a)**	**50** (55 if Elite)
Aircraft - Medium **(b)**	**40** (45 if Elite)
Aircraft - Light **(c)**	**30** (35 if Elite)
PT Boat #2-#4 and Crew KIA (d)	**-75**
PT Boat #1-#4 (e)	**-50**
PT Boat #1 Special Mission Passenger KIA	**-20**
PT Boat #1 Crewman KIA	**-15**

Notes:

a) Kawanishi H6K and H8K.

b) Mitsubishi G4M.

c) Aichi E13A, Mitsubishi F1M, and Nakajima A6M2-N.

d) Abandoned or sunk. Upon returning to base, if any PT Boats were lost on that mission, the Squadron C.O. must undergo an inquiry and review of each loss by the Base C.O. Go to Table I-4 (p.47)

e) No VPs are awarded for damaging enemy units.

I-2. SPECIAL MISSION VICTORY POINTS

Upon returning to base after successfully completing a Special Mission, 50 VPs are awarded. If a Special Mission passenger (Coastwatcher or Downed Pilot) was KIA, the mission automatically fails, plus a -20 VP penalty is applied. Due to their extreme importance, any Special Mission which cannot be completed (for whatever reason) results in a -100 VP penalty upon returning to base.

I-3. MEDALS AWARDED

Medal	Requirement
Purple Heart	Each time Player (PT Squadron C.O.) is wounded.
Legion of Merit	If the current Victory Point total is Average (101-200 points for a Short Campaign, 201-400 points for a Medium Campaign, or 301-600 points for a Long Campaign).
Silver Star	If the current Victory Point total is Good (201-300 points for a Short Campaign, 401-600 points for a Medium Campaign, or 601-900 points for a Long Campaign).
Navy Cross	If the current Victory Point total is Excellent (301-400 points for a Short Campaign, 601-800 points for a Medium Campaign, or 901-1,200 points for a Long Campaign).
Medal of Honor	If the current Victory Point total is Legendary (401+ points for a Short Campaign, 801+ points for a Medium Campaign, or 1,201+ points for a Long Campaign).

Purple Heart

Legion of Merit

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I-4. PT BOAT LOSS INQUIRY AND REVIEW

Roll 2D10 (once for each PT Boat loss this mission)

Roll	Result
≤ 3	**Court-Martialed.** After thoroughly reviewing this PT loss incident, and due to your poor past record, the Base Commanding Officer finds you guilty of unnecessarily heavy loss of US Naval manpower and equipment due to your incompetence and recklessness. You are relieved of command, and later found guilty during your court-martial hearing back in the States. In the end, you receive a dishonorable discharge from the US Navy, forever staining your military service record and reputation. Game Over. **(a)**
4-5	**Relieved of Command.** After thoroughly reviewing this PT loss incident, the Base Commanding Officer feels that you are no longer fit for front-line duty and removes you from your command. You are later sent back to the States and assigned to the US Navy PT Training School as an instructor. Game Over. **(a)**
6 - 2 0 +	**Command Retained.** After thoroughly reviewing this PT loss incident, the Base Commanding Officer decides that even though the PT loss was unfortunate, you did everything in your power to protect the squadron boats and its men while performing under difficult circumstances. Due to your stellar service record, the Base Commanding Officer clears you of any wrong doing. PT squadron command retained.

Modifiers (cumulative):

* -3 if current PT loss was due to Reef collision during combat
* -2 for each previous PT loss this campaign
* +1 for each Purple Heart medal PT CO received
* +2 if PT C.O. holds the Legion of Merit medal
* +3 if PT C.O. holds the Silver Star medal
* +4 if PT C.O. holds the Navy Cross medal
* +5 if PT C.O. holds the Medal of Honor medal

Notes:

a) If the PT Squadron C.O. possesses a bottle of Scotch whisky, he may bribe the Base C.O. with it as a 'gift' and retain command of the squadron. (once used, Scotch counter is removed from player's inventory)

J -FINAL SCORING

Short Campaign (September 1st - October 1st 1943)

Total Victory Points	Result
801 +	Legendary
601 – 800	Excellent
401 – 600	Good
201 – 400	Average
0 – 200	Dismal
Minus VPs	Court-Martial **(a) (b)**

Medium Campaign (July 1st - October 1st 1943)

Total Victory Points	Result
1,201 +	Legendary
901 – 1,200	Excellent
601 – 900	Good
301 – 600	Average
0 – 300	Dismal
Minus VPs	Court-Martial **(a) (b)**

Long Campaign (July 1st - October 1st 1943)

Total Victory Points	Result
1,601 +	Legendary
1,201 – 1,600	Excellent
801 – 1200	Good
401 – 800	Average
0 – 400	Dismal
Minus VPs	Court-Martial **(a) (b)**

Notes:

a) If Victory Point total ever goes minus any time after the 5th mission, player (PT Squadron C.O.) is automatically relieved of command and court-martialed due to extreme incompetence and dereliction of duty. Game over.

b) Victory Point total can never go below zero (minus) during missions #1-#5.

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K - CREWMEN NAMES GENERATOR

American First Names

Roll 1D10 + 1D10

1	ALBERT	51	JACK
2	ALFRED	52	JAMES
3	ALLEN	53	JESSE
4	ALVIN	54	JOE
5	ANDREW	55	JOHN
6	ANTHONY	56	JOSEPH
7	ARNOLD	57	KENNETH
8	ARTHUR	58	LAWRENCE
9	BENJAMIN	59	LEE
10	BERNARD	60	LEO
11	BILL	61	LEON
12	BOB	62	LEONARD
13	CALVIN	63	LEROY
14	CARL	64	LESTER
15	CECIL	65	LEWIS
16	CHARLES	66	LLOYD
17	CHARLIE	67	LOUIS
18	CHESTER	68	MARTIN
19	CLARENCE	69	MARVIN
20	CLIFFORD	70	MELVIN
21	CLYDE	71	MICHAEL
22	DALE	72	MILTON
23	DANIEL	73	NORMAN
24	DAVID	74	OSCAR
25	DONALD	75	PAUL
26	EARL	76	PETER
27	EDGAR	77	PHILIP
28	EDWARD	78	RALPH
29	EDWIN	79	RAY
30	ELMER	80	RAYMOND
31	ERNEST	81	RICHARD
32	EUGENE	82	ROBERT
33	FLOYD	83	ROGER
34	FRANCIS	84	RONALD
35	FRANK	85	ROY
36	FRED	86	RUSSELL
37	FREDERICK	87	SAM
38	GEORGE	88	SAMUEL
39	GERALD	89	STANLEY
40	GILBERT	90	THEODORE
41	GLENN	91	THOMAS
42	GORDON	92	VERNON
43	HAROLD	93	VICTOR
44	HARRY	94	VINCENT
45	HARVEY	95	WALLACE
46	HENRY	96	WALTER
47	HERBERT	97	WARREN
48	HERMAN	98	WAYNE
49	HOMER	99	WILLARD
50	HOWARD	100	WILLIAM

Tulagi PT Base

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American Surnames (Family)

Roll 1D10 + 1D10

1	ADAMS	51	LEWIS
2	ALLEN	52	LONG
3	ANDERSON	53	MARTIN
4	BAILEY	54	MASON
5	BAKER	55	MILLER
6	BARNES	56	MITCHELL
7	BELL	57	MOORE
8	BENNETT	58	MORGAN
9	BOYD	59	MORETTI
10	BROOKS	60	MURPHY
11	BROWN	61	NELSON
12	BRYANT	62	PARKER
13	BUTLER	63	PALMER
14	CAMPBELL	64	PATTERSON
15	CARPENTER	65	PERRY
16	CARTER	66	PETERSON
17	CLARK	67	PHILLIPS
18	COLEMAN	68	PIERCE
19	COLLINS	69	PORTER
20	COOK	70	POWELL
21	COOPER	71	PRICE
22	COX	72	REED
23	DAVIS	73	RICHARDSON
24	DIXON	74	ROBERTS
25	DONALDSON	75	ROBINSON
26	EDWARDS	76	ROGERS
27	ELLIS	77	RODRIGUEZ
28	EVANS	78	ROSS
29	FOSTER	79	RUSSO
30	GARCIA	80	SANDERS
31	GRAY	81	SCOTT
32	GREEN	82	SIMMONS
33	GRIFFIN	83	SMITH
34	HALL	84	SPENCER
35	HARRIS	85	STEVENS
36	HAYES	86	STEWART
37	HILL	87	TAYLOR
38	HOWARD	88	THOMAS
39	HUDSON	89	THOMPSON
40	HUGHES	90	TURNER
41	HUNTER	91	WALKER
42	JACKSON	92	WARD
43	JAMES	93	WASHINGTON
44	JENKINS	94	WATSON
45	JOHNSON	95	WHITE
46	JONES	96	WILLIAMS
47	KELLY	97	WILSON
48	KENNEDY	98	WOOD
49	KERESEY	99	WRIGHT
50	LEE	100	YOUNG

Navy Cross

Sliver Star

Navy Medal of Honor

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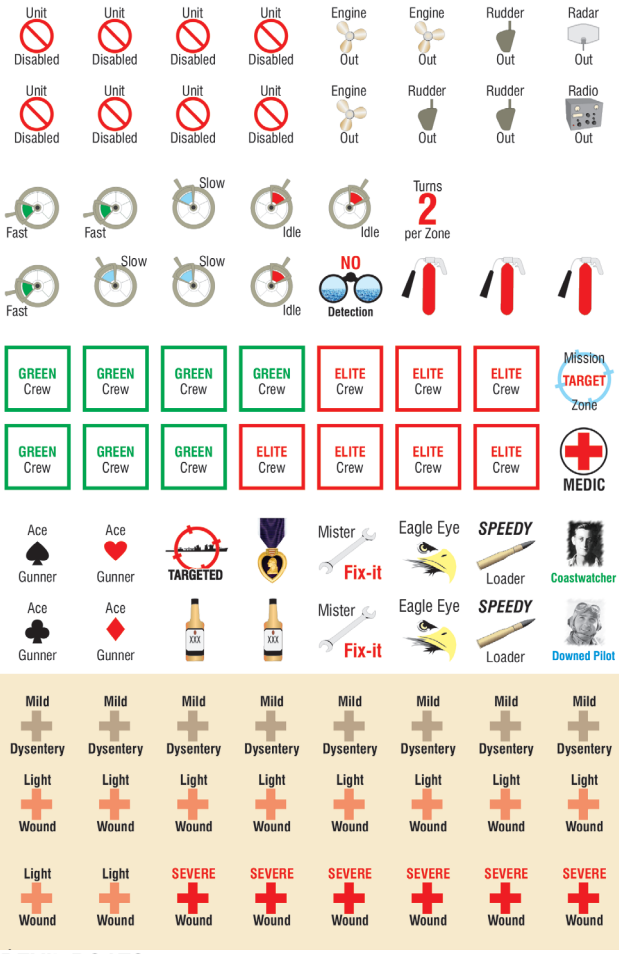
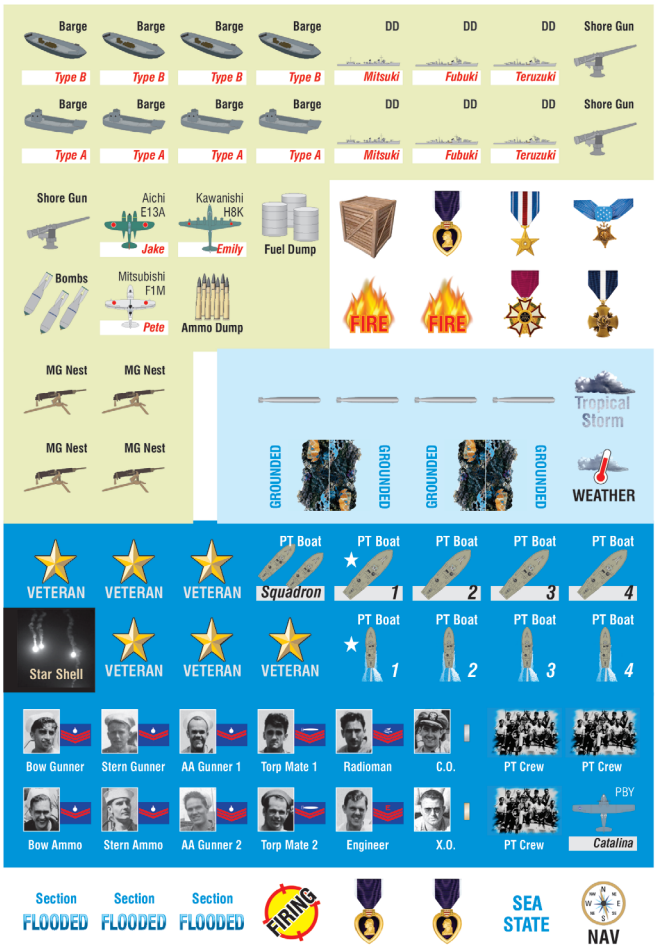
DEVIL BOATS

Countersheet (Front)

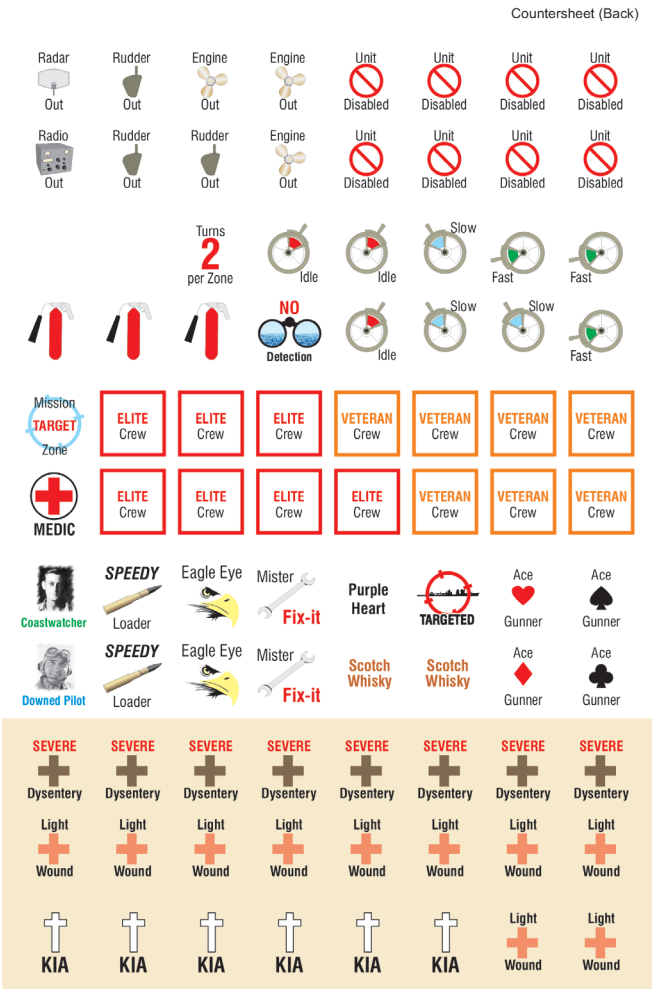




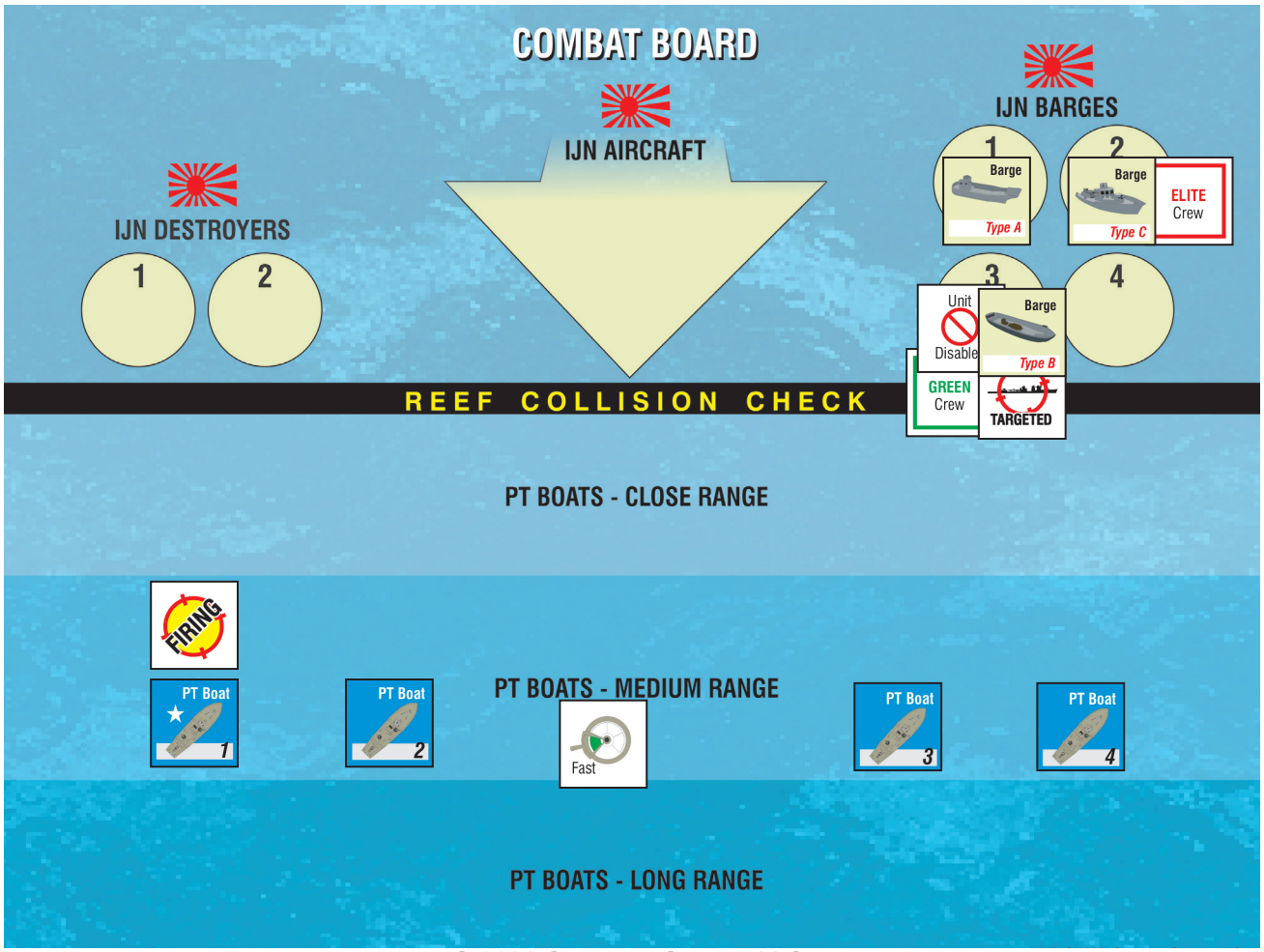
Artwork by Bruce Yearian

DEVIL BOATS

Countersheet (Back)



Artwork by Bruce Yearian



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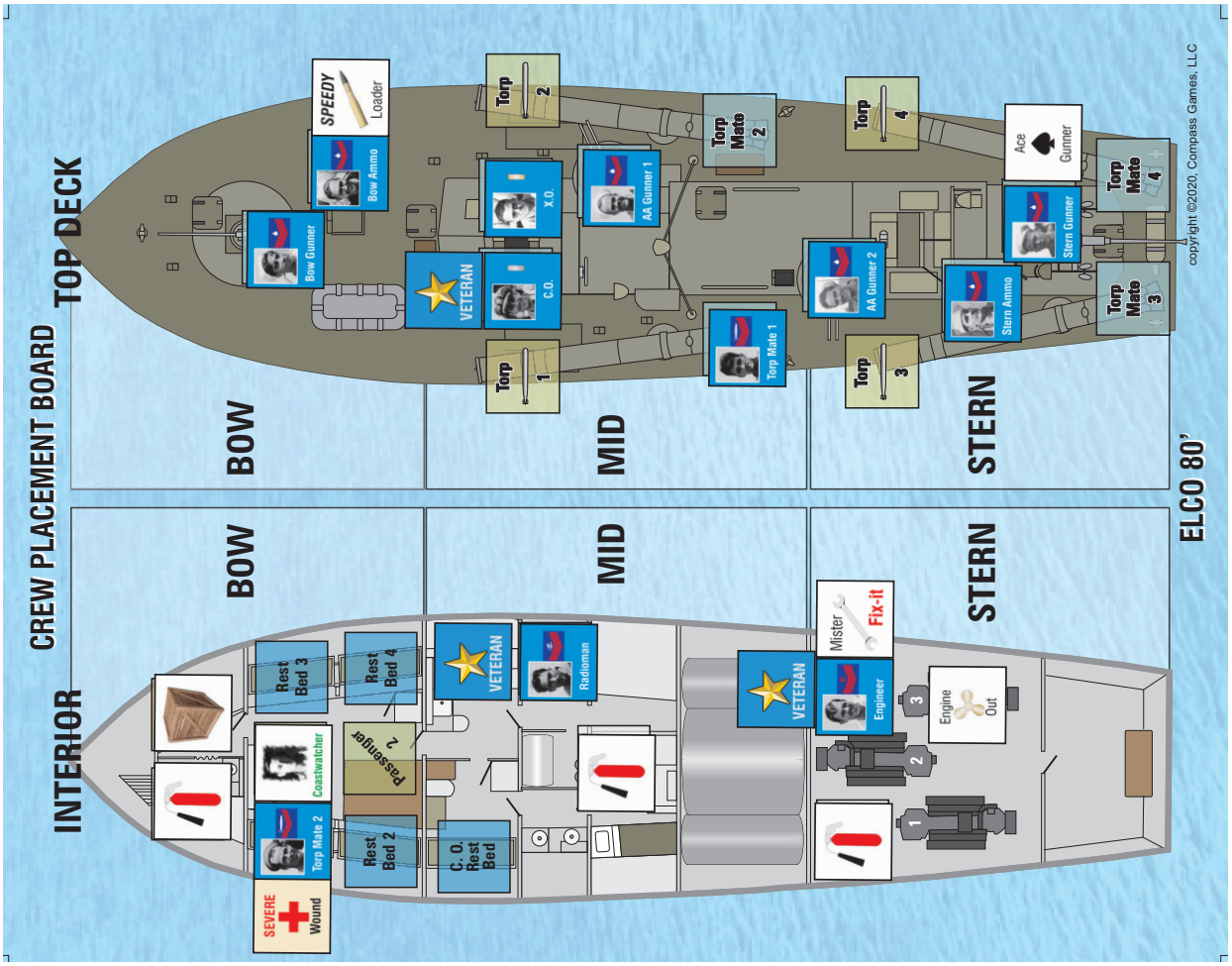

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