

**BATTLE OF HARMIL ISLAND**

**0555 21 October 1940**

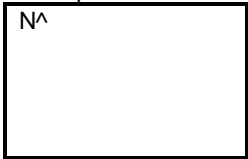
Background: *Kimberly* was part of the escort for Convoy BN7, steaming from Aden to Suez, when Italian destroyers pounced. The escort repelled the Italian raiders with little difficulty, and *Kimberly* peeled off in an attempt to intercept the Italians before they could reach their bases. At dawn, *Kimberly* found one of the raiders just short of safety.

Forces:

Royal Navy                      Division 1:                      Kimberly                      ("K" Class – flag))  
 Lt. Cdr. J. S. M.  
 Richardson

Regia Marina                      Division 1:                      Francesco Nullo                      Sauro

Set-up:



The Italian friendly edge is the west edge. The British friendly edge is the east edge.

Italian Division 1 begins 24 inches from the north edge and 18 inches from the west edge, on a course of 270 (due west).

British Division 1 begins 18 inches from the north edge and 28 inches from the east edge, on a course of 270 (due west).

Victory Conditions: Victory is determined by points.

- Score 2 points for each destroyer sunk.
- Score 1 point for each destroyer left dead in the water and each battery gun knocked out.

Special Conditions:

1. Harmil Island is on the west edge of the playing area, 24 inches from the north edge. The island sports a coast defense battery of 3 4.7 inch guns with a range of 15 inches. The battery has a size of -6 and an armor rating of -1. Hits on it use this hit location table:

Die Roll:	1-2	3	4	5	6
Location	Fire Control	Gun 1	Gun 2	Gun 3	Magazine

Hits on the battery can be repaired or made permanent just like hits on ships. Fires and explosions are handled in the same way. The battery's guns use the following gunfire table:

Gun	5"	10"	15"	Power	Relia
	A/6	8/2	2/-2	4	B

2. *Nullo's* speed in this action is 26 knots (3.25 inches). She is also suffering from steering problems. Each turn, roll D6; on a roll of 1, roll for random movement as if she had suffered Shock Hit 13 – steering engine running wild.
3. Visibility is 16 (gunfire visibility factor of -2) -- dawn.
4. Italian gunnery in this action was poor. The *Nullo* receive a -3 gunnery modifier.

Outcome: *Kimberly* had found *Francesco Nullo*. She pummed the unfortunate Italian with 4.7 inch fire and dispatched her with a torpedo. The worm almost turned, however, when a shell from the Italian battery on Harmil Island severed a steam line and left *Kimberly* dead in the water. Fortunately for the British, *Kimberly* was able to get steam to one engine and so drew out of range without sustaining further damage.

## Turbine/Sauro Classes

<u>Navy Class</u>	Regia Marina Destroyer	<u>Date</u>	1941				
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>				
Main Battery:	4.7 inch guns in 2 twin mounts	17 inches	Fore				
Torpedoes:	21 inch torpedoes in 2 triple mounts	5 inches at 6.00"	Port and starboard				
Maximum Value:	6	9 inches at 4.75"					
		13 inches at 3.75"					
<u>Gun:</u>	5"      10"      15"      17"	<u>Power</u>	<u>Relia</u>				
4.7" twin	A/12      8/8      2/4      1/1	4	B				
<u>Speed</u>	4.00      2 boilers	2 engines	<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5	
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18				

### Armament Arrangement



### Notes

- Eight ships in Turbine class.
- Sauro class, with four units, was similar in game terms.

### Hits

Fuel Oil 1	11-14	Forward Void
Fuel Oil 1	15	Void
Forward Main Magazine	16-21	Void
Forward Main Magazine	22-23	Main A
Fuel Oil 2	24	Main A
Fuel Oil 2	25	Bridge
Fuel Oil 2	26	Bridge
Fuel Oil 2	31	Main Director
Boiler Room	32	Searchlight
Boiler Room	33-34	Funnel
Boiler Room	35	Void
Boiler Room	336	Funnel
Boiler Room	41	Torpedo A
Engine Room	42-43	Torpedo A
Engine Room	44-45	AAMGs
Engine Room	46-51	Torpedo B
Aft Main Magazine	52	Torpedo B
Aft Main Magazine	53	Void
Aft Main Magazine	54-55	Main X
Fuel Oil 3	56	Main X
Fuel Oil 3	61-62	Void
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

### Internal Diagram

FO1	FM	FO2	BR	ER	AM	FO3	ST
1FP	A&B	3FP	B1,2	E1	X&Y	1FP	1FP
	1FP		10FP	E2	1FP		
				9FP			

## “J/K/L/M/N” Classes

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940		
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>		
Main Battery:	4.7 inch guns in 3 twin mounts	18 inches	Fore		
Torpedoes:	21 inch torpedoes in 1 quintuple mount	13 inches at 4.25"	Port and starboard		
Maximum Value:	9	16 inches at 2.75"			
<u>Gun:</u>	5"      10"      15"      18"	<u>Power</u>	<u>Relia</u>		
4.7 inch twin	A/12      8/8      2/4      1/1	4	A		
<u>Speed</u>	4.50      2 boilers      2 engines	<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5
<u>Flotation</u>	Total: 27      DIW: 14      Sinking: 18				

### Armament Arrangement



### Notes

- Twenty-four Js and similar Ks and Ns were built.
- Most gave up a torpedo mount to ship a 4 inch anti-aircraft gun. This is treated as an AAMG for game purposes.
- Twelve Ls and Ms were similar, but with 4.7 inch guns in turrets (range 21 inches) and 2 quadruple torpedo mounts.
- GR space is the Gearing Room. Treat hits on it as Engine Room hits, although it floods separately.

### Hits

Void 1	11-14	Forward	Void
Void 1	15	Main	A
Forward Main Magazine	16-21	Main	A
Forward Main Magazine	22-23	Main	B
Fuel Oil 1	24	Main	B
Fuel Oil 1	25	AAMGs	
Fuel Oil 1	26	Bridge	
Fuel Oil 1	31	Bridge	
Boiler Room 1	32	Main	Director
Boiler Room 1	33	Search	Radar
Boiler Room 1	34	Funnel	
Boiler Room 2	35-36	Funnel	
Boiler Room 2	41	AAMGs	
Engine Room	42-44	Torpedo	A
Engine Room	45	AAMGs	[Torpedo B]
Gearing Room	46-51	AAMGs	[Torpedo B]
Aft Main Magazine	52	Searchlight	
Aft Main Magazine	53	AAMGs	
Aft Main Magazine	54-55	Main	X
Fuel Oil 2	56	Main	X
Fuel Oil 2	61-62	Void	
Propshaft 1 or 2	63-64	Void	
Steering	65-66	Steering	

### Internal Diagram

VO1 1FP	FM A&B 1FP	FO1 2FP	BR1 B1 5FP	BR2 B2 5FP	ER E1 E2 6FP	GR 3FP	FO2 2FP	AM X 1FP	ST 1FP
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