

# A Crippling Lack Intelligence in Solomons Campaign

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One feature of the night surface actions in the *Solomons Campaign* was its imperfect intelligence. Day combat intelligence was also imperfect, but was at least accurate as to the types of ships which were attacked / crippled / sunk. With night combat, even the types were sometimes in question, and usually the extent of damage inflicted or the number of ships sunk could only be guessed at. Accordingly, when surface actions take place at night, the players do not know the results of the surface combat, except in a general way.

In order to use the procedure, players will need several sets of SDR (Secret Die Roll) chits. Suitable sets can be found in the *Flight of the Goeben (S&T 21)*, *Sniper! (SSG)*, and in *Strategy I (SSG)*. If these are not available, players may use any group of objects with one identical face and one face bearing a number from one to six.

The procedure is as follows:

1. When a crippled result is obtained, the units affected are inverted (if it was a ½ Crippled, the selected units are *kept* inverted.)

2. For each Crippled unit, an SDR chit is drawn; this chit is also kept secret from the opponent.

3. The unit is then placed, with the inverted SDR chit, on the *current* Game-Turn on the Game-Turn track. The owning player may, of course, examine the unit and the SDR chit at will.

4. When the unit is repaired, the owning player must show the SDR chit to verify that the required time has been spent; he need not show the unit counter.

5. It is also suggested that destroyed units be kept inverted, and that no victory points are tallied for these units until the end of the game. One method is to provide each player with a small envelope, into which the inverted counters of the

*opponent's* units which he has destroyed are sorted; this way there is no possibility of mistaking which units are destroyed, and yet their identities are not known (by the opponent) until the end of the game.

6. In all cases, however, the opposing player is informed whether the units crippled / destroyed contained Capital Ships or Transports, though he is not told how many such units are involved.

Players will have knowledge of the makeup of their opponent's force through the combat procedure, but the use of inverted counters and SDR's will provide a furthering of the state of limited intelligence which adds so much to the play of the game.

As a propaganda device, players may selectively reveal either units or SDR's to their opponents; when an SDR is revealed, the unit is placed at the appropriate point on the Game-Turn track.

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