

## **U.S. NAVY AIR FORCES Campaign, 1941-45**

Version 1

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### **1. CONTACT INFORMATION:**

Any problems, suggestions, comments or abuse should be directed to me. Any feedback on this campaign, good or bad, will be greatly appreciated – [golothin@netscape.net](mailto:golothin@netscape.net)

### **2. CAMPAIGN STORY:**

U.S. Naval aviation history

In World War I the Navy explored aviation, both land-based and carrier based. However the Navy nearly abolished aviation in 1919 when Admiral William S. Benson, the reactionary Chief of Naval Operations, could not "conceive of any use the fleet will ever have for aviation", and he secretly tried to abolish the Navy's Aviation Division. Assistant Secretary of the Navy Franklin D. Roosevelt reversed the decision because he believed aviation might someday be "the principal factor" at sea with missions to bomb enemy warships, scout enemy fleets, map mine fields, and escort convoys. Grudgingly allowing it a minor mission, the Navy slowly built up its aviation. In 1929 it had one carrier (USS Langley), 500 pilots and 900 planes; by 1937 it had 5 carriers (the Lexington, Saratoga, Ranger, Yorktown and Enterprise), 2000 pilots and 1000 much better planes. With Roosevelt now in the White House, the tempo soon quickened. One of the main relief agencies, the PWA, made building warships a priority. In 1941 the U.S. Navy with 8 carriers, 4,500 pilots and 3,400 planes had more airpower than the Japanese Navy.

### **3. CAMPAIGN DEVELOPMENT NOTES, RULES and BUGS:**

Core Units

The recommended development of the core-composition is aligned on a real Air Strike Group. A fleet carrier usually had four squadrons, and the strength of the fighter squadrons was quickly set high to the double strength of the other squadrons. corresponds with:

2x Fighter units  
2x Dive Bomber units  
1x Torpedo Bomber unit

Later, the recommended core is extended to two air strike groups, a total of 10 core units.

The successor of the SBD is the SB2C, at first look there is not much difference between the SBD and SB2C. The SB2C is still weaker than the TBF's. However, the SB2C has some small advantages over the TBF, greater range, more fuel and rocket-capability. So they can also attack over land over two hexes.

The late fighter units like F4U-4 and F6F-5 are also rocket capable, which is sometimes very useful.

Prestige

I recommend to play the campaign at 50%. This campaign was play tested from 25% to 100% prestige; at 100% you get exactly the prestige you need to build the recommended core with the best equipment available. At 50% you get enough prestige to go comfortable through the campaign. At 25% it will be tough, but playable.

### **4. CAMPAIGN RULES:**

This campaign uses no rules.

### **5. FINAL NOTE:**

This campaign is the result of many months of work and I consider it copyrighted. Please do not change anything on a version that you are making available to other players. You do not have permission to include this campaign with any commercial product without my permission!