

SCENARIOS FOR “DARK SEAS”

Battle of Savo Island 9 August 1942

Background. On 7 August 1942, the Allies seized the initiative in the Pacific by landing on Guadalcanal Island. Their main objective was a partially built airfield begun by the Japanese on the island's north coast. The first Japanese response was a series of air attacks on the invasion force, and the second was a surface strike by all available forces at the Japanese base at Rabaul. These came boiling down the “Slot” -- the passage down the Solomon Islands from Rabaul to Guadalcanal -- on the evening of 9 August. The Allied surface escort forces, exhausted after three straight days of hard combat, patrolled between the onrushing Japanese and the vulnerable transports of the invasion force.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. The area inside the dashed red lines is Ironbottom Sound. Half hexes are not in play.

Allies may form up to 6 task groups, with no dummies. Imperial Japanese Navy may form up to 4 task groups, with 3 additional dummies.

Allies training level is 2. IJN training level is 5.

Both sides may move freely at start, except that Allied transports and DMS group may not move at all and Allied ships may not leave Ironbottom Sound until an IJN ship is spotted or attacks. Allies begin in Ironbottom Sound. The Allied transport and DMS groups must start at hex A or B. IJN enters on the west edge.

Maximum visibility is 1, with a -1 modifier.

The Allied player gets ½ victory points for each IJN ship not exited from the west (left) edge of the map by Turn 10. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the IJN player must score at least 10 points, and must outscore the Allied player by at least a ratio of at least 3:1.

Game ends when the last IJN ship exits the west edge of the map, or on Turn 10.

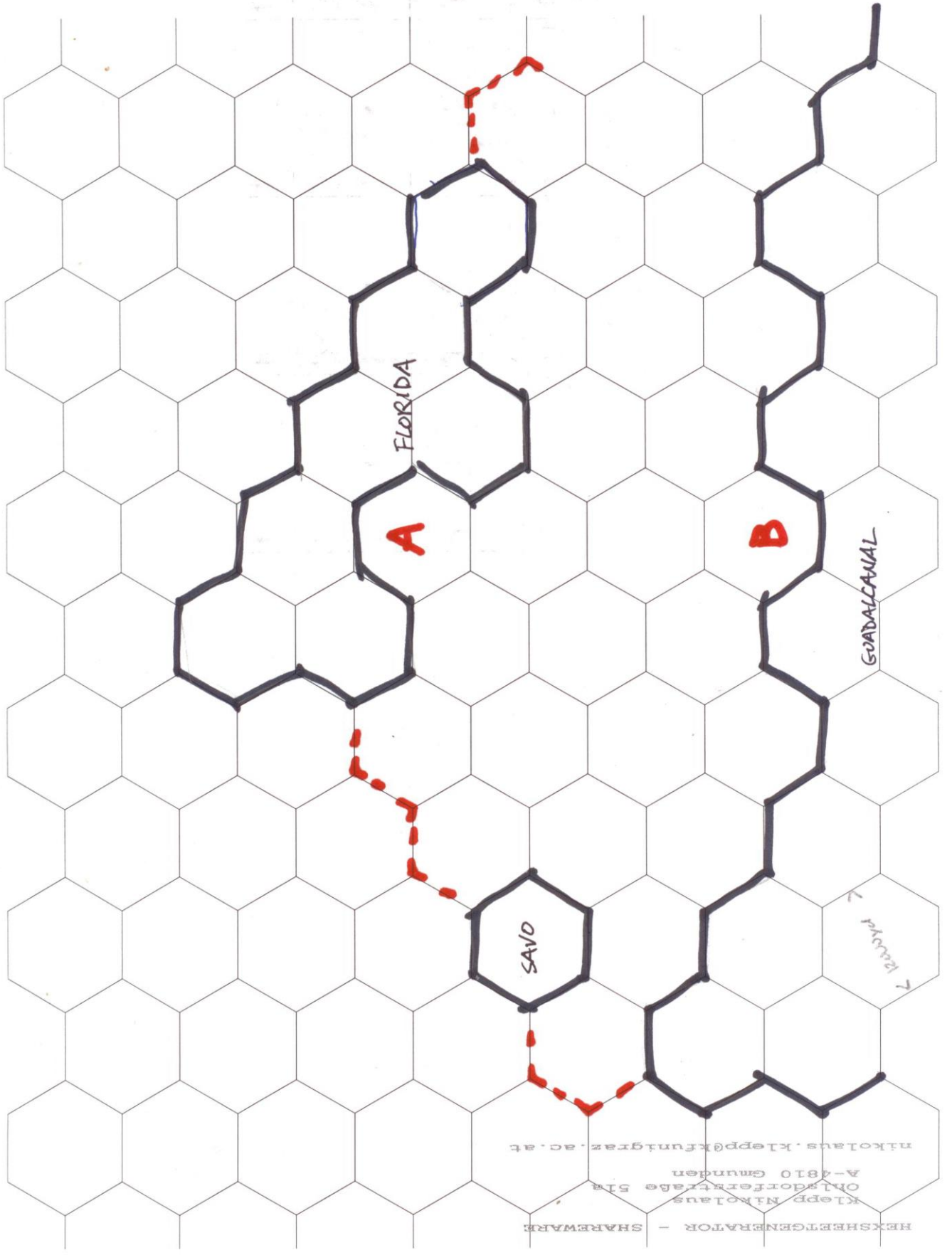
Outcome. The Japanese swept into Ironbottom Sound engaging the separately patrolling Allied ships. The Allies were defeated in detail, losing Canberra, Quincy, Vincennes and Astoria. Although the Japanese force had suffered negligible damage, its disorganization and the coming dawn persuaded the admiral commanding to retire without closing on the Allied transports.

Battle of Savo Island – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
CHOKAI (22)	□□□□	KINUGASA (12)	□□□□
KAKO (12)	□□□□	TENRYU (4)	□□□
AOBA (12)	□□□□	YUBARI (4)	□□□
FURUTAKA (12)	□□□□	YUNAGI (2)	□□□

ALLIED NAVAL FORCES	D/S/T/R		D/S/T/R
ASTORIA (3)	□□	AUSTRALIA (3)	□□□
CHICAGO (2)	□□	CANBERRA (3)	□□□
VINCENNES (3)	□□	HOBART (2)	□□□
QUINCY (3)	□□	SAN JUAN (3)	□□□
SELFRIDGE (1)	□□□	RALPH TALBOT (1)	□□□
HELM (1)	□□□	WILSON (1)	□□□
BAGLEY (1)	□□□	PATTERSON (1)	□□□
MUGFORD (1)	□□□	HENLEY (1)	□□□
ELLET (1)	□□□	BUCHANAN (1)	□□□
DEWEY (1)	□□□	HULL (1)	□□□
MONSSEN (1)	□□□	DMS GROUP (1 each)	□□□□□
TRANSDIV A (2 each)	□□□	TRANSDIV B (1 each)	□□□
TRANSDIV C (2 each)	□□□□	TRANSDIV D (2 each)	□□□□
TRANSDIV E (2 each)	□□□□	TRANSDIV 12 (1 each)	□□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded. For groups, each box is a ship.



FLORIDA

A

B

GUADALCANAL

SAVO

SAVO

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Battle of the Beta Convoy 9 November 1941

Background. In response to Churchill's prodding, the Admiralty assigned a small cruiser-destroyer force to Malta to raid Italian convoys en route to North Africa. This was the famous Force K. In November, the force got its chance.

The Scenario. The playing area is an 11 by 7 hexgrid as shown on the attachment at the end of these scenarios, with the long edges running north and south. Half hexes are not in play.

Royal Navy may form up to 2 TGs, with an additional 3 dummies. Regia Marina can form up to 5 TGs, with no dummies. The convoy counts as 1 TG.

RN training level is 4. RM training level is 1.

Both sides may move freely at start.

Maximum visibility is 2.

RM enters on north edge of playing area. RN deploys in the 6th (middle) row of the hex map.

The RM player gets 5 victory points for each merchantman exited off the south edge of the map. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the RN player must score at least 4 points, and must outscore the RM player by a ratio of at least 5:1.

Game ends when all RM ships have exited off south end of playing area.

Note: the asterisk after Penelope's name on its ship counter plays no role in this scenario. Use the version of Lively's ship counter without radar.

Outcome. The British paraded up and down past the convoy, pummeling it with torpedoes and gunfire. The close escort first thought that the British were their supporting cruisers, and the cruisers apparently did not realize that the British were there until the convoy was demolished. When the smoke cleared, all seven merchantmen and an Italian destroyer were sinking. The British suffered only minor damage.

Battle of the Beta Convoy – Ship Roster

ROYAL NAVY	D/S/T/R		D/S/T/R
AURORA (8)	□□□	LANCE (2)	□□□
PENELOPE (8)	□□□	LIVELY (2)	□□□

REGIA MARINA	D/S/T/R		D/S/T/R
TRENTO (2)	□□□	EURO (1)	□□□
TRIESTE (2)	□□□	MAESTRALE (1)	□□□
ALPINO (1)	□□□	GRECALE (1)	□□□
GRANATIERE (1)	□□□	LIBBECCIO (1)	□□□
BERSAGLIERE (1)	□□□	ORIANI (1)	□□□
FUCILIERE (1)	□□□	FULMINE (1)	□□□
CONVOY (2 each)	□□□□□□□□		

Order of boxes: Ship damaged, ship sunk, torpedoes expended. For groups, each box is a ship.

Action off Malaya 9 December 1941

Background. Japan entered World War II with a sweeping and multi-pronged campaign, striking at Pearl Harbor, the Philippines and British Malaya, and aimed at capturing the rich natural resources of southern Asia.

While the British did not feel that they could handle the Japanese together with the Germans and the Italians, they did hope that a show of force would keep the Japanese from war. This, and not any hope of military success, caused the Admiralty to order Admiral Tom Phillips to Singapore with the battleship Prince of Wales and the battlecruiser Repulse. They arrived too late to stop the Japanese march to war, but once there the momentum of events and the need for the Royal Navy to do *something* meant that the ships could not be withdrawn. When the Japanese landed troops on the east coast of the Malayan peninsula, Phillips felt that he had to act to assist the hard-pressed army and RAF.

Judging that the threat from Japanese air and naval forces was not too great, he took his ships north into the South China Sea to strike at Japanese landing forces. He pressed northward for a dawn strike, even though he knew that his ships had been spotted and that Japanese covering forces might be steaming to intercept him.

The Scenario. The playing area is an 11 by 7 hexgrid as shown on the attachment at the end of these scenarios, with the long edges running north and south. Half hexes are not in play.

Commonwealth Forces may form up to 2 TGs, with 2 dummies in addition. Imperial Japanese Navy can form up to 4 TGs, any number of which can be dummies.

CF training level is 3. IJN training level is 5.

Both sides may move freely at start.

Maximum visibility is 1, with a -1 modifier.

CF enters on south edge of map. IJN deploys in the 6th (middle) row of the hex map. Game ends when all CF ships have exited off either the north or south end of map or after 10 turns.

The CF player gets ½ victory points for each ship exited off the north edge of the map. The IJN player gets ½ victory points for each RN ship exited off the south edge of the map. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the IJN player must score at least 10 points, and must outscore the CF player by a ratio of at least 3:1.

Outcome. Historically, the Japanese ships closed to within 20 miles of the British force but broke off to the north after Phillips turned away to the south. The Japanese had planned a night cruiser action capitalizing on their superior torpedoes, to be followed with daylight airstrikes and intervention by a stronger Japanese covering force lying further north, but Phillips's unwitting turn away convinced Admiral Ozawa, commanding the Japanese force, that only aircraft could catch the British force before it returned to Singapore.

Events proved Ozawa correct. Although the Japanese lost contact with the British force during the night, a Japanese search aircraft found it again while Phillips was investigating a false report

of a Japanese landing in southern Malaya. Unaware of the danger posed by the long-ranged Japanese torpedo bombers based in Indochina, Phillips loitered in the area investigating passing shipping. He paid for his ignorance of Japanese capabilities with his life, when Japanese aircraft overwhelmed and sank both Prince of Wales and Repulse. This was a new thing in naval warfare: the first time that unaided aircraft had sunk capital ships that were alert and underway.

Action off Malaya – Ship Roster

COMMONWEALTH FORCES	D/S/T/R		D/S/T/R
PRINCE OF WALES (74)	□□	EXPRESS (1)	□□□
REPULSE (28)	□□	ELECTRA (1)	□□□
		VAMPIRE (1)	□□□

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
CHOKAI (26)	□□□□	FUBUKI (4)	□□□
MOGAMI (20)	□□□□	ASAGIRI (4)	□□□
MIKUMA (20)	□□□□	HATSUYUKI (4)	□□□
KUMANO (20)	□□□□	SHIRATSUKI (4)	□□□
SUZUYA (20)	□□□□		

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded.

Battle of the Barents Sea 31 December 1942

Background. Convoy JW5A, of fourteen ships, began its journey to Murmansk on December 15, 1942. Close escort ultimately consisted of five destroyers and some smaller ships, with distant support provided by two light cruisers. When U354 spotted the convoy on December 30, the Germans decided to send substantial surface forces against it, but hampered their forces with orders forbidding the big ships from taking practically any risks.

The Scenario. The playing area is an 11 by 7 hexgrid as shown on the attachment at the end of these scenarios, with the long edges running east and west. Half hexes are not in play.

Royal Navy may form up to 6 TGs, with additional 3 dummies. All of the merchant ships can be in 1 TG, regardless of normal formation size limits. Kriegsmarine can form up to 2 TGs and an additional 3 dummies.

RN training level is 4. KM training level is 3.

Both sides may move freely at start.

Roll 1D6 at the start of each turn. On a 1-3 maximum visibility for the turn is 2. On a 4-6, maximum visibility is 1.

RN deploys all ships except Sheffield and Jamaica in the first 3 hex rows at the west edge of the hex map, at least 4 hexes from the north edge. RN deploys Sheffield and Jamaica in the first three rows of the east edge of the map. KM deploys its ships in the south hex row of the map. RN deploys first.

The RN player gets 2 victory points for each merchantman exited off the east edge of the map. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the KM player must score at least 8 points, and must score more points than the RN player.

Game ends when all RN ships have exited off east end of playing area.

Note: Use the Sheffield and Jamaica ship counters with "R2" radar values. Use the Z29, Z30 and Z33 counters with "4-1" gunnery values.

Optional: For a three player variant, the third player controls the 2 RN cruisers, and receives no more information about the location or status of the other RN ships than does the KM player.

Outcome. In an action stretching over more than three hours, both sides' forces dodged in and out of snow squalls engaging all and sundry. When the smoke cleared, Hipper had sunk Achates and a small minesweeper, Sheffield and Jamaica had sunk Friedrich Eckholdt and hit Hipper, and Lutzow had damaged a merchantman. Hampered by their instructions not to risk their cruisers, the Germans were unable to close the convoy and do real damage. Hitler was furious at the results, threatening to dismantle the German ships and use their guns as coastal artillery. On the British side, the commander of the convoy escort, Captain Sherbrooke, received the Victoria Cross for standing off first the Hipper and then the Lutzow.

Battle of the Barents Sea – Ship Roster

ROYAL NAVY	D/S/T/R		D/S/T/R
SHEFFIELD (21)	□□□	ACHATES (1)	□□□
JAMAICA (14)	□□□	BRAMBLE (1)	□□
ONslow (2)	□□□	JW.51B DIV 1 (4 each)	□□□□
OBdurate (2)	□□□	JW.51B DIV 2 (4 each)	□□□□
OBEdient (2)	□□□	JW.51B DIV 3 (4 each)	□□□□
ORWELL (2)	□□□		

KRIEGSMARINE	D/S/T/R		D/S/T/R
HIPPER (12)	□□□	RIEDEL (1)	□□□
LÜTZOW* (6)	□□□	Z29 (2)	□□□
ECKHOLDT (1)	□□□	Z30 (2)	□□□
BEITZEN (1)	□□□	Z33 (2)	□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended. For groups, each box is a ship.

* Treat Lützow's B battery like a heavy cruiser's C battery when attacking D targets at 0 range – modifier of X1.

Battle of Kula Gulf 6 July 1943

Background. When the Americans invaded New Georgia, they subjected the Japanese garrison on the neighboring island of Kolombangara to a vigorous naval bombardment. Upon hearing reports of a Japanese attempt to run reinforcements down to New Georgia, the American bombardment force dashed off to intercept the Japanese column.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. Half hexes are not in play.

United States Navy may form up to 3 task groups, with an additional 2 dummies. Imperial Japanese Navy may form up to 6 task groups, any of which may be dummies.

The IJN player selects ships blindly from a pool of all ship blocks available for the scenario. The IJN player adds 4 blank blocks to the 16 ship blocks and then selects 12 of the blocks blindly. The IJN player then notes any destroyers that are carrying troops. Destroyers carrying troops may not carry torpedo reloads and have all attack strengths halved.

USN training level is 3. IJN training level is 5.

Both sides may move freely upon entering the map. USN enters and exits from the east edge of the map. Roll a 1D6 at the beginning of the turn. The USN enters on a roll of 1 or 2. IJN enters to Hex B and exits from the west edge.

Maximum visibility is 1.

USN ships moving across the hexside linking Kolombangara and Arundel risk minefield attacks. Roll for an attack against each ship at 1.5:1 odds.

Both players get full victory points for enemy ships sunk and half points for enemy ships damaged. The IJN player gets 4 points for every destroyer that unloads troops in Hex A. Destroyers unload troops in Hex A by remaining there without moving, engaging in combat, or being engaged, for 2 turns. The USN player gets ½ victory points for every IJN ship on the map on turn 14.

To win, the IJN player must score at least 8 points, and must outscore the Allied player.

Game ends after 14 turns or when the last IJN ship exits the west edge of the map.

Note: Use the O'Bannon ship counter with the "8-3" torpedo values.

Outcome. The opposing ships closed and traded shells and torpedoes at close range. When the firing stopped, Niizuki had been annihilated by six inch shells and Helena sunk by a Long Lance in her vitals.

Battle of Kula Gulf – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
JINTSU (7)	□□□	AMAGIRI (4)	□□□
NIIZUKI (8)	□□□□	HATSUYUKI (4)	□□□
KIYONAMI (5)	□□□□	MATSUKAZE (2)	□□□
SUZUKAZE (5)	□□□□	YUNAGI (1)	□□□
TANIKAZE (5)	□□□□	MIKAZUKI (2)	□□□
HAMAKAZE (5)	□□□□	MOCHIZUKI (2)	□□□
YUKIKAZE (5)	□□□□	NAGATSUKI (2)	□□□
YUGURE (4)	□□□□	SATSUKI (2)	□□□

UNITED STATES NAVY	D/S/T/R		D/S/T/R
HONOLULU (23)	□□	NICHOLAS (6)	□□□
HELENA (23)	□□	O'BANNON (6)	□□□
ST. LOUIS (23)	□□	JENKINS (6)	□□□
		RADFORD (6)	□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded. Destroyers carrying troops have no torpedo reloads.

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Battle of Badung Strait

19 February 1942

Background. The Allies moved to attack the Japanese forces invading the island of Bali, aiming for a reprise of the Balikpapan strike at the Japanese transports. Because the ABDA forces had come from two different ports, they swept into the invasion area in two separate waves.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. Half hexes are not in play.

American-British-Dutch-Australian forces may form up to 6 task groups. The ABDA player has no dummies. The ABDA player may not combine Dutch and US ships in the same TGs. Imperial Japanese Navy may form up to 3 task groups. The IJN player may have up to 3 dummy units in addition.

ABDA training level is 3. IJN training level is 5.

Both sides may move freely at start.

The Sasago Maru starts in Hex A. Asashio and Oshio start anywhere on the map.

ABDA forces enter from the south edge. The ABDA player selects 4 ships to enter on Turn 1. They all enter on Turn 1. The remaining ABDA ships enter on a 1D12 roll of 1 through 4. Begin checking for their arrival on Turn 2. The remaining IJN ships enter from the north edge on a 1D12 roll of 1-6. Begin checking on Turn 2.

Maximum visibility is 1, with a -1 modifier.

Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the ABDA player must score at least 4 points, and must outscore the IJN player.

Game ends after 10 turns, or when the last ABDA ship exits the south edge of the map.

Optional: add Kortenaer to the ABDA forces, and increase the first wave to 5 ships.

Outcome. The Japanese invasion fleet had mostly withdrawn before the strike went in – the ABDA ships found only one transport and two escorting destroyers in the anchorage. The Japanese fought off both waves, sinking Piet Hein with a Long Lance and damaging Tromp and Stewart with gunfire. The ABDA ships managed only to damage destroyer Michishio when she tried to reinforce her beleaguered comrades.

Battle of Bandung Strait – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
ASASHIO (5)	□□□□	ARASHIO (5)	□□□□
OSHIO (5)	□□□□	MICHISIO (5)	□□□□
		SASAGO MARU (8)	□

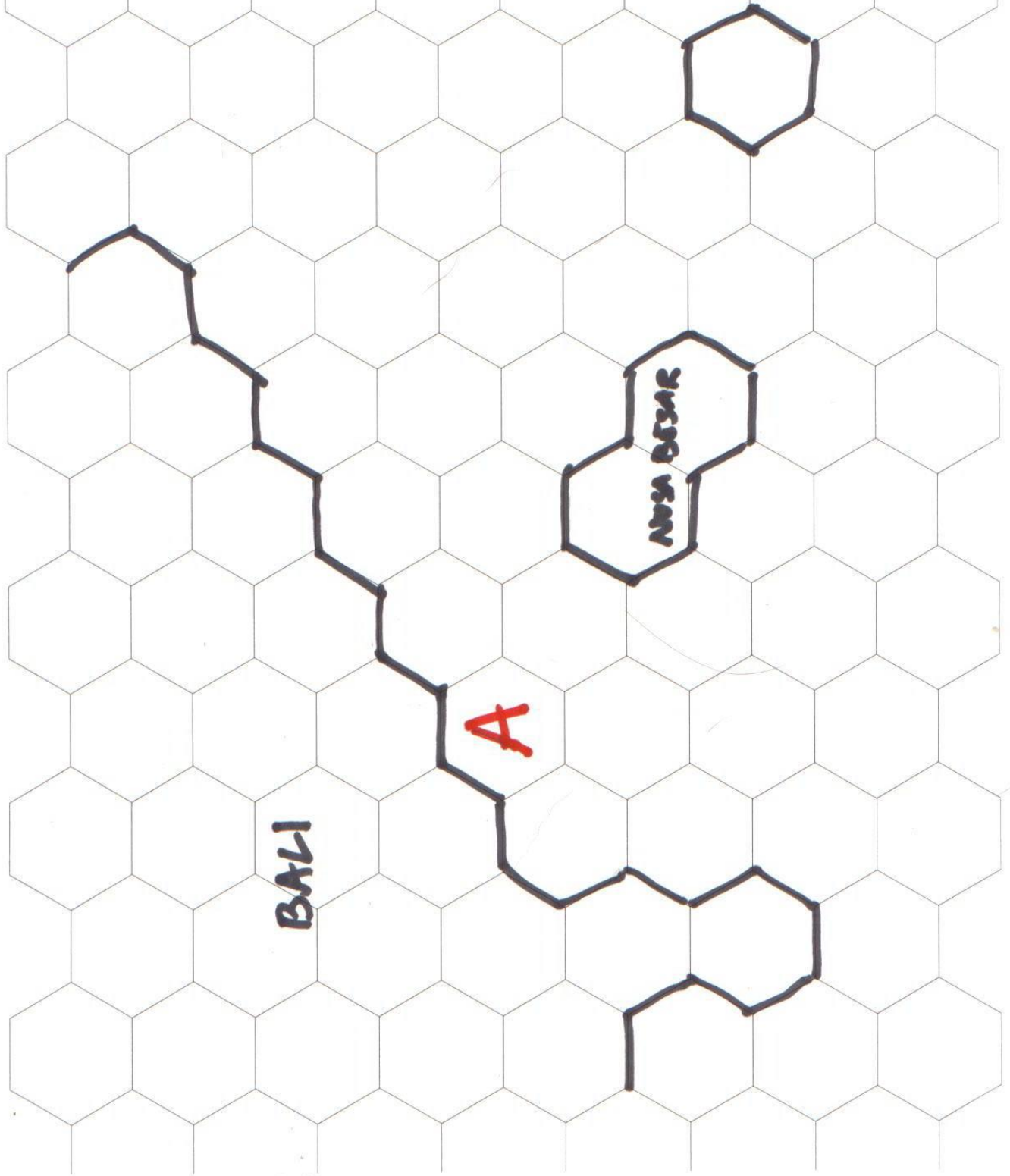
ABDA FORCES	D/S/T/R		D/S/T/R
DE RUYTER (3)	□□	TROMP (2)	□□
JAVA (3)	□□	STEWART (1)	□□□
PIET HEIN (2)	□□□	PARROTT (1)	□□□
JOHN D. FORD (1)	□□□	J. D. EDWARDS 1)	□□□
POPE (1)	□□□	PILLSBURY (1)	□□□
<i>KORTENAER (2)</i>	□□□		

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded.

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Battle of the North Cape 26 December 1943

Background. The Battle of North Cape resulted from the Kriegsmarine's last fling at using surface forces against Russia-bound convoys. In this case the target was JW55B, a convoy of 18 merchantmen bound for Murmansk. The Germans spotted the convoy early and on Christmas Day 1943 and sent Scharnhorst and five destroyers against it. The Germans sailed into the teeth of a Force 7 gale with orders not to repeat the timid performance of the Battle of Barents Sea. The next day, the German force collided with the screening cruisers of Rear Admiral Burnett.

The Scenario. The playing area is an 11 by 7 hexgrid as shown on the attachment at the end of these scenarios, with the long edges running east and west. Half hexes are not in play.

Royal Navy may form up to 6 TGs, with additional 3 dummies. All of the merchant ships can be in 1 TG, regardless of normal formation size limits. Kriegsmarine can form up to 2 TGs and has an additional 3 dummies.

RN deploys first, with the merchant ships in the western three hexrows of the playing area, and three of the cruisers in the eastern three rows of the playing area, and the destroyers in either or both areas. KM deploys second, in the eastern three rows of the playing area. KM may not deploy in any hex with a RN TG.

RN holds the Duke of York, one cruiser and at least 4 destroyers off the playing area. They enter the easternmost hexrow of the playing area on based on a card pull from a deck consisting of 1 ace and 5 other cards. RN pulls and retains 1 card from the deck at the start of each turn. The ships held off the playing area enter when the RN draws the ace. The cards pulled are not shown to KM as they are drawn, but RN retains them in the order drawn. RN may enter 1 or more dummy TGs on the east edge regardless of the card drawn, as long as the limits for dummy RN TGs is not exceeded.

RN training level is 4. KM training level is 3.

Both sides may move freely at start.

Maximum visibility is 1.

The RN player gets 1 victory point for each merchantman exited off the east edge of the map. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the KM player must score at least 8 points, and must score more points than the RN player.

Game ends when all RN ships have exited off the east end of playing area or all KM ships have exited off the south end of the playing area.

Note: Use the Sheffield and Jamaica ship counters with "R3" radar values, and the destroyer counters with "2" movements allowances. Gun factors and (for destroyers) speeds have been reduced to take into account weather conditions during the engagement.

Outcome. The British cruiser force covering the convoy spotted Scharnhorst on radar and closed down to visual sighting range. The cruisers managed to drive Scharnhorst away from the convoy and, eventually, into the arms of Duke of York. Even then Scharnhorst might have escaped but for some lucky shooting by the British battleship. One of her shells cut Scharnhorst's speed, leaving the German ship open to British torpedo attacks. She ultimately succumbed to those attacks plus a close range pounding from the Duke.

Battle of the North Cape – Ship Roster

ROYAL NAVY	D/S/T/R		D/S/T/R
DUKE OF YORK (116)	□□	OPPORTUNE (2)	□□□
SHEFFIELD (23)	□□□	ONSLOW (2)	□□□
BELFAST (23)	□□□	ONSLAUGHT (2)	□□□
NORFOLK (14)	□□□	ORWELL (2)	□□□
JAMAICA (15)	□□□	VIRAGO (3)	□□□
SCORPION (2)	□□□	MUSKETEER (2)	□□□
SAMAUREZ (2)	□□□	MATCHLESS (3)	□□□
STORD (2)	□□□	IMPULSIVE (2)	□□□
SAVAGE (2)	□□□		
SCOURGE (2)	□□□	JW.55B DIV 1 (4 each)	□□□□□□
HAIDA (3)	□□□	JW.55B DIV 2 (4 each)	□□□□□□
HURON (3)	□□□	JW.55B DIV 3 (4 each)	□□□□□□

KRIEGSMARINE	D/S/T/R		D/S/T/R
SCHARNHORST (62)	□□□	Z33 (3)	□□□
Z29 (3)	□□□	Z34 (3)	□□□
Z30 (3)	□□□	Z38 (3)	□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended. For groups, each box is a ship.

Second Battle of Sirte 22 March 1942

Background. In March of 1942, the Royal Navy mounted an operation to relieve the besieged island of Malta. As part of this effort, an escorted convoy started from Alexandria to the island. Prodded by their German allies, the Italians sortied to intercept the convoy. Initially, an Italian cruiser force bumped into the convoy escort, but turned away after a brief fight. They would be back with reinforcements.

The Scenario. The playing area is an 11 by 7 hexgrid as shown on the attachment at the end of these scenarios, with the long edges running east and west. Half hexes are not in play. Royal Navy may form up to 9 TGs, with additional 3 dummies. Regia Marina can form up to 3 TGs and an additional 3 dummies. Both sides may move freely at start. RM ships are limited to a speed of 2.

RN training level is 4 (modified to 6 due to daylight). RM training level is 3 (modified to 5). Maximum visibility is 2. This is a daylight scenario, but without the odds shift for daylight gunfire combat (Rule 21.a)

RN deploys all ships in the first 3 hex rows at the east edge of the hex map, at least 4 hexes from the north edge. RM deploys its ships in the north hex row of the map. RN deploys first.

The RN player may exit ships off the west and south edges of the map. The RN player gets full victory points for each M class ship exited off the east edge of the map. The RM player gets half victory points for each M class ship exited off the south edge of the map. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

To win, the RM player must score at least 4 points, and must score more points than the RN player.

Game ends when all RN ships have exited off west or south ends of playing area, or all RM ships have exited off the north edge of the playing area.

RN ships with an * are AA ships. RM player receives 5 points for every turn that any hex containing an M class ship contains less than 3 AA ships. Roll a die at the end of each turn. On a 1, 3 AA ships in hexes with M class ships, selected by the RN player, permanently lose the ability to be AA ships.

Outcome. The Italians intercepted the convoy just as a gale was making up. The British escort, although vastly outgunned, fought back with gunfire and torpedo attacks through smokescreens. Although the Italians suffered only minor damage, they failed to press the attack and never engaged the convoy. While the British won a tactical victory, the Italian attack forced them to divert the convoy to a longer course to Malta. Axis airpower caught the convoy before it could reach Malta, sinking three of the four merchantmen in the convoy.

Second Battle of Sirte – Ship Roster

ROYAL NAVY	D/S/T		D/S/T
PENELOPE* (12)	□□□□	ZULU (4)	□□□
CLEOPATRA* (16)	□□□□	CARLISLE* (3)	□□□
DIDO* (16)	□□□□	AVON DALE* (2)	□□□
EURYALUS* (16)	□□□□	BEAUFORT* (2)	□□□
HASTY (3)	□□□	DULVERTON* (2)	□□□
HAVELOCK (3)	□□□	ERIDGE* (2)	□□□
HERO (3)	□□□	HURWORTH* (2)	□□□
JERVIS (4)	□□□	SOUTHWALD* (2)	□□□
KELVIN (4)	□□□	BRECONSHIRE (8)	□
KIPLING (4)	□□□	CLAN CAMPBELL (6)	□
LEGION* (4)	□□□□	PAMPAS (4)	□
LIVELY* (4)	□□□□	TALABOT (6)	□
SIKH (4)	□□□		

REGIA MARINA	D/S/T		D/S/T
LITTORIO (123)	□□	AVIERE (3)	□□□
GORIZIA (14)	□□	BERSAGLIERE (3)	□□□
TRENTO (10)	□□□	FUCILIERE (3)	□□□
BANDE NERE (4)	□□□	LANCIERE (3)	□□□
ALPINO (3)	□□□	ORIANI (3)	□□□
ASCARI (3)	□□□		□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended. For AA ships, the last box denotes the loss of AA capability. Merchantmen are sunk on the first hit.

First Naval Battle of Guadalcanal 13 November 1942

Background. After two great carrier battles that drained both US and Japanese naval air assets, the Japanese resolved to win the Guadalcanal campaign with surface naval forces and a land offensive. Their all-out attempt began with a bombardment mission laid on by two battlecruisers. The last battlecruiser shelling of Henderson Field had taken place a month before. It had been so devastating that old hands in that much-shelled place simply called it “The Bombardment.” While the Americans had no heavy units close enough to oppose the latest Japanese bombardment force, they decided that Henderson Field must be spared another such pounding. The Americans gathered their available forces and awaited the Japanese attack.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. The area inside the dashed red lines is Ironbottom Sound. Half hexes are not in play.

United States Navy may form up to 3 task groups, with no dummies. Imperial Japanese Navy may form up to 5 task groups, plus 3 dummy groups.

USN training level is 3, but if the USN spots a TG containing Hiei and Kirishima, it may always target each of those ships separately. (They were much larger than all the other IJN ships in the battle.) IJN training level is 4.

Both sides may move freely at start. USN begins in Ironbottom Sound. IJN enters on the north (top) and west (left) edges. IJN ships may exit from the north and west edges. USN ships may exit from the south and east edges.

Maximum visibility is 1, with a –1 modifier.

IJN player gets 8 points for each for Kirishima or Hiei firing on Henderson Field in any turn that the firing ship is not engaged by USN ships. The IJN can accumulate a maximum of 16 points per ship in this way. To fire on Henderson Field, Kirishima or Hiei must be in or adjacent to Hex B. Firing at Henderson Field counts as a task group engaging, with a +1 spotting modifier in the following turn.

Both players get full victory points for enemy ships sunk and half points for enemy ships damaged. The USN player gets half victory points for each IJN ship not exited by Turn 10, but only if the IJN player has less than 24 victory points from bombarding Henderson Field.

To win, the IJN player must score at least 8 points for firing at Henderson Field, and must outscore the USN player by at least a ratio of at least 2:1. Any other result is a USN victory.

Game ends on Turn 10, or when the last IJN ship exits the west edge of the map.

Note: Use the O’Bannon counter with the “3-1” torpedo values.

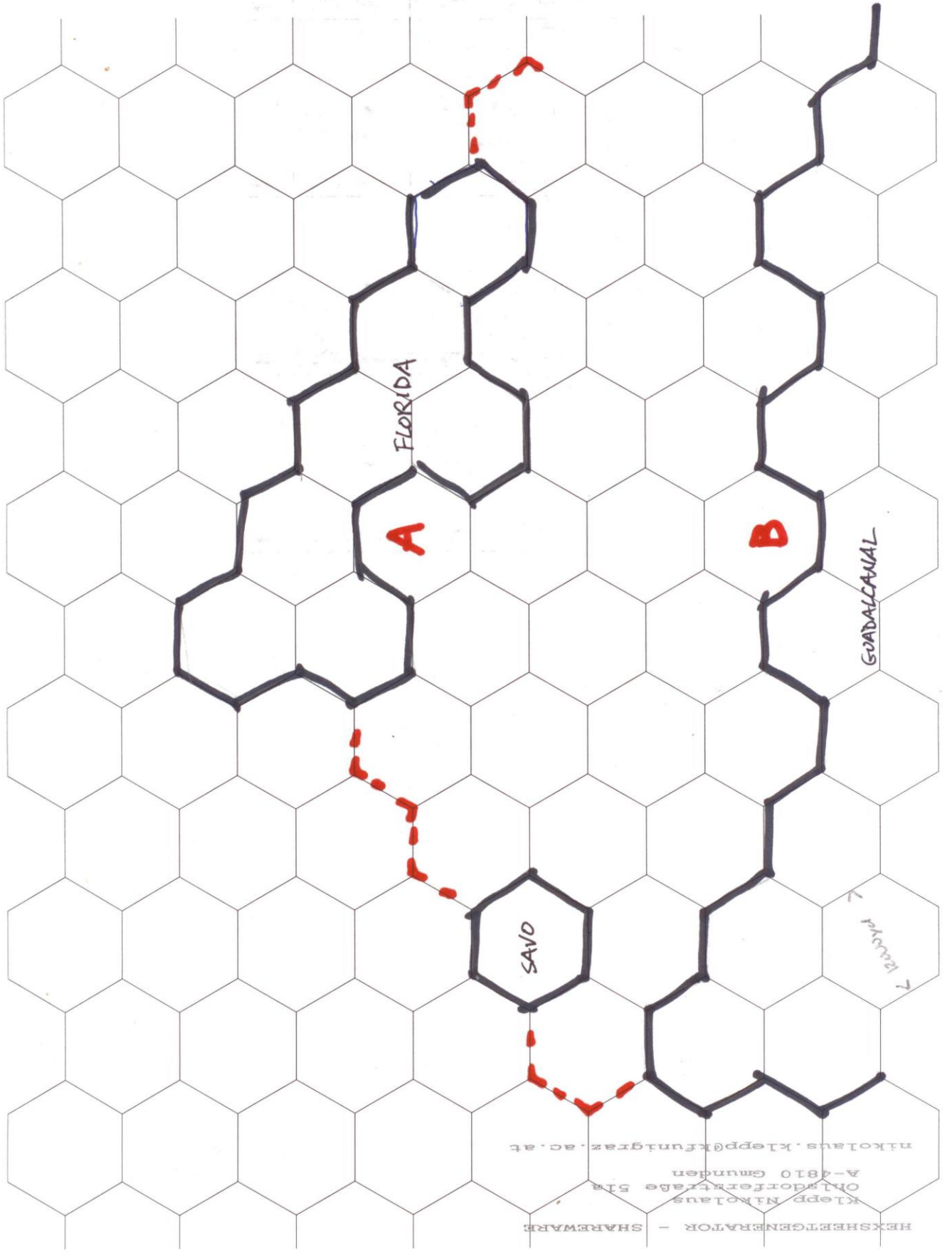
Outcome. The US ships closed to point-blank range before the action began, either due to command confusion or from a recognition that only torpedoes and close range gunfire could deal with the Hiei and Kirishima. In the bar-fight that followed, friend fired on friend, torpedoes were launched in all directions, and the sky was lit with searchlights, starshells and burning ships. When morning came, Laffey, Barton, and Atlanta were sunk and Cushing, Monssen, and Juneau were mortally damaged. Hiei and Yudachi were also left burning in Ironbottom Sound, and Akatsuki on its bottom. Guadalcanal had been spared a pounding.

First Naval Battle of Guadalcanal – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
HIEI (56)	<input type="checkbox"/> <input type="checkbox"/>	YUDACHI (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
KIRISHIMA (56)	<input type="checkbox"/> <input type="checkbox"/>	MURASAME (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NAGARA (7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	HARUSAME (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
TERUZUKI (8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	INAZUMA (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
YUKIKAZE (5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	IKAZUCHI (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
AMATSUKAZE (5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	AKATSUKI (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ASAGUMO (5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	SAMIDARE (4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

UNITED STATES NAVY	D/S/T/R		D/S/T/R
SAN FRANCISCO (10)	<input type="checkbox"/> <input type="checkbox"/>	MONSSEN (2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PORTLAND (8)	<input type="checkbox"/> <input type="checkbox"/>	AARON WARD (1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
HELENA (23)	<input type="checkbox"/> <input type="checkbox"/>	LAFFEY (1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
ATLANTA (6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	STERRETT (2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
JUNEAU (6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CUSHING (2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
FLETCHER (5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	O'BANNON (5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
BARTON (2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended.
 Circle reload box to indicate that torpedoes have been reloaded.



FLORIDA

A

B

GUADALCANAL

SAVO

HEXSHRETTGENERATOR - SHAREWARE
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Battle of Cape Esperance 11 October 1942

Background. On 11 October 1942, the Japanese sent a combined supply and bombardment force to Guadalcanal. While the supply force hugged the coast of the island, the bombardment force closed on Henderson Field from further north.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. The area inside the dashed red lines is Ironbottom Sound. Half hexes are not in play.

United States Navy may form up to 2 task groups, with 2 dummies. Imperial Japanese Navy may form up to 2 task groups, with 3 additional dummies.

USN training level is 3. IJN training level is 5.

Both sides may move freely at start. Allies begin in Ironbottom Sound.

Maximum visibility is 1.

The Allied player gets $\frac{1}{2}$ victory points for each IJN ship not exited from the west (left) edge of the map by Turn 15. Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

IJN player gets 2 points for each ship firing C factors at Henderson Field in any turn that the firing ship is not engaged by USN ships. The IJN can accumulate a maximum of 6 points per firing ship in this way. To fire on Henderson Field, the ship must be in or adjacent to Hex B.

The IJN player gets 8 points for every A defense ship that unloads troops in the coastal hex 3 hexes west of coastal Hex A. Ships unload troops in this hex by remaining there without moving, engaging in combat, or being engaged, for 4 turns.

Both players get full victory points for enemy ships sunk and half points for enemy ships damaged. The USN player gets $\frac{1}{2}$ victory points for each IJN ship not exited from the west (left) edge of the map by Turn 10.

Game ends when the last IJN ship exits the west edge of the map, or on Turn 15.

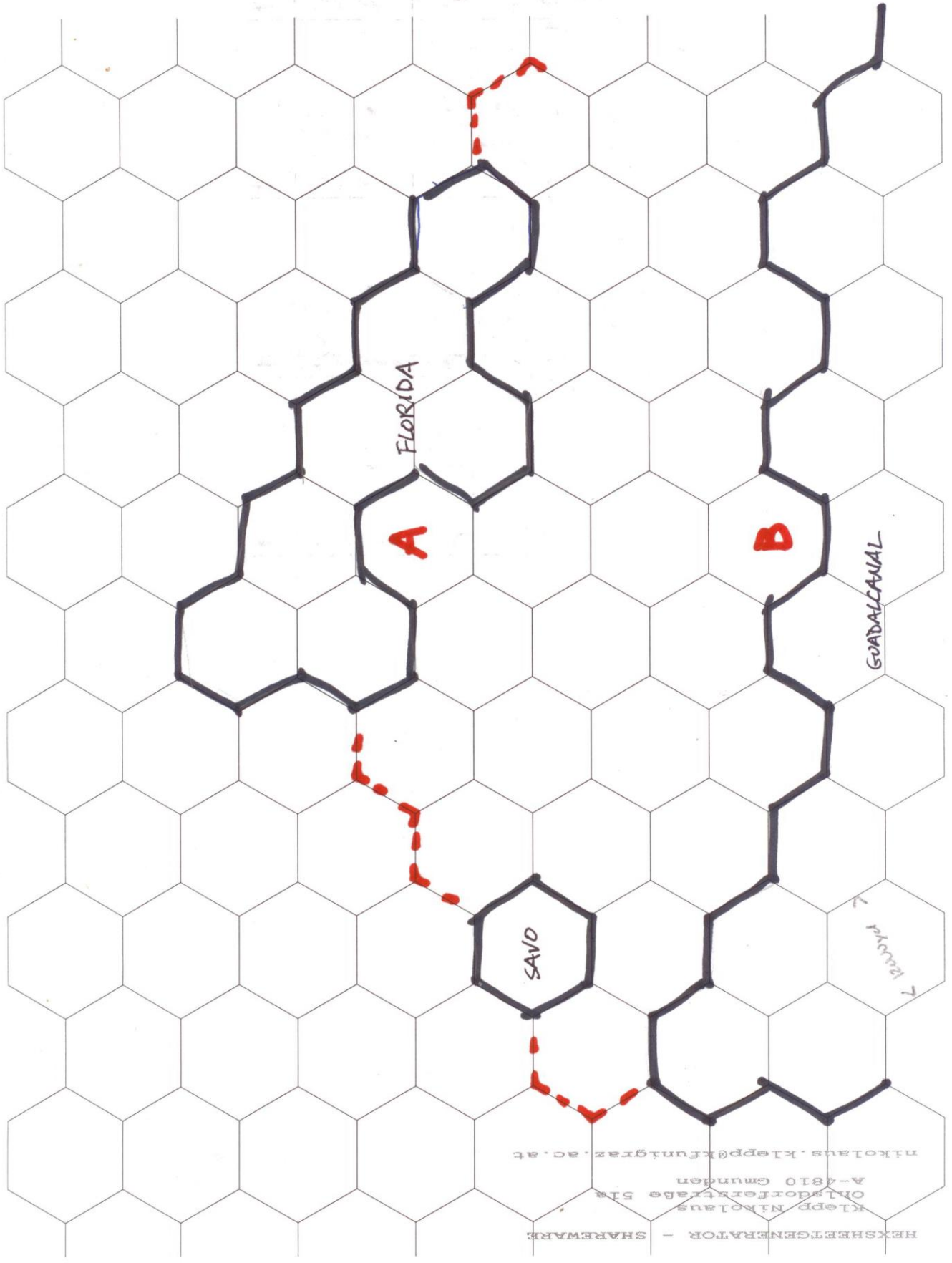
Outcome. The Americans were alerted to the Japanese sortie, and took up a patrol line just beyond Savo Island. This placed their forces athwart the course of the Japanese bombardment force. Helena's radar picked up the Japanese force at 27,000 yards range, but communications snafus kept the US guns silent until the range closed to 5,000 yards. Fortunately for the Americans, the Japanese were not expecting opposition, and their crews were uncharacteristically lax. Their laxness cost them Furutaka and Fubuki sunk, and Aoba seriously damaged. The Americans lost Duncan to fire from both sides, and almost lost Boise to a fire in her forward magazines.

Battle of Cape Esperance – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
AOBA (12)	□□□□	ASAGUMO (5)	□□□□
FURUTAKA (12)	□□□□	NATSUGUMO (5)	□□□□
KINUGASA (12)	□□□□	YAMAGUMO (5)	□□□□
CHITOSE (8)	□□	FUBUKI (4)	□□□
NISSHIN (8)	□□	HATSUYUKI (4)	□□□
AKIZUKI (8)	□□□□	SHIRAYUKI (4)	□□□

UNITED STATES NAVY	D/S/T/R		D/S/T/R
SAN FRANCISCO (10)	□□	BUCHANAN (1)	□□□
SALT LAKE CITY (8)	□□	DUNCAN (1)	□□□
HELENA (23)	□□	FARENHOLT (1)	□□□
BOISE (23)	□□	LAFFEY (1)	□□□
		MCCALLA (1)	□□□

Order of boxes: Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded. For groups, each box is a ship.



Second Naval Battle of Guadalcanal 14 November 1942

Background. After the November 13th engagement off Guadalcanal, the Allies ceded the waters of Ironbottom Sound to the Japanese for a cruiser bombardment on the night of the 13th-14th. On the 14th-15th however, the USN positioned a powerful surface group off Savo to intercept a third Japanese bombardment force. The second installment of the Naval Battle of Guadalcanal began with skirmishing between the US surface group and Japanese light forces screening the bombardment group, but escalated quickly at the heavy Japanese ships joined the action.

The Scenario. The playing area is a hexgrid laid out as shown on the attachment. The area inside the dashed red lines is Ironbottom Sound. Half hexes are not in play.

United States Navy may form up to 2 TGs, 1 of which may be a dummy. Imperial Japanese Navy may form up to 5 TGs, plus 3 dummy groups. IJN ships marked with an * may not be combined with IJN ships not so marked when forming TGs.

USN training level is 3. IJN training level is 5.

Both sides may move freely at start. USN begins in Ironbottom Sound. IJN enters on the north (top) and west (left) edges. USN may exit from the south or east edges. IJN may exit from the north or west edges, except that ships marked with an * may not exit.

Maximum visibility is 2.

IJN player gets 8 victory points for Kirishima firing on Henderson Field in any turn that she is not engaged by USN ships. The IJN player can accumulate a maximum of 16 VPs in this way. To fire on Henderson Field, Kirishima must be in or adjacent to Hex B.

IJN player gets 1 VP for each turn that a destroyer listed on the roster as carrying cargo unloads that cargo in Hex C. IJN player gets 2 VPs for each turn that a transport unloads cargo in Hex C. To unload cargo, a ship must leave its TG and must not have moved, evaded, fired, or been fired on in the turn.

USN player gets half victory points for each IJN ship (other than transports) in Ironbottom Sound on Turn 13. If USN sinks a transport or destroyer with unloaded VPs on board, USN player gets those VPs.

Both players get full victory points for enemy ships sunk and half points for enemy ships damaged.

The IJN player cannot win without scoring points either for bombarding Henderson or for unloading transports.

Game ends on Turn 13.

Outcome. The Japanese forces shadowed the American and attacked with torpedoes and gunfire at ranges down to 4,000 yards. Preston and Walke were mortally wounded and Benham was critically damaged, but the battleships escaped unscathed. Once the Japanese heavy ships joined the action, South Dakota drew intense fire. While the "SoDak" took substantial damage, Washington was left unengaged. She finished Kirishima with 9 16" hits, while the Atago and Takao took hits as well. The Japanese transports delayed unloading until dawn, when they were pulverized by American airpower.

Second Naval Battle of Guadalcanal – Ship Roster

IMPERIAL JAPANESE NAVY	D/S/T/R		D/S/T/R
KIRISHIMA (56)	□□	SAMIDARE (4)	□□□
TAKAO (32)	□□□□	INAZUMA (4)	□□□
ATAGO (32)	□□□□	SHIKINAMI (4)	□□□
NAGARA (7)	□□□	AYANAMI (4)	□□□
SENDAI (7)	□□□	URANAMI (4)	□□□
TERUZUKI (8)	□□□□	HATSUYUKI (4)	□□□
ASAGUMO (5)	□□□□	SHIRAYUKI (4)	□□□
KAGERO* (5)	□□□□	MAKINAMI* (5)	□□
OYASHIO* (5)	□□□□	SUZUKAZE* (4)	□□
TAKANAMI* (5)	□□□□	NAGANAMI* (5)	□□
HAYASHIO* (5)	□□□□	KAWAKAZE* (4)	□□
UMIKAZE* (4)	□□□	TRANSPORTS* (8 each)	□□□□

UNITED STATES NAVY	D/S/T/R		D/S/T/R
WASHINGTON (95)	□□	BENHAM (2)	□□□
SOUTH DAKOTA (89)	□□	PRESTON (2)	□□□
GWIN (2)	□□□	WALKE (2)	□□□

Order of boxes (except for transports): Ship damaged, ship sunk, torpedoes expended, reloads expended. Circle reload box to indicate that torpedoes have been reloaded.

Cargo Unloaded (destroyers): 1 point per ship per turn

MAKINAMI	□□□□□□
SUZUKAZE	□□□□□□
NAGANAMI	□□□□□□
KAWAKAZE	□□□□□□

Cargo Unloaded (transports): 2 points per transport per turn

TRANSPORTS	□□□□□□□□
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Bombardment: 8 points per turn

KIRISHIMA	□□□
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