

KERKANAH BANK

0210 16 April 1941

Background: British reconnaissance aircraft vectored a Malta-based force of British destroyers onto an Africa-bound Italian convoy. The destroyers steamed through wind and rain to find the convoy off the African coast.

Forces:

British:

Royal Navy	Division 1:	Jervis	("J" Class – flag)
Captain P. J. Mack		Janus	("J" Class)
		Nubian	("Tribal")
		Mohawk	("Tribal")

Italian:

Regia Marina	Division 1:	Tarigo	("Navigatori" - flag)
Captain Piero Di		Baleno	(Folgore)
Cristofaro		Lampo	(Folgore)
	Convoy:	Sabaudia	(Large Merchant Ammunition Ship)
		Iserlohn	(Large Merchant)
		Arta	(Small Merchant Ammunition Ship)
		Aegina	(Small Merchant)
		Adana	(Small Merchant)

Set-up:



The Italian convoy is steaming due south (course 180) in a 1 inch square box formation. Clockwise from the north-east corner, the ships at the corners of the box are: Adana, Arta, Aegina and Iserlohn. The Sabaudia is in between and just trailing Iserlohn and Adana. The convoy speed is 1.00". The escorts are arranged as follows: Tarigo leading the box, Lambo at the rear of the box on the east side, 1 inch northeast of Adana. Baleno is even with Tarigo, 1 inch to the west. Adana is 20 inches from the north edge and 20 inches from the east edge.

The British are in line formation, heading due south (course 180), with the flagship leading and the other ships following in the order shown. The Nubian is 24 inches from the east edge and 14 inches from the north edge.

The Italian friendly edge is the south edge, the British friendly edge is the east edge and the west edge is all land.

Victory Conditions: Victory is decided on points:

- 1 per Italian merchantman sunk;
- 1 per British destroyer sunk;

Special Rules.

1. The convoy must continue to steam on the same course at the same speed. The escorts are not subject to independent movement if they move with the convoy. If they do not, they must roll for independent movement until they join with the flagship.
2. No Italian ship may alter speed or course or fire guns or torpedoes until a British ship fires guns or an Italian ship is torpedoed.
3. No Italian ship may illuminate with starshells or searchlights unless it rolls a 1 on 1D6. An Italian ship rolling to illuminate still fires starshell from the mount or uses the searchlight, even if it fails to illuminate an enemy ship.
4. Base visibility is 0 inches, with a visibility level of -5 (-10 for the Italians) -- a dark night with rain.
5. All British destroyers have 285 fire control and all but Jervis have 286 search radars.
6. Optional: Rules 1, 2 and 3 simulate the confusion that gripped the Italians in this action. To give the Italians more of a chance, ignore these rules. Note that the ships of the convoy are subject to independent movement if they vary course or speed.

Outcome: The British blasted the convoy and its escorts with guns and torpedoes, sinking or driving ashore all the Italian ships. The British did not escape unscathed, as the sinking Tarigo managed to put two torpedoes into Mohawk before she was went down.

“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
------------	------------------	------------	------------------	------------------	-----------------------	-----------	------------	----------------	-----------

“Tribal” Class Refit

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u> <u>Armor</u>	1941 None
<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 2 quadruple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.50	3 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-seven “Tribals” and their variants were completed.
- This form represents the “Tribal” class as modified by the substitution of a twin 4 inch AA mount for X Mount. The 4 inch mount is treated as an AAMG for game purposes.
- The "GR" space is the Gearing Room. Treat hits on it as engine room hits. It floods separately from the Engine Room.

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 2	34	Funnel
Boiler Room 2	35	AAMGs
Boiler Room 3	36	Funnel
Boiler Room 3	41	AAMGs
Engine Room	42-44	Torpedo A
Gearing Room	45-51	AAMGs
Fuel Oil 2	52	Searchlight
Fuel Oil 2	53	AAMGs [Main X]
Fuel Oil 2	54	AAMGs [Main X]
Aft Main Magazine	55	AAMGs [Main X]
Aft Main Magazine	56	Main Y
Aft Main Magazine	61-62	Main Y
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

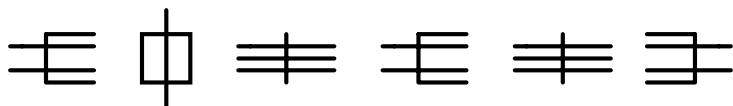
Internal Diagram

VO1 1FP	FM A&B 1FP	FO1 2FP	BR1 B1 4FP	BR2 B2 3FP	BR3 B3 3FP	ER E1 E2 5FP	GR 4FP	FO2 2FP	AM X&Y 1FP	ST 1FP
------------	------------------	------------	------------------	------------------	------------------	-----------------------	-----------	------------	------------------	-----------

“Navigatori” Class

<u>Navy Class</u>	Regia Marina Destroyer	<u>Date</u> <u>Armor</u>	1941 None
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.7 inch guns in 3 twin mounts	19 inches	Fore
Torpedoes:	21 inch torpedoes in 2 triple mounts	5 inches at 6.00" 9 inches at 4.75" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	3.50	4 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

- Twelve ships in class, including Luca Tarigo and Lanzerotto Malocello
- Speed is as refit. Usodimare and Da Recco were not refitted, and retained a speed of 4.75 inches.
- Da Noli, Malocello, Pancaldo, Vivaldi and Zeno had twin rather than triple torpedo tubes.
- Large destroyers originally classed as scouts.

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	AAMGs
Boiler Room 1	31	Bridge
Boiler Room 1	32	Main Director
Boiler Room 1	33	Void
Engine Room 1	34	Funnel
Engine Room 1	35-36	Torpedo A
Midships Main Magazine	41	Torpedo A
Boiler Room 2	42-43	AAMGs [Main M]
Boiler Room 2	44	Funnel
Engine Room 2	45	Funnel
Engine Room 2	46-51	Torpedo B
Aft Main Magazine	52	Torpedo B
Aft Main Magazine	53	Searchlight
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 1FP	FM A 1FP	FO2 2FP	BR1 B1 B2 4FP	ER1 E1 4FP	MM M 1FP	BR2 B3 B4 4FP	ER2 E2 4FP	FO3 1FP	AM X 1FP	ST 1FP
------------	----------------	------------	------------------------	------------------	----------------	------------------------	------------------	------------	----------------	-----------

Folgore Class

<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	19 inches	Fore
Torpedoes:	21 inch torpedoes in 2 triple mounts 2 special hits	5 inches at 6.00" 9 inches at 4.75" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.00	3 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

- Four ships in class, three of which were sunk in surface actions.
- Dardo class, with four units, were 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	AAMGs
Fuel Oil 2	31	Bridge
Boiler Room	32	Main Director
Boiler Room	33	Void
Boiler Room	34	Funnel
Boiler Room	35-36	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	Searchlight
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 1FP	FM A&B 1FP	FO2 3FP	BR B1,2,3 10FP	ER E1 E2 9FP	AM X&Y 1FP	FO3 1FP	ST 1FP
------------	------------------	------------	----------------------	-----------------------	------------------	------------	-----------

Merchantman (engine aft)

<u>Navy Class</u>	Merchantman Engine aft			<u>Date</u> <u>Armor</u>	1942 None		
<u>Speed</u>	1.00"-2.00"	2 boilers	1 engine	<u>Torpedo Hits</u>	17.7"-18":	20.5"-22.5":	24":
				<u>Small</u>	±3	±6	±9
				<u>Medium</u>	±2	±4	±6
				<u>Large</u>	±1	±3	±5
<u>Flotation</u>	Total:	DIW:	Sinking:				
<u>Small</u>	29	15	20				
<u>Medium</u>	38	19	25				
<u>Large</u>	43	22	28				

Notes

- Models merchantment with boilers and engine situated aft rather than amidships.
- Small merchantmen equate to a displacement of 1000 to 3000 tons, medium merchantmen to 3000-7000 tons and large merchantmen to 7000-15000 tons.

Hits

Small	Medium	Large		Small	Medium	Large
Bow	Bow	Bow	11-13	Bow	Bow	Bow
Hold 1	Hold 1	Hold 1	14-15	Hold 1	Hold 1	Hold 1
Hold 1	Hold 1	Hold 1	16-21	Hold 1	Hold 1	Hold 1
Hold 1	Hold 1	Hold 2	22-23	Hold 1	Hold 2	Hold 2
Hold 1	Hold 2	Hold 2	24-25	Hold 1	Hold 2	Hold 2
Hold 1	Hold 2	Hold 2	26	Bridge	Bridge	Bridge
Hold 1	Hold 2	Hold 3	31-32	Bridge	Bridge	Bridge
Hold 1	Hold 2	Hold 3	33-34	Hold 1	Hold 2	Hold 3
Hold 2	Hold 3	Hold 4	35-36	Hold 2	Hold 3	Hold 4
Hold 2	Hold 3	Hold 4	41-42	Hold 2	Hold 3	Hold 4
Hold 2	Hold 3	Hold 4	43	Hold 2	Hold 3	Hold 4
Hold 2	Hold 3	Hold 5	44-45	Hold 2	Hold 3	Hold 5
Hold 2	Hold 4	Hold 5	46-51	Hold 2	Hold 4	Hold 5
Hold 2	Hold 4	Hold 6	52-53	Hold 2	Hold 4	Hold 6
Hold 2	Hold 4	Hold 6	54-55	Hold 2	Hold 4	Hold 6
Hold 2	Hold 4	Hold 6	56	Hold 2	Hold 4	Hold 6
Engine	Engine	Engine	61-64	Engine	Engine	Engine
Steering	Steering	Steering	65-66	Steering	Steering	Steering

Internal Diagram -- Small

BOW 1FP	H1 FP 12FP	H2 FP 12FP	ER B1,E1 3FP	ST 1FP
------------	------------------	------------------	--------------------	-----------

Internal Diagram -- Medium

BOW 1FP	H1 8FP	H2 8FP	H3 8FP	H4 8FP	ER B1,E1 4FP	ST 1FP
------------	-----------	-----------	-----------	-----------	--------------------	-----------

Internal Diagram -- Large

BOW 1FP	H1 6FP	H2 6FP	H3 6FP	H4 6FP	H5 6FP	H6 6FP	ER B1,E1 5FP	ST 1FP
------------	-----------	-----------	-----------	-----------	-----------	-----------	--------------------	-----------