

VICTORY AT SEA



TOKYO EXPRESS

Solo Play Supplement

BOLT ACTION

**WARLORD
GAMES**

TOKYO EXPRESS

This solo play supplement for *Victory at Sea* puts you in command of a US Navy squadron, tasked with interdicting the titular Tokyo Express.

You'll chase Japanese ships back and forth across the sounds and inlets of the Solomon Islands, hopefully sinking them before they can offload their cargo to the beleaguered infantrymen on New Guinea and Guadalcanal.

Alongside three brand new scenarios, this supplement contains rules for personalising your captains and linking your games together into a solo campaign.

Tokyo Express uses a simple artificial intelligence system to govern the actions of enemy ships. When activated, enemy ships will take stock of other nearby ships and attempt to upset your carefully laid plans!

WHAT YOU'LL NEED

- A copy of the *Victory at Sea* starter set
- A set of Tools & Counters, dice & a tape measure
- A 3'x3' play area
- A copy of these rules
- At least 6x US Navy Destroyers (any type)
- At least 3x IJN Destroyers (any type)
- 1x *USS Chicago* & 1x *USS Northampton*
- 1x *Kumano*, 1x *Furutaka* & 1x *Mogami*

While the scenarios can be played in any order, we recommend starting with the titular *Tokyo Express*, before moving onto the *Solomon Shuffle*, ending with a climactic gunnery duel in *Ironbottom Sound*!

You'll find that each scenario presents new challenges, with multiple objectives to complete to achieve total victory. After each battle, you'll have to manage your squadron's resources to keep each ship in fighting shape.

These rules are still in development, so make sure you get in touch and let us know how you got on. Drop us a line at info@warlordgames.com, or on one of our many social media channels!

CREDITS & ACKNOWLEDGEMENTS

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Acknowledgements: Paul Sawyer & the Warlord Games Studio Team



SOLO PLAY RULES

These solo play rules follow the same structure as normal games of *Victory at Sea*. The game is played in discrete turns, each broken down into four phases.

During each turn, you'll manage all the ships on the table, but the actions of all the enemy ships will be dictated by the artificial intelligence system.

INITIATIVE PHASE

In the regular version of *Victory at Sea*, both players roll a D10 to see who has seized the initiative. Whoever rolls the highest number gets to move second and shoot first.

In this solo play conversion, you'll need to roll two D10s of different colours, one representing your squadron, the other representing the enemy. If your D10 is higher, you have the initiative. If the enemy's D10 is higher, they have the initiative.

GUNNERY PHASE

If the enemy won the Initiative roll, choose one of their ships to shoot first. If you won the Initiative roll, you'll be shooting first.

Before firing any weapons, roll on the gunnery table presented below to determine how the enemy captain is splitting his fire.

Play continues as normal, alternating between your own ships and enemy ships until all ships have fired their weapons.

GUNNERY TABLE

When an AI-controlled ship is called upon to fire its weapons, roll 1d10 on the table below to determine the captain's orders.

	D10 Score	Result
GUNNERY TABLE	1-5	Devastating Strike: The captain directs all available weapons at the closest target
	6-8	Split Fire: The captain equally divides his fire between the two closest targets
	9-10	Priority Target: The captain fires all available weapons at the enemy ship with the highest points value within range.

MOVEMENT PHASE

If you won the Initiative roll, choose one of the enemy ships to move. Enemy ships act according to the artificial intelligence display presented overleaf. If you lost the Initiative roll, move one of your ships first.

When moving an enemy ship, check their position relative to any ships from your squadron and refer to the appropriate entry on the accompanying diagram. Some entries allow enemy captains to take an order - you'll need to make a Crew Quality check for some of these, as described on page 11 of the starter rules booklet.

Any AI-controlled ships that begin a turn with escalating Critical Damage (see page x.x) take the Flood Magazines! order. This order is taken instead of the order specified by the movement display.

You have complete freedom of action when it comes to moving your own ships, as per the normal game rules. Play continues as normal, alternating between your own ships and enemy ships until all ships have moved.

END PHASE

During this phase, you'll make Damage Control and Escalation checks for all ships in play. Start with all player-controlled ships before moving onto AI-controlled ships.

FORE ARC

Fore 0-10":



Fore 11-20":



Fore 21-30":



STARBOARD ARC

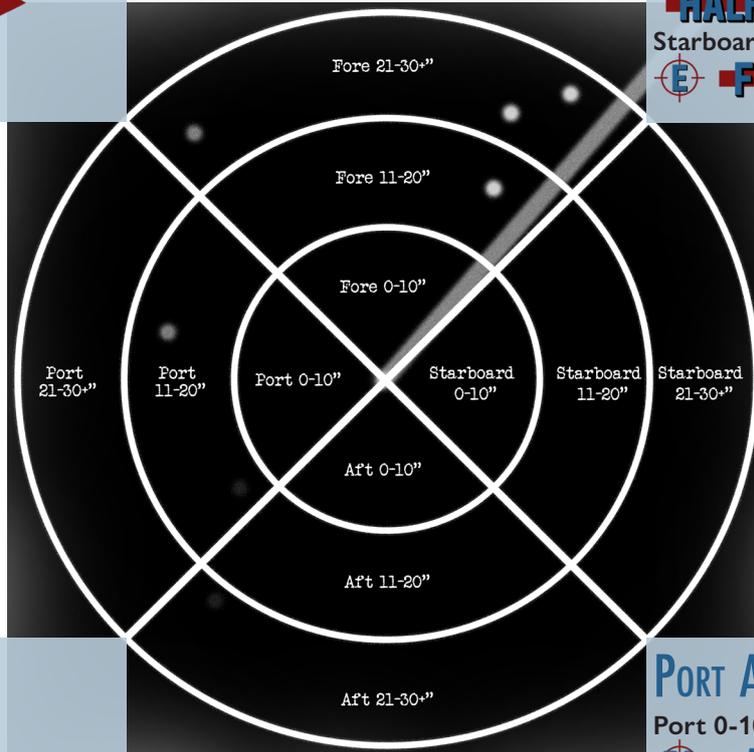
Starboard 0-10":



Starboard 11-20":



Starboard 21-30":



AFT ARC

Aft 0-10":



Aft 11-20":



Aft 21-30":



PORT ARC

Port 0-10":



Port 11-20":



Port 21-30":



USING THE ARTIFICIAL INTELLIGENCE DIAGRAM

The bridge of the activated ship is imagined to be at the centre of the diagram. Check the distance between the activated ship and any player-controlled ships. The ship takes a predetermined course of action depending on the position and distance of the nearest player-controlled ship. In the case of a tie, use the points value of the ships as a tie-breaker in favour of the more expensive ship.

Key to Diagram

Orders:



Unit takes the Evade Order



Unit takes the Come About Order

Turns:



Unit makes a full turn to the Left



Unit makes a full turn to the Right

Moves:



Unit moves a number of inches equal to half its Flank Speed (Round Up)



Unit moves a number of inches equal to its Flank Speed



Unit moves forward a number of inches equal to its remaining movement



Unit moves forward 2"



Unit moves forward 4"

TOKYO EXPRESS

"To Cmdr. Task Force 46. Aerial reconnaissance indicates Japanese cruiser and destroyers heading SSE towards VILLA LAVELLA at 2050hrs. Locate and destroy enemy force before it escapes the area. Good hunting."

FORCES

Task Force 46; US Navy

- 4x Destroyers

Imperial Japanese Navy

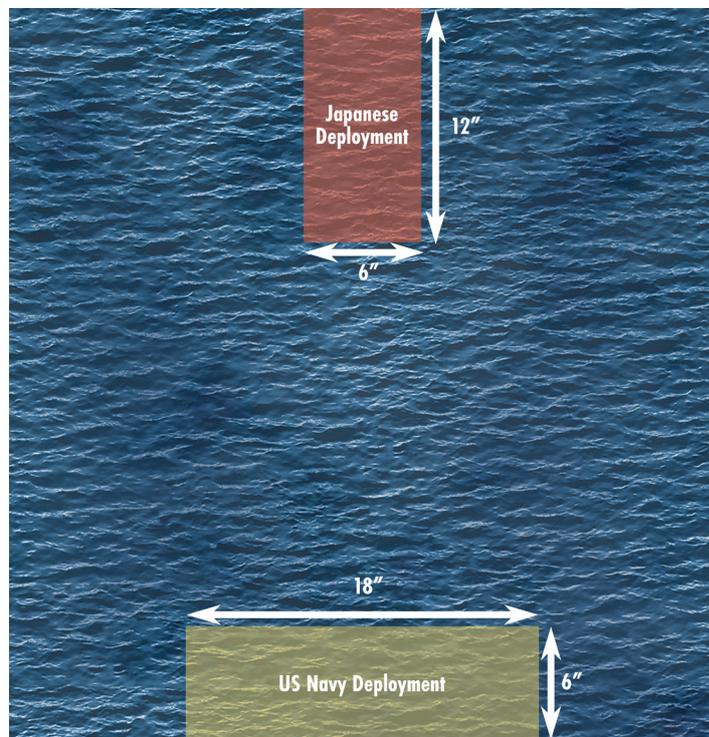
- 3x Destroyers
- 1x *Kumano*

DEPLOYMENT

The Japanese squadron deploys in a line led by the *Kumano* in the centre of the marked area.

Your squadron may deploy anywhere in the marked box.

This scenario doesn't use the Scouting Phase.



GAME DURATION

The game will end after 6 turns, or when all the Japanese destroyers have escaped, or been sunk.

OBJECTIVES

Primary Objective

- Sink at least two enemy destroyers

Secondary Objectives

- Sink or cripple the *Kumano*
- Prevent the enemy from sinking any friendly ships

SPECIAL RULES

Cargo Run

The Japanese ships are heavily laden with cargo for the embattled infantrymen dug in on the nearby island of Villa Lavella. Reduce the Flank Speed of all Japanese ships by -1".

If a Japanese ship is activated during the movement phase, and there are no enemy ships within 10", instead of referring to the artificial intelligence diagram, move the ship towards the table edge opposite their starting zone.

Destroyers may escape the battlefield by moving off the table edge opposite their starting zone.

SOLOMON SHUFFLE

"MAYDAY, MAYDAY! This is the USS NORTHAMPTON. We are under sustained enemy air attack at 9 degrees south, 159 degrees east. We are burning stem to stern with enemy ships closing port and starboard. Requesting immediate assistance!"

FORCES

Task Force 46; US Navy

- 4x Destroyers
- 1x USS Northampton

Imperial Japanese Navy

- 2x Destroyers
- 1x *Mogami*
- 1x *Furutaka*

DEPLOYMENT

Place the *USS Northampton* in the centre of the table.

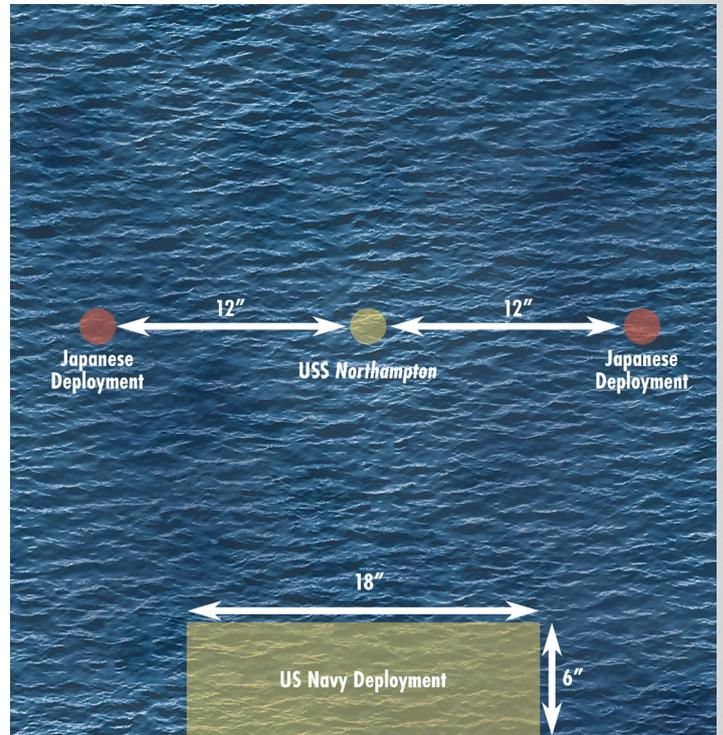
Deploy the Japanese squadron in two groups of 1 destroyer and 1 cruiser, one on either side of the *Northampton* 12" away from the stricken ship.

Your squadron may deploy anywhere in the marked box.

This scenario doesn't use the Scouting Phase.

GAME DURATION

The game will end after 6 turns, or until the *Northampton* has escaped the battlefield.



OBJECTIVES

Primary Objective

- Prevent the *Northampton* from being sunk.

Secondary Objectives

- Sink at least one of the enemy cruisers.
- Prevent the *Northampton* from taking any further critical damage.

SPECIAL RULES

Burning Stem to Stern

The *Northampton* has been set ablaze by enemy dive bomber attack. It starts the battle Crippled, with the Multiple Fires Crew Area critical effect.



USS Chicago



USS Northampton

IRONBOTTOM SOUND

"To Cmdr. Task Force 46. USS CHICAGO has been engaged by enemy fire while on naval gunfire support mission off the coast of Guadalcanal. Drive off enemy squadron and protect the CHICAGO. Good hunting."

FORCES

Task Force 46; US Navy

- 4x Destroyers
- 1x USS *Northampton* (See special rules)
- 1x USS *Chicago*

Imperial Japanese Navy

- 3x Destroyers
- 1x *Mogami*
- 1x *Furutaka*
- 1x *Kumano*

DEPLOYMENT

Divide the Japanese force into two waves, one composed of *Mogami* and two destroyers, the other composed of *Furutaka*, *Kumano* and the remaining destroyer.

Deploy the first wave in the marked area. The second wave sails onto the table from any point along the marked edge at the start of Turn 3.

Your squadron may deploy anywhere in the marked box.

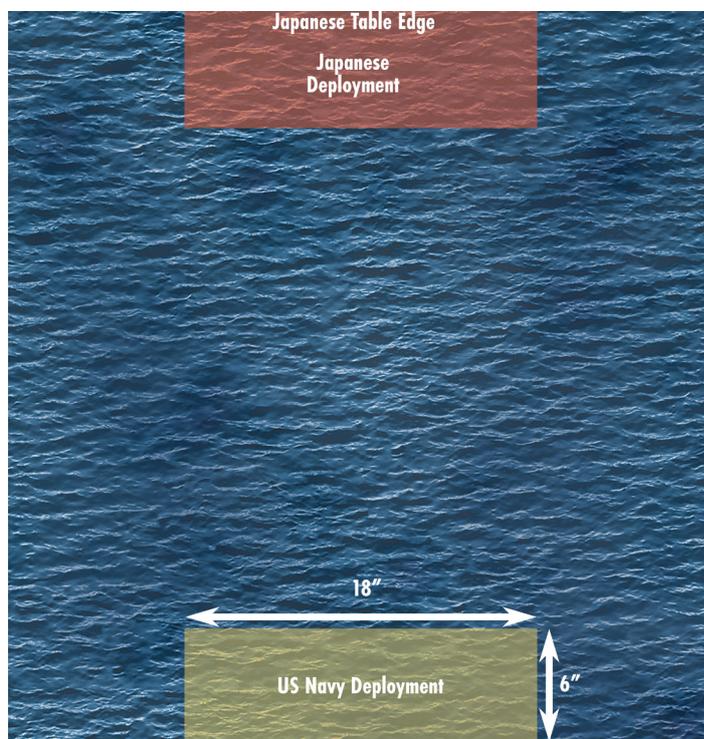
This scenario doesn't use the Scouting Phase.

GAME DURATION

The game will end after 6 turns, or until the *Chicago* has been sunk.



Fletcher-class Destroyer



OBJECTIVES

Primary Objective

- Keep the *Chicago* on station (see special rules) for three turns.

Secondary Objectives

- Keep the *Chicago* on station for four turns
- Sink at least half the enemy squadron.

SPECIAL RULES

Naval Gunfire Support

The *Chicago* has been tasked with providing fire support to US Marines on Guadalcanal.

At the start of the game, place a D6 with the one face up next to the *Chicago*. To continue providing fire support, the *Chicago* must sail in a straight line, and not fire its main batteries. In the end phase of each turn, providing the *Chicago* met the preceding conditions, increase the value of the dice by one.

USS *Northampton*

If the *Northampton* was crippled or sunk during the preceding scenario, it may not participate in this scenario.

AT THE DOCKYARD

This section covers some optional gameplay and narrative elements that make campaign play more engaging. You'll find rules for personalising your captains, repairing your ships between games and various decorations you can earn for valourous service.

THE CAPTAIN'S TABLE

You might want to put a face to that nameless voice on the radio bellowing orders. Roll 3d6 on the table below to generate a name for each of your captains.

3D6 Score	First Names	Second Names
3	Colby	Bowman
4	Ross	Groves
5	Dusty	Matthews
6	Hiram	Ackerman
7	Ace	Waters
8	Nolan	Hamilton
9	Buster	Beauregard
10	Truman	Hunt
11	Travis	Ingram
12	Dutch	Hampson
13	Dexter	Jennings
14	Laverne	Westbrook
15	Willy	Hoggard
16	Robbie	Blake
17	Eugene	Cox
18	Freddie	Turnbull

CAPTAIN NAMES TABLE

Ranks

Officers of different ranks may still hold command of a ship. Generally speaking, some Commanders may be in charge of a destroyer, while a Captain might be in charge of the destroyer squadron.



THE DOCKYARD

In between each battle, any damaged ships in your squadron will need to limp back to the nearest base to refit and repair. Make a Crew Quality check (see page 11 of the starter rules booklet) for each damaged ship.

Crippled ships suffer a -1 penalty, while ships that were sunk get a -2 penalty.

If the ship passes its check, it begins the next battle with full hull points and no critical damage.

If the ship fails its check, it regains additional hull points equal to half its maximum and any critical damage taken is reduced to 1.

If a 1 is rolled on the Crew Quality check, the repairs have been botched and the ship may not participate in the next battle.

MEDALS & DECORATIONS

Depending on their combat performance, some of your captains may be eligible for a decoration. We've provided a list of some that might have been issued by the Navy Department for valarous service.

 **Navy Cross**
Awarded to any member of the US Navy who distinguishes himself in action by extraordinary heroism. The squadron commander can earn the Navy Cross by completing all primary and secondary objectives across all three scenarios.

 **Navy Distinguished Service Medal**
Awarded to members of the US Navy who distinguishes himself with exceptionally meritorious service in a duty of great responsibility. Any captain in the squadron can earn the Distinguished Service Medal by destroying an enemy ship while their own ship has been crippled by enemy fire.

 **Navy and Marine Corps Medal**
Awarded to members of the US Navy for heroism. Must have been life-threatening for the recipient. Any captain in the squadron can earn the Navy and Marine Corps Medal for crippling an enemy ship while having sustained critical damage.

 **Navy Presidential Unit Citation**
Awarded to units of the US Navy for extraordinary heroism in action against an armed enemy. Any ship in the squadron can earn the Presidential Unit Citation by single-handedly sinking the *Furutaka*, *Kumano* or *Mogami* in scenario 3.