***Empire V1.1***

**A modified scenario based on Reluctant Admiral 8.0, my version 1.1 - not for commercial sale or gain. With thanks for large contributions from Andreas Garhoefer and Jaco Van Deurzen and the wider WITP AE Community.**

This is a modified version based on the excellent series of RA scenarios designed principally by John III. The main body of work is accredited to him and I have made modifications and additions to suit the objective of this work.

Original RA Scenario Designers: Stanislav Bartoshevitch (FatR), Michael Benoit (NY59Giants), John R. Cochran, III (John 3rd), Juan Gomez (JuanG), Ben Kloosterman (BK), John (JWE), EJ (SuluSea) and John Young (Red Lancer)

**You need to have the RA mod, all its artwork and extended maps installed.**

**https://sites.google.com/site/reluctantadmiral/home/ra-4-0**

**Unzip the file in your SCEN folder of the RA installation its number 44 ( should self extract in the root directory) and install the art. Install the additional art…That’s it and you’re ready to go!**

**This mod is not intended to be played against the AI. The AI has no script written for this mod.**

**Historical context**

In mid October 1941 British spies in Tokyo report that Japan bolstered by the thought of the imminent fall of Moscow and general collapse in Russian morale is about to seize assets of the British Empire. Also they have found that Germany is showing its advanced technology with Japan on the basis that Japan first acts against British and Dutch interests. The first strike on the Malaysian peninsula is imminent. The attack is expected to take the form of amphibious landings and a land campaign toward Singapore and the DEI and later towards India. Britain prepares to take on Japan to protect her interests in the region.

At this stage little thought is given to the growing area of naval aviation and the expected short lived conflict is likely to be decided by surface to surface combatants. Britain deploys two of its newest battleships and a modernised battlecruiser to defend the peninsula along with supporting assets. Despite asking America for assistance, America decides on a vigourous policy of neutrality, especially as Germany is passively now supporting the development of the Japanese war machine. America, whose Air Force is still modernising is not wishing to enter into an immediate conflict with Japan even by accident therefore withdraws its principal forces to Manila and Pearl Harbour. In late November however, it sends some further reinforcement to the Philippines. Some of these units are still in transit as the war opens. Whilst hoping for a conflict to be avoided for a couple of years America orders the rapid advancement of the proposed expansion of the Carrier fleet.

The Allies fail though to break the code that plans for an attack on both.

Japan is not quite ready for war but the opportunity to carve up the British Empire, with the support of German technology, leads the Empire of Japan to war. They still have many obsolete planes and the new more modern types are only just starting to be hurriedly produced. They still place their faith in surface units to support the campaign against Malaya and the British Empire but at the same time risk their most modern aircraft towards the risky strike against America at Pearl Harbour inspired by the recent British attack at Toronto. Both attacks are to open at the same time.

Japan feels that with the collapse of the British Empire and the Dutch East Indies, that America is likely to sue for peace after its wounding. Japan will become the Empire of the Pacific.

The stage is set.

**Game set up**

Both sides in this game start with both sides in this game start with fairly unprepared plans for war. The acceleration towards war accelerated by the success of the axis in Russia combined with the potential collapse of the British Empire. Both sides will have to cope with quite a large amount of obsolete equipment at the start but this game also declares that technology will advance at a very rapid pace (for both sides) after the war commences. It further assumes that Germany does not declare war on America in early 1942 and that therefore America commits more resources to the conflict in the Pacific.

The games start especially since a preference in my design is towards the two-day game system. But that is down to players to decide.

**Special turn one rules and (just a few) of house rules**

The first turn rules in this game are quite a lot different from other mods and the stock scenarios.

No allied player may move or create any task force on the map on turn one (including in a two day turn option). Japan may however, create Amph and Transport TF on turn 1. Players however may alter the threat tolerance and the routing to coastal. This is to simulate the confusion between political and military masters in the early hours of the conflict. It will also allow for a fairly historical start in terms of capabilities of what can be done. It will allow for a single large strike on Pearl Harbour and Manila.

No player may move any air unit on turn one

**Japan** may alter the orders of any aircraft units on turn one, and you need to. This includes the Pearl Harbour attack and the possibility to use land and naval air units against Manila port.

**British and Commonwealth** air units may alter their orders to anything the player wishes. This is simulating the more prepared nature of Britain for the up-and-coming conflict.

**American and American Allied air units including Chinese** may alter their orders but whatever they do it must be matched by the same volume of training. So for instance CAP at 40% requires training at 40%. Naval attack is allowed but 40% must be training. This simulates the unpreparedness and neutrality of US forces.

**Suggested house rules**

Political points for crossing national borders should be paid. Exception between Thailand and Burma. Allied units from India may enter Thailand and Burma without penalty. Then freely into Malaya – only. Japanese units in Thailand and Burma may do likewise to enter India.

Because of the terrain in the DEI, Malaya, Burma, China, et cetera being fairly inhospitable the following house rule is suggested. No more than **one** deliberate attack in a **jungle** or **jungle rough hex** per turn in 1941 and 42.  **Two** attacks per turn thereafter. **No pursuit allowed at any time**. Island attacks (no larger than one hex) are excluded from this rule.

**Sweeps** should be conducted at the **second highest** manoeuvre value.

The carrier capable Phantom jet fighter may **only** be deployed on the **Midway class carriers.**

**The carrier capable version of the George should only be deployed on units dedicated as CV, not CVE or CVL.**

The Japanese by mutual agreement should not accelerate aircraft as this has already been accounted for in the work.

Japanese submarines with the exception of the I 400 series may only operate the Glen FP, the 400 series may operate the Sieran or the Glen.

The fall of Tokyo triggers an immediate Allied Decisive victory.

**Settings**

The game is built around the idea of **two day turns**. Especially the first turn has been set up with two days in mind. It is recommended that two day turns are used for several reasons. One is you will get through the game quicker, second they will not be the infinite micromanagement that will commanders simply could not have had and also it will slow operational activity/attacks.

Realistic research and development should be **on**

PDU **on**

Highly variable reinforcements - should be **on**

Allied withdrawals - should be **off**

Reliable allied torpedo - should be **off**

Recommended rule - The scenario is much better if players do not try and accelerate aircraft frames but can accelerate engines. A factory may switch to another aircraft provided the aircraft has started to be available. No research to bring forward airframes they are already accelerated.

**Designers tips for both sides**

**Japan**

Japan has some problems at the start. The naval fleet air arm is capable of dealing a large blow at Pearl Harbour but the other carriers need their air groups updating. There will be an immediate shortage of modern aircraft and pilots after hostilities start, so use them with care. You will probably not see pilots again like those of the KB on Dec 7th.

In this vision Japan also sees the viability of developing much further, the idea of the long-range scout cruiser. These cruisers are primarily there to locate the enemy. Japanese doctrine determined that carrier aircraft were only for strikes. The Tone class cruisers may carry six aircraft in this mod and have the first available radar. The Mogami class cruisers all begin an upgrade to become CAV in early 1942 and can carry 12 floatplanes, the construction time has been reduced, all the class have fixed conversions and they are worthwhile, they need not take place immediately. There are many other new difficult choices to be explored in the naval production system. There are a number of additional surface units added to the game mainly of the more modern nature arriving as the game progresses. Importantly Japan must decide whether or not to invest in building the “stand in” CV Junyo class CV these will be obsolete by the end of 1943 or perhaps Japan will wait for the more modern CV to arrive with the ensuing gap. The 400 series submarines make a bigger and earlier appearance in this game and have been given the dual capability of carrying mines and some cargo capacity which could prove very useful.

The CL Yahagi class and the CLAA Agano. Both excellent additions to any TF. There are also options to build lower grade CV quicker… or wait until you can bring newer modern types. It’s a balancing act.

There are also a number of obsolete ships to be found uses. The two elderly CVE in Tokyo at the start represent ships that were about to be scrapped, as is the target ship and three aged CL saved from scrapping at the last moment by the opening of the war.

There is a good opportunity to strike against Manila at the same time as Pearl Harbor with your land-based air. Manila holds the bulk of the American submarine force but at the same time the airfields in the Philippines and indeed Pearl Harbor have a lot of aircraft the most modern of which will be in very short supply immediately after the destruction will save you some trouble later. It’s a difficult balance.

Many of the land-based air units especially the fighters need upgrading.

There are two surface task forces outside Pearl Harbour which you will have to be careful of.as the KB is a bit light in escorts. On the second turn if they have not been attacked which seems unlikely, the Allies may try and risk a pursuit. Task force Z (substantially reinforced) presents a large threat, especially if the Allied player can maintain air superiority over it.

Many of the Japanese land units have improved morale at the start.

There are additional anti-aircraft units raised as the Allied for engine bomber menace becomes apparent.

The second version of the Val has been slightly upgraded to bring it into line on range with the first version making the plane viable.

The heavy two engine fighters may prove to be a reasonable defence against the four engine bomber menace. Their larger cannons 37mm and upward have been slightly upgraded on accuracy as have the Allies but this is more important to the Japanese. Production of the two engine fighters with slightly improved canon accuracy should now be viable. Provided the allies do not have strong escort.

The first jet fighter will make its appearance in the Summer/ Autumn of 1944. Many other airframes have also been advanced.

Russian morale and experience has been substantially reduced, there is the possibility to take on Soviet Russia but there are little preperations.

Until probably mid 1943 the Empire may have no bounds. But you must prepare for the swift onslaught.

**Allies**

The Allies biggest problem is facing the fact that three of the American aircraft carriers are in Pearl Harbour at the start. The Air Force also has generally obsolete aircraft.

TF Z though, provides a unique opportunity for some (risky) first blood provided air cover can be maintained over it against the expected airstrikes.

The Allies have more airframes in terms of production than the stock version of RA and more advancement of airframe types to look forward to.

Most of the Essex fleet carriers are accelerated and in 1944/5, the four Midway class carriers arrive.

The last one of these has one fighter group upgraded to the Phantom jet fighter. This actually is semi historical. Only the Midway class carriers are to carry the Phantom.

Aircraft heavy cannons 37MM and upwards for both sides have been upgraded slightly in line with the improvements to the Japanese. The heavy bomber may now be slightly more vulnerable to Japanese heavy fighters.

The first Japanese jet will appear in late 1944.

Patrol aircraft will be in short supply until mid-war period. At the opening of the conflict many of the patrol aircraft are obsolete.

Russian morale and experience has been very substantially reduced. There is the potential for Japan to strike against Russia, Russia should prepare for this possibility.

All in all you have to make do and mend until probably to mid 1943. Do not make any mistakes with your precious carrier reserves and more modern ships. You will need all of them later.

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I hope you enjoy this scenario it took much more time than I expected but it’s something I always wanted to do. I have tried to make it as interesting for both sides as possible and hope that players for say a $500 stake would play either side! Any tips or advice are welcome. [gingerdragon@btconnect.com](mailto:gingerdragon@btconnect.com)

Thank you to everyone, and especially whose patch “modded” art work has been used here, that have contributed over the years to continuing to keep this going.

*Happy gaming and best wishes,*

*Michael Smith*

August 2020, the year of the great Covid lockdown and time to do work like this. And it took much longer than I expected not planning to do another.

