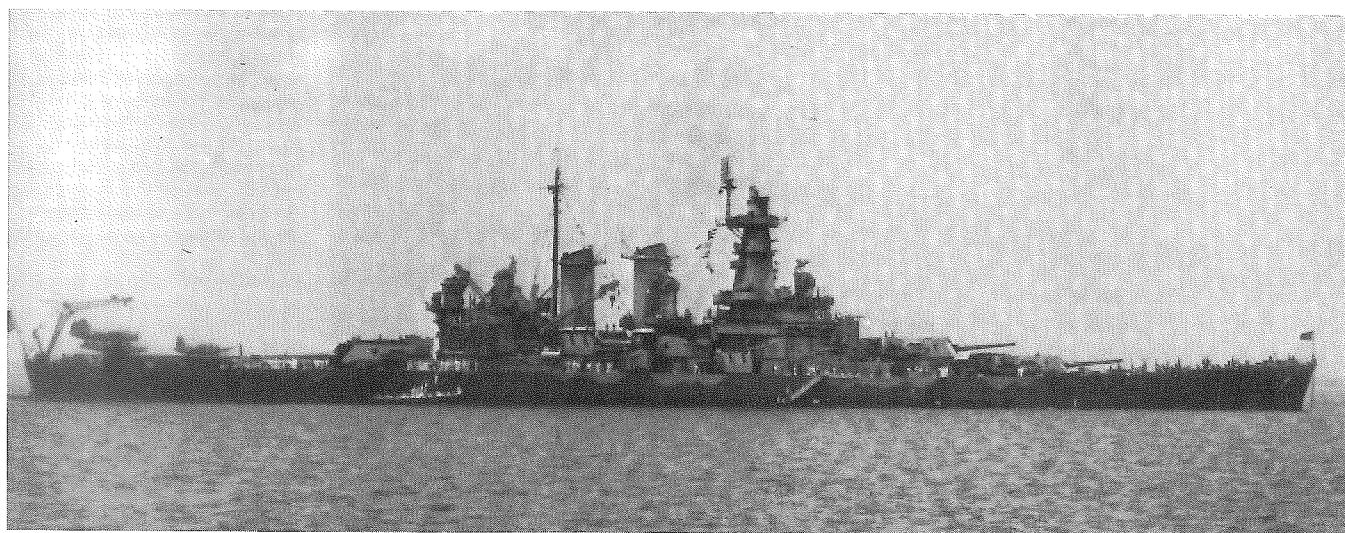


LONG LANCE

CAMPAIGN FOR GUADALCANAL



**“The time for the decisive battle between Japan
and the United States has come.”**

—General Hyakutake Commanding General, 17 Army

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1.0 Introduction

Long Lance is a tactical/operational, two-player game of the night surface naval engagements off Guadalcanal in 1942. Six historical scenarios are presented. All the essential elements of naval surface combat are represented, such as the Japanese “Long Lance” torpedo, gunnery, damage control, maneuvers, readiness, and radar. In *Long Lance* each player is cast in the role of

an admiral commanding his fleet of ships, attempting to damage or sink those of his opponent while limiting damage to his own, with the overall objective of achieving victory.

The complete Guadalcanal Campaign can be recreated by playing *Long Lance* along with the game *Henderson Field*. *Henderson Field* recreates the efforts by the Japanese Army to retake Guadalcanal Island. When linking both games, the number of reinforcements and supplies the Japanese receive during the play of the land game may vary. U.S. air support may also be reduced. The rules for linking both games can be found in section 13 of this rulebook.

"A barroom brawl after the lights had been shot out"

A U.S. Sailor's description of the 1st Battle of Guadalcanal

1.1 GAME SCALE

Each game-turn in *Long Lance* represents 5 minutes of real time. Each hex represents 1000 yards (900 meters) from side to parallel side. Each movement point represents approximately 6 knots of real speed.

2.0 Game Equipment

Inventory: The following components are needed to play *Long Lance*:

- One 22" x 34" mapsheet
- 318 die-cut counters
- One player aid card

Note: Two six-sided dice are also needed for play.

2.1 THE MAP

The map features the area off the Northwestern tip of Guadalcanal Island where all the major surface engagements took place. A grid of numbered hexagons (hexes) has been superimposed on the mapsheet as a means of regulating the movement and positioning of ships and other playing pieces. The numbers printed in the hexes on the map are used to specify where the ships are placed at the beginning of a scenario. Line-of-Sight dots are located in the middle of each hex to determine line-of-sight. Located in the lower right corner of the map are six letters arranged in a circle. These letters are used to determine initial heading for the scenario set-up. Ships may exit the map off any edge except through hexes 1024 - 1053 (these hexes are highlighted on the map for easy identification). Ships that exit the map, however, may not return to play.

2.2 THE SHIPS

The ship counters or cardboard pieces represent individual fighting ships. Each ship in the game is provided with a gunnery marker representing the ship's main batteries. Battleships also have a second marker representing their secondary batteries. Ships armed with torpedoes have the torpedo attack marker printed on the opposite side of their gunnery marker.

2.3 COLOR SCHEMES

The colors used to identify the ships and their associated markers are:

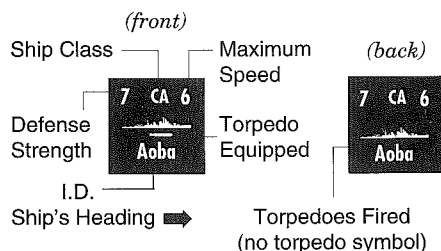
- *United States:* Blue with white print.
- *Japan:* Red with white print.

2.4 SHIP TYPES

The ships used in the game are identified by class, which are abbreviated as follows:

BB: Battleship
CA: Heavy Cruiser
CL: Light Cruiser
DD: Destroyer

2.41 Sample Ship Counter



2.42 Sample Gunnery and Torpedo Markers



2.5 DEFINITION OF TERMS

2.51 Attack Strength

The ability of a ship's guns to inflict damage on enemy ships. This strength may be modified by range, and reduced by damage.

2.52 Defense Strength

An expression of a ship's ability to resist shellfire.

2.53 Movement Allowance

The maximum number of movement points that may be expended by a ship per game-turn.

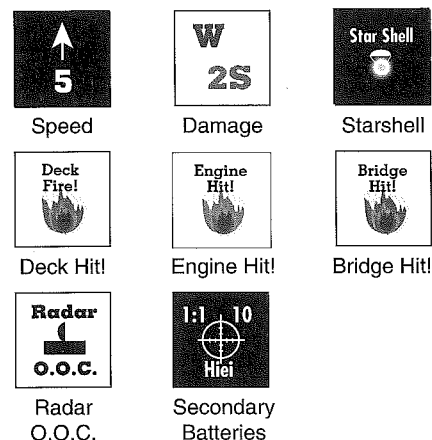
2.54 Range Allowance

The maximum distance in hexes at which a ship's guns can have a measurable effect upon enemy ships.

2.55 Torpedo Attack Strength

A letter representing the number and warhead size of a ship's torpedo battery.

2.6 OTHER GAME MARKERS



2.7 CHARTS AND TABLES

One card of charts and tables is provided with the game. The *Gunfire* side contains all the aids necessary to resolve gunfire attacks. Similarly, the *Torpedo Combat* side contains all the aids needed to resolve torpedo attacks.

2.8 THE DICE

Two six-sided dice (not provided) are required to play the game. Various elements of the game require resolution using either one die or two.

3.0 Prepare for Play

First, players must select a scenario for play, and choose sides. Scenario 12.2 is recommended for beginners because of the low number of units. After selecting a scenario, each player will need to punch-out the counters required to play in the chosen scenario. After placing all ship counters on the locations specified, you are ready to begin play.

4.0 Sequence of Play

Long Lance is played by scenario. During the course of a scenario, the actual combat and movement of ships take place in a pre-determined number of game-turns according to a rigid sequence of play. To record or indicate the passage of time, place the Game-Turn Marker in hex 1001 to indicate turn one; turn two hex 1002 and so forth for subsequent game-turns. The

"Ships visible to the naked eye."

Lookout aboard USS HELENA, Battle of Cape Esperence

game-turn sequence consists of nine phases as follows:

1. Initiative Determination Phase

Each Player rolls a die to determine the initiative for the current turn, in accordance with section 4.1.

2. Visibility Determination Phase

Maximum visibility for the turn is established by either player; star shells are fired at this time, if desired (see section 5.0).

3. First Target Designation Phase

The player without initiative designates desired target(s) for gunfire.

4. Second Target Designation Phase

The player with initiative now designates desired target(s) for gunfire.

5. Gunfire Execution Phase

Both players execute gunfire, in any order the players wish. Damage inflicted takes effect after both players have executed their gunfire attacks.

6. Torpedo Combat Phase

Players mutually and simultaneously designate and execute torpedo attacks in any order the players wish. Torpedo convergence plots are also done at this time. Like gunfire, damage takes effect after both players have executed their attacks (see section 7.0).

7. First Movement Phase

The player without initiative now moves his ships at this time.

8. Second Movement Phase

The player with the initiative now moves his ships at this time.

9. Damage Control Phase

Both players attempt to repair damage inflicted on their ships (see section 9.0).

4.1 DETERMINING INITIATIVE

Initiative must be determined each and every turn of the game. This is accomplished by each player rolling a six-sided die, modifying the die-roll result by the respective readiness levels of each side, and comparing the results. The player with the higher result has

the initiative for the current game-turn. Readiness levels are found in the set-up instructions of each scenario; the modifiers are added to or subtracted from the initiative die-rolls.

5.0 Sighting

5.1 VISIBILITY

No ship may fire at an enemy ship which it cannot see, unless it (the firing ship) is equipped with radar. Scenario instructions specify the base visibility used throughout the game. During Phase Two of each game-turn, this base visibility is modified by the roll of a single six-sided die. The result adjusts the visibility for that turn only. For example, suppose the base visibility of a certain scenario is eight hexes. On a given game-turn, a four is rolled for visibility. This means that the maximum visibility for that particular turn will be twelve hexes ($8 + 4 = 12$).

5.2 JAPANESE OPTICS

The Japanese placed a great deal of emphasis on night training, and the use of powerful optics. This is evident by the fact that Japanese lookouts almost always detected U.S. units first before their radar equipped counterparts. To simulate this, the Japanese are awarded a (+6) modifier to the visibility level as explained in section 5.1 above.

5.3 LINE-OF-SIGHT (LOS)

No ship may fire its guns over another ship, either friendly or enemy, to attack an enemy ship. Neither gunfire nor torpedo combat is permitted over or through land. Line-of-Sight is determined simply by placing a straight edge through both the firing unit and the target hex and aligning the straight edge with the center dots of each hex. If the straight edge intersects land, or a hex containing a ship other than the target, LOS is considered blocked and combat is not permitted. Ships stacked together in the same hex do not affect each other for LOS purposes.

5.4 STAR SHELLS

Star shells are simply parachute flares fired from a small caliber gun (4"

- 6"). Any ship in the game not in a (3W) damage state may fire a star shell once a turn to a maximum range of ten hexes. Star shells are fired during Phase Two, and illuminate all ships in the designated hex until the end of the turn. Ships illuminated by star shells can be sighted, and fired upon up to a maximum range of 24 hexes.

5.5 RADAR

All Allied ships in *Long Lance* are considered to have radar, unless specified otherwise. Allied ships (only) may fire upon enemy ships beyond visibility, by means of radar. Radar equipped ships may not, however, fire over Savo Island.

5.51 Radar allows ships to fire beyond the game-turn's visibility level, up to the gun range specified on the ship counters. However, the maximum range for radar-controlled gunfire is 20 hexes. For example, suppose the visibility for the current game-turn is 13 hexes, this means that radar equipped ships can fire upon enemy ships, using radar, at a range of 14 to 20 hexes.

5.52 A ship's Radar is considered destroyed when a ship reaches the (3W) damage state. When a ship's radar is destroyed it may neither sight nor fire upon enemy ships beyond visibility for the remainder of the scenario. Radar may never be repaired using damage control. Markers are provided to identify ships with destroyed Radar (Radar O.O.C.).

6.0 Gunfire Combat

6.1 DESIGNATING TARGETS

Players designate targets for gunfire during Phases 3 and 4, by placing the firing ship's gunnery marker(s) on the desired target(s). A ship may not fire upon enemy targets beyond its printed gunnery range, in excess of visibility (unless equipped with radar), over Savo Island, or over other friendly or enemy ships. No more than six target markers may be placed on a given target during a single phase.

"A loud crash, a rolling explosion."

A USS SOUTH DAKOTA crew member's description of what shell hits sound like, 2nd Battle of Guadalcanal

6.2 RESOLUTION OF GUNFIRE

Ships of both sides execute fire during Phase 5, in any order the players wish. The results of fire do not take effect until all gunfire is completed. A ship must fire at the target designated for it in Phases 3 or 4; it may under no circumstances shift its fire to a different target during Phase 5.

6.3 PROCEDURE

The following four-step procedure is used to resolve gunfire:

1. Choose one of the targets marked for gunfire. Next, determine attack strength of the firing ship. Modify this attack strength according to the range between the firing ship and the targeted enemy ship (see *Range Effects Table*; 6.51). Now roll two dice and cross-reference the result with the modified attack strength as given on the *Damage Point Table* (6.31). This will state the number of damage points the firing ship or unit inflicted.
2. The number of damage points is then divided by the defense strength of the targeted ship to yield a ratio or odds, which is rounded down to the nearest whole number (35 to 10 is rounded down to three-to-one, 10 to 2 equals five-to-one, etc.).
3. Two dice are rolled, again using the appropriate odds column on the *Gunfire Combat Results Table* (6.32), to yield the actual damage inflicted on the targeted ship.
4. Finally, markers representing this damage are placed to the side of the targeted ship. When all attacks in the Execution Phase (Phase 5) have been completed the markers are then placed underneath the targeted ship, signifying that the damage now applies. This procedure is repeated for each ship designated for fire.

6.4 DAMAGE POINT TABLE MODIFIERS

Historically, a number of factors affected the accuracy and effectiveness of gunfire. These factors, which are expressed as modifiers, are cumulative for

each attack and are added to produce a single modifier for the *Damage Point Table* (DPT) die roll (see 6.3, step 1).

6.41 Concentrated Fire

No more than six target markers can be placed on a single enemy ship counter during the designation Phases (Phases 3 and 4). If more than one ship fires on the same target, each firing ship is penalized (-1) from the DPT die-roll (the additional shell splashes confuse spotters). This rule does not apply to battleships firing both their main and secondary batteries on the same target (unless other ships are also firing on it).

6.42 Effect of Fire on Ship's Fire

A negative impact on gun accuracy occurs when those firing are themselves being fired at. The splashes from "near misses" often obscure visual spotting, not to mention the psychological aspects of being fired at. If a ship is being fired upon in the same phase that it fires, the DPT die-roll result for that ship is reduced by two (-2).

6.43 Effect of Facing on Combat

Refer to the *Arcs of Fire Diagram* located on the *Gunfire Card*. No penalty is imposed on ships firing on a target which lies in either the port or starboard broadside arcs. However, if the target lies in either the bow or stern arc, a (-1) modifier is imposed on the DPT die-roll.

6.44 Effect of Target Speed

1. When a ship designated to be fired upon is moving at a speed of either one or zero, add two (+2) to the DPT die-roll. This is because it is a lot easier to hit a target that is not moving, or that is moving very slowly.
2. When firing upon a ship moving at a speed of six, subtract (-1) from the DPT die-roll.

6.45 Fire Control Radar

U.S. ships which fire in excess of the visibility level suffer a (-3) modifier on the DPT die-roll. Radar has no effect when the ship is firing within the turn's visibility level.

6.46 Target Size

When firing upon a ship with a defense strength of five (5) or less, the firing ships suffer a (-1) modifier on the DPT die-roll.

6.47 Rapid Fire Gunnery

Ships equipped with rapid fire guns had a distinct advantage in close range encounters, due to the high number of shells that could be fired per minute. To simulate this, whenever a DD or CL fires upon an enemy vessel, a (+1) modifier is added to the DPT die roll.

6.5 RANGE EFFECTS

A ship's attack strength is based on its effectiveness at 7 to 24 hexes. When the firing range decreases, the attack strength of the firing ship increases as follows:

Range in Hexes	Attack Strength is:
1 - 3	Tripled
4 - 6	Doubled
7 - 24	Normal

Calculate firing range by counting the shortest path from the firing ship (exclusive) to the target ship (inclusive).

6.6 BATTLESHIP SECONDARY BATTERIES

In addition to the printed attack strength, each battleship may also attack one CA, CL, or DD each game-turn within a range of 1 to 10 hexes at automatic 1:1 odds on the *Gunfire Combat Results Table* (GCRT). This represents secondary battery fire; it may not be used against enemy battleships.

7.0 Torpedo Combat

7.1 Certain ships have the capability of attacking with torpedoes. These are identified by the black torpedo symbol located beneath the ship silhouette. Once a ship fires its torpedoes the ship counter is flipped over, indicating it no longer has the capability of conducting torpedo combat (there is no torpedo symbol on the opposite side).

“Odd ships fire to starboard, even ships fire to port!”

Admiral Callaghan, 1st Battle of Guadalcanal

Torpedo Combat is conducted during Phase Five, and consists of two steps. The first step determines if the torpedoes “converged” with the targeted ships, the second determines what damage was inflicted, if any.

7.2 CONVERGENCE PROCEDURE

There are two methods to determine if a torpedo salvo “converges” with enemy ships. Both methods are explained below:

1. Short Range Attacks:

This is the easiest and quickest way to resolve convergence. When using this method, both convergence and damage is resolved *the same game-turn the torpedoes were launched*. To indicate that a ship is attacking with torpedoes, simply flip the ship’s gunnery marker over to its torpedo combat side, and place the marker in the hex you wish to attack. Next, determine target(s) speed and range to the target hex, and consult the *Torpedo Convergence Table* (7.11). Now roll two dice: if the result is less than the cross-referenced number, the torpedo salvo is considered to have converged with the target(s). The ranges for this method of attack are as follows:

- Allies: 1 - 6 hexes
- Japan: 1 - 9 hexes

The die roll to determine convergence may be modified as follows:

- Japanese ship is firing the torpedoes: -1

2. Longer Range Attacks:

The second method requires players to plot secretly on a scratch piece of paper the hexes under torpedo attack. To hit a targeted ship using this method, enemy ships must end movement in one of the hexes noted. This method, attacks the specified hexes *on the game-turn following the launch*. To plot a torpedo attack, players note any two adjacent hexes within the ranges listed below, and the game-turn in which the torpedoes will attack. If any ships (either friendly or enemy) are in the targeted hexes, the torpedo salvo is con-

sidered to have converged with the target(s). The ranges for this method are as follows:

- Allies: 7 - 10 hexes
- Japan 10 - 18 hexes

7.21 Torpedoes attack only the hexes marked for convergence. Torpedo spreads or salvos may not attack hexes in the line of fire, before or after, the targeted hex(es).

7.3 DAMAGE RESOLUTION

After determining the convergence of a torpedo salvo, refer to the attacking ship’s torpedo combat marker. Printed on each marker is a letter indicating the ship’s torpedo attack strength. Refer to the ship’s attack strength column (A-D) on the *Torpedo Combat Results Table* (7.21), and roll two dice to determine the damage inflicted on the targeted ship. This procedure is repeated for each ship in the targeted hex. The die-roll to determine damage may be modified as follows:

1. Target ship’s defense strength is “7” to “10” -1
2. Target ship’s defense strength is “11+” -2

7.4 RESTRICTIONS

Torpedo attacks may only be fired at targets within the port and starboard arcs of fire. A ship in a “3W” damage state may not launch torpedoes until at least one of the weapon “W” hits is repaired by means of damage control (see 10.0). Of course, torpedoes may not be fired through land to hit a targeted ship!

7.41 Allied (U.S. and Commonwealth nations) ships may only fire torpedoes once per game. Japanese ships may fire torpedoes twice a game, by reloading torpedo tubes after first firing them. The time required to reload torpedoes is five game-turns. For example, suppose the heavy cruiser *Takao* fired its torpedoes first in game-turn 5; it will then be eligible for its second, and final, attack on game-turn 10. Scenario instructions may specify individual Japanese ships that have no torpedo reloads. To signify that a ship fired

its torpedoes, simply flip the ship counter over (there is no torpedo symbol on the flip side).

8.0 Damage

Several things can happen to a ship when it suffers damage. It can lose one-third, two-thirds, or all of its attack strength; it can lose one-third, two-thirds, or all of its movement allowance; or it can blow-up and sink.

8.1 EXPLANATION OF DAMAGE RESULTS

Damage	Result
1W	Ship’s attack strength is reduced by one-third.
2W	Ship’s attack strength is reduced by two-thirds.
3W	Ship’s attack strength is zero (can’t fire guns or torpedoes).
1S	Ship’s movement allowance is reduced by one-third (round any fractions to the nearest whole number).
2S	Ship’s movement allowance is reduced by two-thirds (round any fractions to the nearest whole number).
3S	The ship cannot move.
X	<ol style="list-style-type: none">1. If obtained as the result of a torpedo attack, the ship is sunk.2. If obtained as the result of gunfire attack, all classes of ships except battleships are considered sunk. Battleships suffer 2W, 2S on an “X” result.

8.11.1 Speed Damage Effects Chart

This chart illustrates the relationship between maximum speed and speed damage.

8.12 Cumulative and Progressive Damage

Damage is cumulative. If a ship has an existing 1W condition and suffers another, its condition progresses to

"Shall I let them have a couple of fish?"

CDR Stokes, Commanding Officer, USS CUSHING, 1st Battle of Guadalcanal

"2W". Damage beyond "3W" is superfluous and is ignored (except for explosions). "W" and "S" type damages are discrete, and are not convertible to one another; innumerable "W" damages have no effect on the ship's "S" condition, nor vice versa.

8.13 How to Sink a Ship

All ships are considered sunk when damage reaches the "3W, 3S" condition. Additionally, all ships explode and sink immediately on an "X" result on the *Torpedo Combat Results Table* (7.21). When obtaining damage via the *Gunfire Combat Results Table*, all ships except battleships explode and sink on an "X" result. Battleships suffering an "X" result receive "2W, 2S" damage.

9.0 Movement

The movement of ships is executed in the seventh and eighth phases of each game-turn. Each ship has a printed movement allowance, which is the maximum number of movement points it may use each game-turn. Ships expend movement points at the rate of one point per hex entered. Movement points are also expended by making radical turns (turning two or three hex sides in the same hex; see 9.2).

9.1 PROCEDURE

Each ship may expend all, some, or none of its movement allowance each game-turn (within the restrictions of 9.4). A ship expends one movement point for each hex it enters. A ship must always face toward one of the six hex sides of the hex it occupies. Ships may not save movement points and use them on subsequent game-turns, nor transfer them to other ships. Movement through coastal or land hexes is prohibited. After each ship completes movement, place the appropriate colored speed marker on top of the ship, with the arrow facing in the same direction as the ship.

9.2 TURNING

A ship may freely turn, but must move ahead one hex before doing so. A

cruiser or destroyer may turn two hex sides in the same hex, at a cost of two movement points, or three hex sides at a cost of three movement points. Battleships may turn two hex sides in the same hex, but expend three movement points to do so, or three hex sides at a cost of four movement points. Turning one hexside costs no movement points. Under no circumstances may a ship turn in the last hex of movement.

9.3 STACKING

Up to two ships may stack and move together, provided they are both moving at the same speed and facing in the same direction. Stacking with enemy ships at the end of a vessel's movement is not permitted, although friendly ships may freely move *through* a hex occupied by an enemy ship during the course of movement.

9.4 ACCELERATION AND DECELERATION DURING MOVEMENT

No ship may accelerate by more than 100% of its initial speed during a game-turn. For example, a ship with an initial speed of 2, may accelerate to a maximum speed of 4. A ship may only decelerate by up to 50% (rounding fractions up) of its initial speed. For example, a ship moving at a speed of 6 on game-turn one, must move no less than a speed of 3 on game-turn two. On game-turn three it could decelerate to a speed of 1, and on game-turn four could go to a speed of 0 (dead-in-water). This rule also applies to ships which have lost all capability of movement, having suffered 3S hits (although no longer under power, they do not suddenly stop dead). Ships with an initial speed of 0 may accelerate to a maximum speed of 2 on the first turn of movement.

10.0 Damage Control

10.1 PROCEDURE

During the Damage Control Phase (Phase Nine), of each game-turn, players may attempt to repair damage inflicted on their ships. Refer to the *Damage Control Table* (10.11), then roll

a single die once for "W" damage, and once again for "S" damage. On a "Yes" result, damage is repaired by one step.

10.2 LIMITATIONS

A ship's defense strength also serves as a numerical limit of the number of damage states that can be repaired in the course of one scenario. For example, a ship with a defense strength of 10, may repair up to 10 damage states during a scenario. Once a ship reaches its DC limit, it may no longer attempt to repair damage. This process requires keeping a record on scratch paper for each unit that repairs damage.

11.0 Victory Conditions

11.1 VICTORY DETERMINATION AND VALUE OF SHIPS

Victory in all scenarios is determined by victory points. A player is awarded victory points for damaging or sinking enemy ships.

Every ship in the game has a value in victory points. This value is determined by totalling its attack strength, defense strength, and movement allowance. Thus the battleship *South Dakota* has a victory point value of 106 points ($66 + 35 + 5 = 106$). Whenever a ship reduces or repairs damage by one step, the enemy player is awarded one victory point. If at the end of a scenario, a ship is still in a damaged state and is unable to repair that damage (see 10.2), the enemy player receives victory points according to the following schedule:

Damage	State	Ship Value
1	16.6%	(1/6)
2	33.3%	(1/3)
3	50 %	(1/2)
4	66.6%	(2/3)
5	83.3%	(5/6)

When a ship sinks, the enemy player receives 100% of the ship's value (but does not receive victory points for damage states repaired by that ship). When a scenario ends, each player is assumed

“Warning! Warning! Strange ships entering harbor”

CDR Walker, Commanding Officer, USS PATTERSON, Battle of Savo Island

to have an indefinite time to repair damage to ships which have not exceeded their damage control limit, awarding the enemy player one victory point for each damage state so removed. For example, a certain scenario ends with the *Salt Lake City* in a 1W damage state. In prior play during the scenario, it had removed five damage states. Since its defense strength is 10, it can repair up to four more damage states before exceeding its limit. Thus the *Salt Lake City* removes the final 1W state, bringing the Japanese player's victory point total for this ship to six.

In each scenario, the Japanese player must exit all ships off the map before scenario end. Exiting ships may have no more than one permanent “S” hit. Ships which do not exit the map as stated above are considered sunk, and award the U.S. player victory points, as normal (this rule represents U.S. air superiority over Guadalcanal; crippled Japanese ships were almost always sunk).

12.0 THE SCENARIOS

The scenarios allow players to recreate all of the major historical battles fought during the Guadalcanal Campaign. Each scenario is a game in itself. The scenarios provide each player with an exact order of battle and deployment on the map, including facing and initial speed. The base visibility is also outlined, along with the readiness levels for both sides. Scenario length, special rules, and the victory conditions are also specified.

12.1 “The Debacle”

SAVO ISLAND, 9 AUGUST 1942

The first naval engagement of the campaign occurred just two days after the initial U.S. landing. Upon hearing of the invasion, Admiral Yamamoto ordered Vice Admiral Mikawa to conduct a lightning attack against the U.S. transports still unloading their vital cargoes. The Allied force was totally unprepared for battle, due in part to the absence of the Allied commander, Admiral Crutchley, who was attending a

conference. The ensuing battle was a massacre, in which the Japanese completely surprised two Allied cruiser forces guarding the western approaches. Using precision torpedo and gunfire attacks, the Japanese sank the cruisers *Canberra*, *Astoria*, *Quincy*, and *Vincennes*. The Japanese suffered only light casualties during the engagement. In spite of this stunning victory, Mikawa decided to withdraw his force to avoid air attacks on the return trip home. Alarmed at how easily the Japanese penetrated the patrols, Admiral Turner withdrew his transports, leaving the marines with only a fraction of the supplies needed in the upcoming weeks. This “battle” stands as the worst defeat suffered by surface forces in the annals of U.S. naval history.

<i>Bagley</i>	2638/A/2
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<i>Patterson</i>	2438/A/2
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Independent Patrol:

<i>Blue</i>	1513/A/2
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<i>Ralph Talbot</i>	3212/F/2
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Northern Force:

<i>Vincennes, Quincy</i>	4033/F/2
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<i>Astoria</i>	4133/F/2
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<i>Wilson</i>	4032/F/2
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<i>Helm</i>	3933/F/2
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GAME LENGTH: 15 turns

BASE VISIBILITY: 8 hexes

READINESS LEVELS:

Allies (-3), Japan (+1)



Blue and Patterson rescue Canberra's crew (US Navy Photo).

Order of Battle and Deployment

Hex / Facing / Speed

JAPANESE PLAYER

<i>Chokai, Aoba</i>	2230/C/5
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<i>Kako, Kinugasa</i>	2129/D/5
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<i>Furutaka, Tenryu</i>	2128/D/5
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<i>Yubari, Yunagi</i>	2127/D/5
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ALLIED PLAYER

Southern Force:

<i>Chicago,</i> <i>HMAS Canberra</i>	2538/A/2
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SPECIAL RULES

1. The Southern Force may neither conduct any type of attack nor change its initial speed, until game turn 2.
2. The Northern Force must maintain its original course and speed and may not fight until “activated”. The whole Force is activated when a six is rolled on a single six-sided die. Activation may begin on turn one. On each subsequent turn, add one (1) to the activation die-roll. Activation is determined at the beginning of the game-turn.

"An atmosphere of tense expectation."

NEW YORK TIMES, 26 October 1942

3. Due to the number of floatplanes the Japanese launched before the attack, the Japanese player may deploy one star shell per turn, on any hex desired, throughout the scenario.

VICTORY CONDITIONS

The player accumulating the higher number of victory points wins.

12.2 "Little Opposition"

LUNGA POINT, 5 SEPT. 1942

In a little known action, two old U.S. destroyer transports attempted to stop three Japanese destroyers from bombarding Henderson Field. In a quick and one-sided action, the Japanese sank both ships.

Order of Battle and Deployment

Hex/Facing/Speed

JAPANESE PLAYER

<i>Yadachi,</i> <i>Hatsuyuki</i>	2842/F/4
<i>Murakumo</i>	2942/F/4

U.S. PLAYER

<i>Little,</i> <i>Gregory</i>	2137/C/4
----------------------------------	----------

GAME LENGTH: 10 turns

BASE VISIBILITY: 8 hexes

READINESS LEVELS:

Japan (+0), U.S. (+0)

SPECIAL RULES

1. The map contains no land in this scenario, ignore Savo Island. Additionally, no ships may exit the map edge along 10xx hexrow.
2. Due to the small number of 4" guns carried on the U.S. destroyers, both ships suffer a (-1) modifier in all gunfire attacks.

VICTORY CONDITIONS

The Japanese player wins by sinking both destroyers and by scoring more victory points than the U.S. player. The U.S. wins by avoiding Japanese victory conditions.

12.3 "Scott's Surprise!"

CAPE ESPERANCE, 11 OCT. 1942

The second major surface engagement of the campaign occurred in the midst of a major Japanese effort to reinforce its troop strength on Guadalcanal. On this night the "Tokyo Express" was being covered by Rear Admiral Goto's cruiser force, which was also ordered to bombard Henderson Field with newly developed High Explosive Anti-Personnel shells. Aided by aerial reconnaissance and radar, Rear Admiral Scott, commanding the U.S. force, was able to track and surprise Goto's force, and cross their "T" at close range. In a short and spirited action, the Japanese lost the *Furutaka* and *Fubuki*, while Goto was mortally wounded. The U.S. lost only one ship, the destroyer *Duncan*. Fortunately for the Japanese, the reinforcements were landed prior to the battle. In spite of this, the battle was a badly needed victory for the U.S. Navy.

<i>Fubuki</i>	2312/C/4
<i>Hatsuyuki</i>	2509/C/4

U.S. PLAYER

<i>San Francisco, Boise</i>	2613/E/2
<i>Salt Lake City, Helena</i>	2712/E/2
<i>Farenholt</i>	2612/E/2
<i>Duncan</i>	2709/E/4
<i>Laffey</i>	2711/E/2
<i>Buchanan, McCalla</i>	2812/E/2

GAME LENGTH: 15 turns

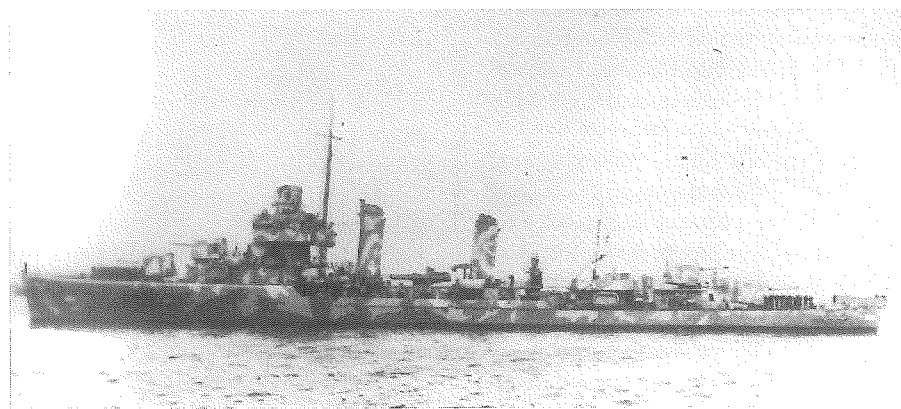
BASE VISIBILITY: 4 hexes

READINESS LEVELS:

U.S. (+2)
Japan (-1)

SPECIAL RULES

1. Throughout the scenario, the Japanese player suffers a (-1) modifier on all gunfire attacks, and a (+1) on all torpedo convergence die rolls (method 1 only).
2. The Japanese player receives full victory point value for each cruiser that



The destroyer *Buchanan* (above) survived the engagement off Cape Esperance (US Navy photo).

Order of Battle and Deployment

Hex/Facing/Speed

JAPANESE PLAYER

<i>Aoba</i>	2210/C/4
<i>Furutaka</i>	2109/C/4
<i>Kinugasa</i>	2009/C/4

exits the southern map edge, by scenario end. These points are additional to those scored in the regular way.

VICTORY CONDITIONS

Victory is awarded to the side accumulating the higher number of victory points by the end of the scenario.

DESIGNER'S NOTES

LONG LANCE is a "throwback" to the style of naval games produced by SPI in the mid-70's, such as "CA" and *Dreadnought*. This game attempts to retain the best of the "old" and incorporate the new. What's new? *Special Damage*, *Initiative*, and a *Torpedo Damage Table*, among others.

There is nothing particularly innovative about this tactical/operational system, it is basically the "shoot and scoot" style of game that we are all familiar with. The system neither takes into account shell trajectory nor armor penetration. Why? Admirals in the heat of action weren't concerned with these more complex issues—neither should you be.

If you are playing the Japanese, you'll notice some obvious advantages that you have over your foe. The most important is the "Long Lance" torpedo. It's faster, longer ranged, and more powerful than the U.S. version. Close the enemy and "spank" him hard with your torpedoes! Furthermore, you have special optics that allow you to "see farther" than your enemy. This may not seem like an advantage over U.S. radar. But remember, radar can be destroyed. In this game your lookouts can't.

As the U.S. player, don't despair. You have some "aces up your sleeve." Due to your poor torpedoes, radar controlled gunfire is your primary weapon. This is especially true

during periods of bad visibility. It should go without saying that you need to stay out of Long Lance range, and use your superior gun power to your advantage. You have one more, less obvious advantage. Japanese "cripples" are considered sunk for victory purposes. Remember this during play!

Long Lance is a simple (not simplistic) treatment of surface combat during World War II. The most important elements are recreated. Playing this game with all of the optional rules should give both players a pretty good idea of what it was like to be Admirals Tanaka, Lee, Abe and Callaghan.

Enjoy!

12.4 "Friday the Thirteenth"

FIRST GUADALCANAL

13 NOVEMBER 1942

For only the second time during the campaign, the Japanese committed battleships to bombard Henderson Field (*Kongo* and *Haruna* had devastated the airstrip in mid-October). After past failures to retake the airstrip the Japanese planned another major offensive in Mid-November, using an additional 8,000 troops of the 38th division. The key to the success of this operation, was the neutralization of Henderson Field by Admiral Abe's battleships—the troop convoys could land safely only if the threat from the air were eliminated. The only U.S. force available to stop the Japanese was Admiral Callaghan's cruiser/destroyer force. In perhaps the most horrifying naval engagement of the Second World War, both forces clashed at short range. Losses on both sides were heavy. U.S. losses included the light cruiser *Atlanta* and the destroyers *Cushing*,

Laffey, *Barton* and *Monssen*, while Admirals Callaghan and Scott were killed. Japanese losses included the destroyers *Akatsuki* and *Yudachi*, while the *Hiei* sustained heavy damage, and was sunk by aircraft the following day. This battle had no clear cut winner, but it did buy the U.S. one day's respite from bombardment, and block the landing of major Japanese reinforcements. The Japanese would try another battleship bombardment two nights later.

Order of Battle and Deployment

Hex/Facing/Speed

JAPANESE PLAYER

<i>Hiei</i>	2237/D/3
<i>Kirishima</i>	2236/D/3
<i>Nagara</i>	2239/D/3
<i>Yudachi, Harusame</i>	2241/C/3
<i>Yukikaze</i>	2337/D/3
<i>Amatsukaze</i>	2336/D/3
<i>Terusuki</i>	2335/D/3
<i>Ikazuchi</i>	2137/D/3

<i>Akatsuki, Inazuma</i>	2038/D/3
<i>Asagumo, Murasame</i>	2333/C/3
<i>Samidare</i>	2233/C/3

U.S. PLAYER

<i>San Francisco, Atlanta</i>	1845/B/2
<i>Portland, Helena</i>	1745/A/2
<i>Juneau</i>	1746/A/2
<i>Cushing, Laffey</i>	2044/B/2
<i>Sterett, O'Bannon</i>	1944/B/2
<i>Aaron Ward, Barton</i>	1747/A/2
<i>Monssen, Fletcher</i>	1748/B/2

GAME LENGTH: 15 turns

BASE VISIBILITY: 2 hexes

READINESS LEVELS:

Japan (-2), U.S. (+1)

SPECIAL RULES

1. Japanese must maintain initial course and speed on game-turn one.
2. *Hiei* and *Kirishima* suffer a (-1) modifier on all gunfire attacks, throughout the scenario.

"All units attack!"

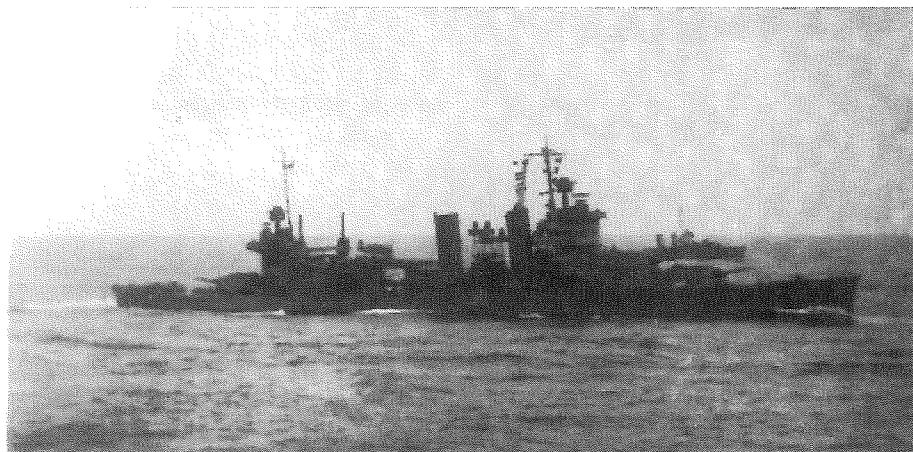
Admiral Kondo, 2nd Battle of Guadalcanal

- The Japanese player receives full victory point value for each battleship that exits the southern map edge before scenario end. These are additional to victory points scored in the regular way.

VICTORY CONDITIONS

Victory is awarded to the player accumulating the higher number of victory points.

ers *Walke*, *Benham* and *Preston* were sunk, while the *South Dakota* suffered moderate damage. In spite of the bombardment's cancellation the surviving Japanese transports beached themselves off Doma Cove. At daybreak, U.S. airstrikes destroyed all four transports before they could be fully unloaded. Of the 8,000 troops that set sail, the Japanese were able to land only 2,000. The planned Japanese offensive for Novem-



The *San Francisco* (above) was damaged and her captain and Admiral Callaghan were killed when *Kirishima* shelled the heavy cruiser.
(US Navy photo)

12.5 "Duel of the Dreadnoughts"

SECOND GUADALCANAL,
14 NOVEMBER 1942

After their setback two nights earlier, the Japanese were determined not to fail in their second effort to bombard Henderson Field. Admiral Kondo, commander of the Strike Force, was put in charge of this "make shift" operation, using the surviving ships from "Friday the thirteenth," among others. This time the Japanese were engaged by a more worthy foe: Rear Admiral "Ching" Lee's TF64 consisting of two battleships and four destroyers. In a battle dominated by U.S. radar, the U.S. sank the *Kirishima* and *Ayanami*. The U.S. destroy-

ber had been blunted, and the turning point of the campaign—and the war—had been reached. This battle was the last time in naval history that battleships helped decide the outcome of a campaign.

Order of Battle and Deployment

Hex/Facing/Speed

JAPANESE PLAYER

<i>Kirishima</i>	3011/D/4
<i>Takao, Atago</i>	3012/C/4
<i>Nagara, Shirayuki</i>	2614/C/4
<i>Hatsuyuki, Samidare</i>	2513/D/4
<i>Inazuma</i>	2512/D/4
<i>Teruzuki, Asagumo</i>	3010/E/4

<i>Ayanami</i>	2423/D/4
<i>Sendai, Shikinami</i>	3931/C/2
<i>Uranami</i>	4031/E/2

U.S. PLAYER

<i>Washington, South Dakota</i>	2340/F/2
<i>Preston, Walke</i>	2137/A/2
<i>Benham, Gwin</i>	2136/A/2

GAME LENGTH: 18 turns

BASE VISIBILITY: 9 hexes

READINESS LEVELS:

Japan (+0), U.S. (+0)

SPECIAL RULES

- The U.S. destroyers *Preston*, *Benham* and *Gwin* are not equipped with radar.
- The following Japanese ships have no torpedo reloads: *Teruzuki*, *Asagumo*, *Inazuma* and *Nagara*.
- The Japanese player receives full victory point value for each battleship and heavy cruiser that exits the southern map edge before scenario end. These points are additional to those scored in the regular way.

VICTORY CONDITIONS

Victory is awarded to the side accumulating the highest number of victory points.

12.6 "Tanaka's Last Hoorah"

TASSAFARONGA,
30 NOVEMBER 1942

Unable effectively to supply their isolated army, the situation for the Japanese on Guadalcanal was becoming increasingly gloomy. On this night, Tanaka's "Tokyo Express" was ordered to dump off supply drums for the starving, debilitated Japanese troops. Admiral Wright, commanding a superior cruiser/destroyer force, was ordered to stop Tanaka. Sighting the U.S. first, the Japanese launched torpedoes and reversed course. After wasting precious minutes, the U.S. finally opened fire—

“A mass of blazing red-hot wreckage”

A crew member's description of USS PRESTON before she sank at the 2nd Battle of Guadalcanal

but it was too late. Japanese Long Lances ripped into the U.S. cruiser force, sinking the *Northhampton* and damaging three others. The Japanese lost only the destroyer *Takanami*. Although this battle was a humiliating defeat for the U.S., the Japanese supply mission was disrupted.

Order of Battle and Deployment

Hex/Facing/Speed

JAPANESE PLAYER

<i>Takanami</i>	2229/D/4
<i>Oyashio, Kuroshio</i>	1728/D/4
<i>Kagero, Makinami</i>	1727/D/4
<i>Naganami, Kawakaze</i>	1623/D/4
<i>Suzukaze</i>	1622/D/4

U.S. PLAYER

<i>Minneapolis</i>	2739/A/3
<i>New Orleans</i>	2740/A/3
<i>Pensacola</i>	2741/A/3
<i>Honolulu</i>	2742/A/3
<i>Northampton</i>	2743/A/3
<i>Fletcher, Perkins</i>	2734/A/3
<i>Maury, Drayton</i>	2735/A/3
<i>Lamson, Lardner</i>	2744/A/3

GAME LENGTH: 15 turns

BASE VISIBILITY: 2 hexes

READINESS LEVELS:

Japan (+1), U.S. (+0)

SPECIAL RULES

1. Only the Japanese destroyers *Naganami* and *Takanami* have torpedo reloads in this scenario.

VICTORY CONDITIONS

Victory is awarded to the side accumulating the higher number of victory points.

13.0 Campaign Games

Two campaign games are provided in *Long Lance*. Campaign Game 13.1, entitled “Guadalcanal” allows players to recreate the complete Guadalcanal campaign by linking the games *Henderson Field* with *Long Lance*. This interaction may vary the number of reinforcements the Japanese player receives

during the play of *Henderson Field*. Attrition for both sides, and U.S. air support, may also vary. Campaign Game 13.2, entitled “Ironbottom Sound” links all the naval actions.

13.1 Guadalcanal Campaign Game

13.11 This campaign links scenario 15.3 of *Henderson Field* with all of the scenarios in *Long Lance*. Victory is determined after playing all six naval scenarios and the *Henderson Field* campaign scenario. To determine the victor, simply total the points as outlined in *Henderson Field*'s victory conditions and the point totals outlined in section 13.13, below. However, the victory point level is changed as follows:

VPs	Changed VP Level
39 or more	Japanese strategic victory
31-38	Japanese tactical victory
23-30	Draw
16-22	U.S. tactical victory
15 or less	U.S. strategic victory

13.12 VICTORY CONDITIONS

Victory points for the scenarios in *Long Lance* are awarded in the following manner: Two (2) Victory Points are awarded to the Japanese player for each scenario he wins, except for scenario 12.2 which is worth only one victory point. Victory is awarded in accordance with each scenario's victory conditions.

13.13 ORDER OF PLAY

All *Long Lance* scenarios are played in historical order. Victory or defeat in each scenario may have an effect on the play of *Henderson Field*, as outlined below:

1. SCENARIO 12.1, SAVO ISLAND:

If the U.S. player wins this scenario, he need make no attrition die-rolls in the month of September.

2. SCENARIO 12.2, LUNGA POINT:

Except for the one point awarded for winning this scenario, this scenario's outcome has no effect on the play of *Henderson Field*.

3. SCENARIO 12.3, CAPE ESPERANCE:

Except for the two points awarded for winning this scenario, this scenario's outcome has no effect on the play of *Henderson Field* (the Japanese had safely unloaded their troops prior to the battle).

4. SCENARIO 12.4, FIRST GUADALCANAL:

If the Japanese win this scenario and exit one or more battleships off the southern map edge, the *Henderson Field* game is affected in the following ways:

- a. The Japanese player receives the following reinforcements in addition to the regular units received, on the 13 November game-turn:
 - 2/229;
 - 3/229;
 - 5th MG Bn;
 - 2nd Tank Co;
 - Two replacement battalions;
- b. the U.S. player may not use any aircraft on the 13 November game-turn;
- c. during the remainder of the game, an attrition loss is suffered by the Japanese only on a roll of 1 through 3.

5. SCENARIO 12.5, SECOND GUADALCANAL:

This scenario will be played only if the Japanese lost scenario 12.4. If the Japanese player wins this scenario, and exits at least one battleship or two heavy cruisers off the southern map edge, the *Henderson Field* game is affected in the following ways:

- a. the Japanese for the remainder of the game suffer an attrition loss only on a roll of 1-3;

“Guadalcanal Island ... is the fork in the road which leads to victory for them or for us.”

Japanese assessment of the campaign in late October 1942

b. the U.S. player may not use any aircraft on the 13 November game-turn.

6. SCENARIO 12.6, TASSAFARONGA POINT:

Except for the two points awarded for winning the scenario, this scenario's outcome has no effect on the play of *Henderson Field*.

This campaign may be played by players following the historical sequence of the naval battles with the land game, or by playing all of the naval battles first, then the land game.

13.2 Ironbottom Sound Campaign

This campaign links all six scenarios contained in section 12.0. After playing all six scenarios, simply total the victory points as outlined in section 11.0. The player with the higher total wins.

14.0 Special Damage (OPTIONAL)

14.1 SPECIAL DAMAGE

In the regular game only certain forms of damage are registered. In naval engagements in reality all kind of debilitating hits plagued fighting ships, such as deck fires, power outages, bridge hits, and jammed rudders. This optional rule allows players to incorporate this aspect into play.

14.11 Players roll for special damage on the *Special Damage Table* (SDT) whenever a “7” or an “11” is rolled on the *Gunfire* or *Torpedo Combat Results Table* at any odds other than 1:2. At 1:2 odds the SDT is referred to only on a roll of “11.” Any special damage inflicted is in addition to the regular damage received.

15.0 BIBLIOGRAPHY

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16.0 GAME CREDITS

Game Design: Michael Scott Smith

Development: Mark J. Perry

Rules Editing: Keith Poulter

Production Coordinator: Keith Poulter

Playtesters: Bill Longo, Tony Hamby and Robert Hunt

Special Damage Table


Die-Roll	Type of Hit Inflicted	Consequence of Hit
2-6	None	None
7	Deck Fire!	Ship is illuminated! A (+1) DPT modifier is awarded when firing upon this ship next turn.
8	Radar Hit!	Ship's radar is considered destroyed for the remainder of the scenario.
9	Bridge Hit!	Ship suffers a (-1) DPT gunnery modifier next game turn only.
10	Rudder Jammed!	Roll one six-sided die again; ship must circle in a one hex radius for the number of turns indicated. Use the blank side of a counter not in use to indicate "Rudder Jammed!".
11	Engineering Hit!	Loss of Power! No weapons or radar may be used next turn.
12	None	None

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Game Map: Joe Youst; *Counter Art:* Beth Queman; *Rules/Box Layout:* Joyce Gusner

Box Art: Original painting of Sergeant John Basilone on Guadalcanal by C.C. Beall. Reproduced by permission of the U.S. Marine Corps Museums, Washington D.C.

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LONG LANCE

CAMPAIGN FOR GUADALCANAL

7.11 Torpedo Convergence Table

TARGET SPEED	Range to Target Hex								
	1	2	3	4	5	6	7	8	9
0	12	11	11	10	10	9	9	9	8
1	11	10	10	9	9	8	8	8	8
2	10	9	9	8	8	8	7	7	7
3	9	9	9	8	8	7	7	7	6
4	8	8	8	7	7	7	6	6	5
5	8	7	7	6	6	6	5	5	4
6	7	7	6	6	5	5	4	4	3

Modifier: If Japanese ship is firing: -1

7.21 Torpedo Combat Results Table

DICE ROLL	ATTACK STRENGTH			
	A	B	C	D
2	-	-	-	-
3	-	-	-	-
4	-	-	-	-
5	1S	-	-	-
6	2S	1S	-	-
7	1W, 2S	1W, 2S	1W, 1S	1S
8	1W, 3S	1W, 2S	1W, 1S	1W, 1S
9	2W, 2S	1W, 3S	1W, 1S	1W, 1S
10	X	2W, 2S	1W, 2S	1W, 1S
11	X	X	1W, 3S	1W, 2S
12	X	X	X	X

#W = Number of weapons hits

#S = Number of speed hits

- = No effect

X = Explosion, ship sunk

Modifiers:

If Defense Strength is:

8 - 10 -1

11+ -2

(1) Short Range Attacks

	Range in Hexes
Allies	1-6
Japan	1-9

(2) Longer Range Attacks

	Range in Hexes
Allies	7-10
Japan	10-18

8.11.1 Speed Damage Effects Chart

MOVEMENT ALLOWANCE	SPEED DAMAGE		
	1S	2S	3S
6	4	2	0
5	3	2	0
4	3	1	0

10.11 Damage Control Table

DIE-ROLL	REMOVE ONE STEP OF:	
	W Damage	S Damage
1	Yes	Yes
2	Yes	Yes
3	Yes	No
4	No	No
5	No	No
6	No	No

TORPEDO COMBAT CARD

6.31 Damage Point Table

DR	ATTACK STRENGTH														
	1	2	3	4-6	7-10	11-15	16-18	19-24	25-30	31-42	43-54	55-63	64-72	73-81	82+
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	0	0	0	0	0	2	2	4	6	6	8	10	12	16	20
5	0	0	0	0	2	4	6	8	10	10	16	20	20	25	40
6	0	1	1	2	4	6	8	10	12	16	25	25	30	30	50
7	2	2	2	4	6	8	10	12	16	20	30	35	35	40	70
8	2	4	4	6	8	10	12	16	20	25	35	35	40	45	90
9	4	6	6	8	10	12	16	20	25	35	40	40	45	50	105
10	6	8	8	10	12	16	20	25	30	40	45	50	50	55	120
11	8	10	10	12	16	20	25	30	35	45	50	60	65	65	140
12	10	12	16	20	20	25	30	35	40	50	55	70	75	80	150

6.4 Damage Point Table Modifiers

Target DIW or speed 1	+2
Rapid fire guns	+1
Concentrated fire	-1
Firing within Bow or Stern Arc	-1
Target speed is 6	-1
Target's defense strength is 5 or less	-1
Ship fired at this turn	-2
U.S. ship firing with radar only	-3

6.32 Gunfire Combat Results Table

DR	COMBAT RATIO (Damage Points vs Defense Strength)						
	1:2	1:1	2:1	3:1	4:1	5:1	6:1
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	1W	1W
5	-	-	-	-	1W	1S	1S
6	-	-	1W	1S	1W, 1S	1W, 1S	1W, 1S
7	-	1W	1W	2W	2S	1W, 2S	1W, 2S
8	-	1W	1S	1W, 1S	2W	2W, 1S	2W, 1S
9	1W	1S	2W	1W, 1S	1W, 2S	3S	X
10	1W	2W	2S	1W, 2S	2W, 2S	X	X
11	1W	1W, 2S	1W, 2S	2W, 1S	X	X	X
12	1S	X	X	X	X	X	X

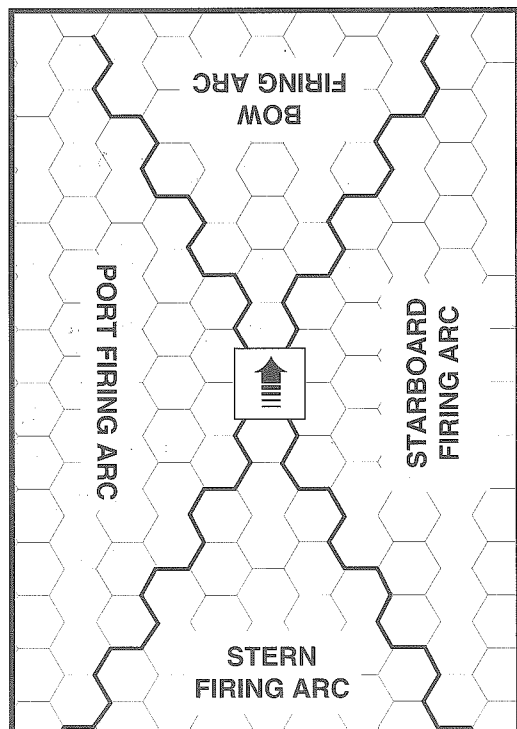
#W = Number of weapons hits

#S = Number of speed hits

- = No effect

X = Explosion/ship sunk, except
BBs which receive 2W, 2S

Firing Arcs



Gunfire Range Effects Table

DISTANCE IN HEXES	ATTACKS STRENGTH
1 to 3	tripled
4 to 6	doubled
7 to 24	unchanged

GUNFIRE CARD

Campaign for Guadalcanal

Long Lance

From 2

10 CA 6	7 CA 6	7 CA 6	7 CA 6	10 CA 6	10 CA 6	5 CL 6	3 CL 6	5 CL 6
Chokai	Aoba	Koko	Kingasa	Furutaka	Takao	Atago	Tenryu	Yubari
21 20	12 20	12 20	12 20	12 20	21 20	21 20	6 14	6 14
Chokai	Aoba	Koko	Kingasa	Furutaka	Takao	Atago	Tenryu	Yubari
21 20	12 20	12 20	12 20	12 20	21 20	21 20	6 14	6 14
Chokai	Aoba	Koko	Kingasa	Furutaka	Takao	Atago	Tenryu	Yubari

5 CL 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Sendai	Yunagi	Hatsuyuki	Yudachi	Harutsuki	Fubuki	Harusame	Yukikaze	Amatsuk
6 14	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Sendai	Yunagi	Hatsuyuki	Yudachi	Harutsuki	Fubuki	Harusame	Yukikaze	Amatsuk
6 14	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Sendai	Yunagi	Hatsuyuki	Yudachi	Harutsuki	Fubuki	Harusame	Yukikaze	Amatsuk

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Ikazuchi	Akai suki	Inazuma	Asagumo	Murasam	Samidare	Sitryuki	Ayanami	Sitkikami
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Ikazuchi	Akai suki	Inazuma	Asagumo	Murasam	Samidare	Sitryuki	Ayanami	Sitkikami
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Ikazuchi	Akai suki	Inazuma	Asagumo	Murasam	Samidare	Sitryuki	Ayanami	Sitkikami

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	28 BB 6	28 BB 6	28 BB 6
Takanami	Oyashio	Kuroshio	Kageo	Mokumam	Naganam	Kowakaz	Suzukaze	Hiei
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	42 24
Takanami	Oyashio	Kuroshio	Kageo	Mokumam	Naganam	Kowakaz	Suzukaze	Hiei
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	42 24
Takanami	Oyashio	Kuroshio	Kageo	Mokumam	Naganam	Kowakaz	Suzukaze	Hiei

50 BB 5	1:1 10	1:1 10	2 DD 6					Star Shell
Yamato	Hiei	Yamato	Murakum	W	W	W	3W	3W
72 24	1:1 10	3 10	W	W	W	W	W	Star Shell
Yamato	Kirishima	Murakum	S	S	S	S	S	S

9 CA 6	10 CA 6	10 CA 6	10 CA 6	10 CA 6	9 CA 6	10 CA 6	10 CA 6	10 CA 6
Chicago	Cimberria	Vincennes	Quincy	Astoria	San Fran	Salt Lake	Portland	Mimpls
18 20	15 20	18 20	18 20	18 20	18 20	21 20	18 20	18 20
Chicago	Cimberria	Vincennes	Quincy	Astoria	San Fran	Salt Lake	Portland	Mimpls
18 20	15 20	18 20	18 20	18 20	18 20	21 20	18 20	18 20
Chicago	Cimberria	Vincennes	Quincy	Astoria	San Fran	Salt Lake	Portland	Mimpls

9 CA 6	9 CA 6	10 CL 6	10 CL 6	7 CL 6	7 CL 6	10 CL 6	2 DD 6	2 DD 6
Pensacola	Northmpn	Boise	Helena	Atlanta	Juneau	Honolulu	Perkins	Bagley
21 20	18 20	15 18	15 18	9 10	9 10	15 18	3 10	3 10
Pensacola	Northmpn	Boise	Helena	Atlanta	Juneau	Honolulu	Perkins	Bagley
21 20	18 20	15 18	15 18	9 10	9 10	15 18	3 10	3 10
Pensacola	Northmpn	Boise	Helena	Atlanta	Juneau	Honolulu	Perkins	Bagley

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 APD 6	2 APD 6	2 DD 6	2 DD 6	2 DD 6
Blue	R. Talbot	Wilson	Helm	Little	Gregory	Farenht	Duncan	Laffey
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Blue	R. Talbot	Wilson	Helm	Little	Gregory	Farenht	Duncan	Laffey
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
Blue	R. Talbot	Wilson	Helm	Little	Gregory	Farenht	Duncan	Laffey

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
McCalla	Cushing	Sterett	Obanon	A. Ward	Barton	Monssen	Fletcher	Preston
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
McCalla	Cushing	Sterett	Obanon	A. Ward	Barton	Monssen	Fletcher	Preston
3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10	3 10
McCalla	Cushing	Sterett	Obanon	A. Ward	Barton	Monssen	Fletcher	Preston

2 DD 6	2 DD 6	2 DD 6	2 DD 6	35 BB 5	35 BB 5	1:1 10	2 DD 6	2 DD 6
Meury	Dryton	Lamson	Lardner	S. Dakota	Washon	S. Dakota	Benham	Gwin
3 10	3 10	3 10	3 10	66 24	66 24	1:1 10	3 10	3 10
Meury	Dryton	Lamson	Lardner	S. Dakota	Washon	S. Dakota	Benham	Gwin
3 10	3 10	3 10	3 10	66 24	66 24	1:1 10	3 10	3 10
Meury	Dryton	Lamson	Lardner	S. Dakota	Washon	S. Dakota	Benham	Gwin

Long Lance

2 DD 6	2 DD 6	2 DD 6							
<i>William Bagley</i>	<i>William Bagley</i>	<i>William Perkins</i>							
Patterson	Bagley	Perkins							
C	C	C							
Patterson	Bagley	Perkins							

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Buchanan	Lafayette	Duncan	Forenht	Gregory	Little	Helm	Wilson	R. Talbot	Blue
C	C	C	C	C	C	C	C	C	C
Buchanan	Lafayette	Duncan	Forenht	Gregory	Little	Helm	Wilson	R. Talbot	Blue

[illegible]

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Gwin	Benham		Lardner	Lamson	Drayton	Maury	
C	C		C	C	C	C	
Gwin	Benham		Lardner	Lamson	Drayton	Maury	

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Back 2

5	CL	6	3	CL	6	5	CL	6	10	CA	6	10	CA	6	7	CA	6	7	CA	6	7	CA	6	10	CA	6
Nagara			Yabari			Tenryu			Atago			Takao			Furutaka			Kimigasa			Koko			Aoba		Chokai
A			A			A			B			B			B			B			B			B		B
Nagara			Yabari			Tenryu			Atago			Takao			Furutaka			Kimigasa			Koko			Aoba		Chokai

[illegible]

2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Urenomi	Shikimomi	Ayanomi	Shireyuki	Samidare	Murasam	Asugumo
A —	A —	A —	A —	A —	A —	A —
Urenomi	Shikimomi	Ayanomi	Shireyuki	Samidare	Murasam	Asugumo
Inazuma	Akatsuki	Ikazuchi				

28 88 6	28 88 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6	2 DD 6
Krishna	Hiei	Suzukaze	Kowakaz	Naganam	Makinam	Kageyo	Kuroshio	Oyashio	Takunami
	A	A	A	A	A	A	A	A	A
Suzukaze	Kowakaz	Naganam	Makinam	Kageyo	Kuroshio	Oyashio	Takunami		

3S	3S	3S	2W	2W	2W	2 DD 6	50 BB 5
2W	2W	2W	2W	2W	W	Murckum	Yamato
\$	\$	\$	\$	\$	\$	A	
						Murckum	

Campaign for Guadalcanal

Long Lance Markers

↑ 1	↑ 1	↑ 2	↑ 2	↑ 2	↑ 2	↑ 3	↑ 3	↑ 3	↑ 3
↑ 3	↑ 3	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4

Japan

↑ 4	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5
↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6

↑ 1	↑ 1	↑ 2	↑ 2	↑ 2	↑ 2	↑ 3	↑ 3	↑ 3	↑ 3
↑ 3	↑ 3	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4

United States

↑ 4	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5	↑ 5
↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6

3W S	3W S	W 2S	W 2S	W 2S	W 2S	W 2S	W 2S	Game Turn	Radars O.O.C.
3W S	3W S	3W S	3W 2S	3W 2S	3W 2S	3W 2S	3W 2S	Radars O.O.C.	Radars O.O.C.

Long Lance Markers

Campaign for Guadalcanal

↑ 5	↑ 5	↑ 5	↑ 5	↑ 4	↑ 4	↑ 4	↑ 4	↑ 3	↑ 3
↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 5	↑ 5

Japan

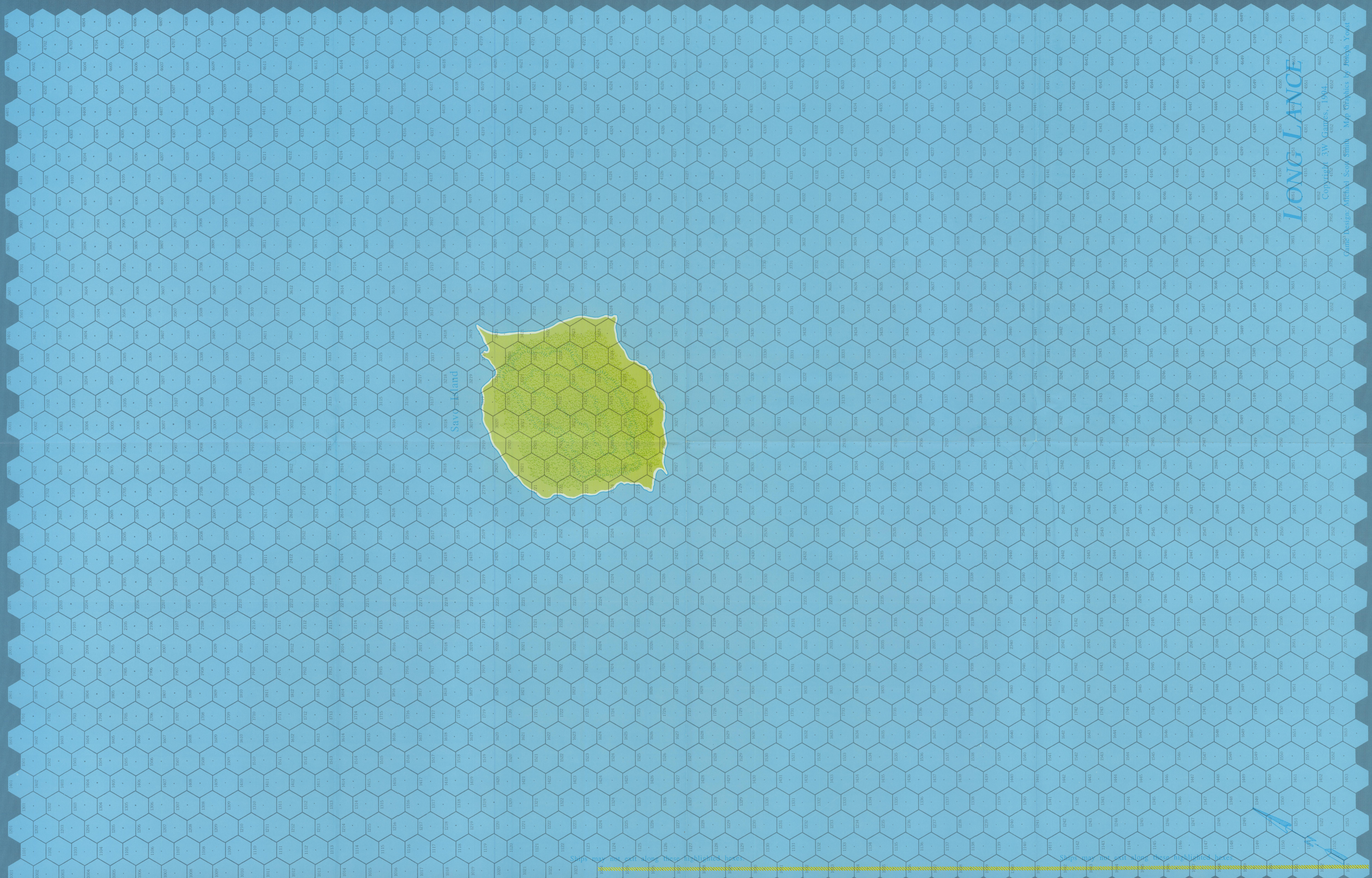
↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 6
↑ 0	↑ 0	↑ 0	↑ 2	↑ 2	↑ 2	↑ 2	↑ 2	↑ 2	↑ 2

↑ 5	↑ 5	↑ 5	↑ 5	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4	↑ 4
↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 6	↑ 5	↑ 5

United States

↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 1	↑ 6
↑ 0	↑ 0	↑ 0	↑ 0	↑ 2	↑ 2	↑ 2	↑ 2	↑ 2	↑ 2

Deck Fire! 		2W 2S	2W 2S	2W 2S	2W 2S	2W 2S	2W 2S	W 3S	W 3S
Bridge Hit! 	Engine Hit! 	2W 3S	2W 3S	2W 3S	2W 3S	2W 3S	W 3S	W 3S	W 3S



LONG LANCE

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Game Design: Michael Scott Smith

Ships may not exit along these highlighted hexes.

Ships may not exit along these highlighted hexes.