

BEY VERSUS MOUNTBATTEN

0639 29 November 1940

Background: A nighttime German sweep of the Channel netted only a few small fry. On turning towards their base, however, the Germans fell in with Mountbatten's 5th Destroyer Flotilla.

Forces:

Royal Navy	Division 1	Javelin	("J" Class -- flag)
Captain Lord Louis		Jupiter	("J" Class)
Mountbatten		Kashmir	("K" Class)
		Jackal	("J" Class)
		Jersey	("J" Class)
Kriegsmarine	Division 1	Karl Galster	(Type 36 -- flag)
Captain Erich Bey		Richard Beitzen	(Type 34)
		Hans Lody	(Type 34A)

Set-up:

N^	German Division 1 is on a course of 180, in line ahead, 21 inches from the north edge and 36 inches from the west edge.
	British Division 1 is on a course of 270, in line abreast, 22 inches from the north edge and 41 inches from the west edge. Javelin is northernmost with the other ships in line to the south.

Victory Conditions: for each side, 1 point per destroyer sunk or left dead in the water.

Special Rules:

1. The visibility base is -2 with a gunfire modifier of -8 – murky weather.
2. Neither side may alter course or speed until it spots the other.

Outcome: The Germans put two torpedoes into Javelin, blowing off her bow and stern. The RN destroyers made no torpedo attacks, and missed with their main guns. The British towed the shattered Javelin to Plymouth while the Germans retired to Brest.

“J/K/N/M” 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 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.50	2 boilers	2 engines
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5

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

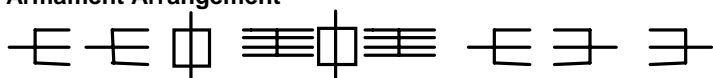
Internal Diagram

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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Type 34

<u>Navy Class</u>	Deutsches Kriegsmarine Destroyer	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	5 inch guns in 5 single mounts	18 inches	Fore and aft
Torpedoes:	21 inch torpedoes in 2 quadruple mounts	8 inches at 5.00" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.75"	6 boilers	2 engines
<u>Flotation</u>	Total: 33	DIW: 17	Sinking: 22
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±3 24": ±5

Armament Arrangement



Notes

- Class included Z-1 through Z-8.
- Z-9 through Z-13 were Type 34A, similar in game terms.
- Z-14 through Z-21 were Type 36, also similar in game turns.
- Fuel tanks like cruisers, outboard of machinery spaces.

Hits

	Void 1	11-13	Forward Void
	Void 1	14	Main A
	Void 1	15-16	Main A
Forward Main Magazine		21-22	Main B
Forward Main Magazine		23	AAMGs
Forward Main Magazine		24	Bridge
	Boiler Room 1	25	Torpedo Directors, Bridge
	Boiler Room 1	26	Forward Director, Bridge
	Boiler Room 2	31	Funnel
	Boiler Room 2	32	Torpedo A
Turbogenerator Room		33	Torpedo A
	Boiler Room 3	34	Torpedo A
	Boiler Room 3	35	Funnel, AAMGs, Searchlight
	Engine Room 1	36	Funnel, AAMGs, Searchlight
	Engine Room 1	41	Aft Director
	Engine Room 1	42	Torpedo B
	Void 2	43	Torpedo B
	Engine Room 2	44	Torpedo B
	Engine Room 2	45	Main M
	Engine Room 2	46	Main M
	Aft Main Magazine	51	Main M
	Aft Main Magazine	52	AAMGs
	Aft Main Magazine	53-55	Main X
Void 3, Propshaft 1 or 2		56-62	Main Y
Void 3, Propshaft 1 or 2		63-64	Void
	Steering	65-66	Steering

Internal Diagram

V1	FM	BR1	BR2	TR	BR3	ER1	V2	ER2	AM	V3	ST
2FP	A	B1,B2	B3,B4	1FP	B5,B6	E1	1FP	E2	MX	3FP	2FP
	3FP	3FP	3FP		3FP	4FP		4FP	4FP		