

Battle of Punta Stilo – Royal Navy Ships

Hits	Name	Type	Speed	Armor	Size	Battery	Number
	Warspite	BB	4"	-2	6/6	15"M 6"S 4"A	2-4-2 0-2-0 0-2-0
	Malaya	BB	4"	-2	6/6	15"M 6"S 4"A	2-4-2 0-3-0 0-2-0
	Royal Sovereign	BB	3 ½"	-2	6/6	15"M 6"S 4"A	2-4-2 0-3-0 0-2-0
	Liverpool	CA	5 ½"	-1	3/5	6"M 4"S 21"T	3-5-3 0-2-0 2/2
	Neptune Orion Sydney	CL	5 ½ "	0	2/4	6"M 4"S 21"T	2-4-2 0-2-0 2/2
	Juno Janus Kelvin Kingston	DD	6"	+2	1/3	4.7"M 21"T	2-3-1 3
	Hyperion Hostile Hero Hereward Decoy Hyperion Hasty Ilex Dainty Defender	DD	6"	+2	1/3	4.7"M 21"T	1-3-1 2
	Nubian Mohawk	DD	6"	+2	1/3	4.7"M 21"T	2-4-2 2

Weapons Table

	6"	12"	24"	36"	Power
15" (Warspite)	4	3	2	2	6
15" (Other BBs)	3	2	2	1	6
6" (CAs/CLs)	5	3	1	--	3
6" (BBs)	5	2	--	--	3
4.7"	5	2	--	--	2
21" Torp	3	1	--	--	4

Battle of Punta Stilo – Regia Marina Ships

Hits	Name	Type	Speed	Armor	Size	Battery	Number
	Cesare	BB	4 ½"	-2	6/6	12.6"M	2-5-2
	Cavour					4.7"S	0-6-0
	AA:2	AA:2				3.9"A	0-4-0
	Zara	CA	5 ½"	-1	4/5	8"M	2-4-2
	Fiume					3.9"S	0-3-0
	Gorizia						
	Pola	AA:2					
	Trento	CA	5 ½"	0	4/5	8"M	2-4-2
						3.9"S	0-3-0
		AA:2				21"T	1/1
	Bolzano	CA	6"	0	4/5	8"M	2-4-2
						3.9"S	0-3-0
		AA:2				21"T	2/2
	Barbiano	CL	6"	+1	2/4	6"M	2-4-2
	DiGuissano					3.9"S	0-2-0
	Savioa					21"T	1/1
	D'Aosta						
	Attendolo						
	Montecuccoli	AA:1					
	Abruzzi	CL	5 ½"	0	2/4	6"M	2-4-2
	Garibaldi					3.9"S	0-2-0
		AA:1				21"T	1/1
	Ascari	DD	6"	+2	1/3	4.7"M	1-2-1
	Aviere					21"T	3
	Corazziere						
	Artigliere						
	Lanciere	DD	6"	+2	1/3	4.7"M	1-3-1
	Camicia Nera					21"T	3
	Carabiniere						
	Geniere						
	Oriani	DD	6"	+2	1/3	4.7"M	1-2-1
	Gioberti					21"T	3
	Alfieri						
	Carducci						
	Freccia	DD	6"	+3	1/3	4.7"M	1-2-1
	Saetta					21"T	3
	Vivaldi	DD	4 ½"	+2	1/3	4.7"M	1-3-1
	Pancaldo					21"T	2

Weapons Table

	6"	12"	24"	36"	Power
12.6"	3	2	1	1	5
8"	2	1	1	--	4
6"	3	1	1	--	3
4.7"	3	1	--	--	2
3.9"	3	1	--	--	1
21" Torp	2	1	--	--	4

BATTLE OF PUNTA STILO 1500 9 JULY 1940

Background. Convoy operations brought on the first major action of the naval war in the Mediterranean. The Italians were trying to rush a convoy of tanks from Naples to Benghazi to help the Italian army push into Egypt. The British were moving non-essential personnel and prisoners of war from Malta to Alexandria, in recognition that Malta was about to come under heavy attack. Both sides sent major naval forces to sea to cover their convoy operations.

While all of the convoys arrived unscathed, the naval forces clashed when the British tried to cut the Italians off from their base. Although the Italians knew that the British were at sea (and had bombed them liberally but largely ineffectively before the day of the battle), the Italians had lost track of the British on 9 July. Aided by sighting reports from seaplanes at Malta and Swordfish from their carrier, the British steamed to get athwart the Italians' line of withdrawal.

Victory. Victory is based on points, and shown on the table below.

	BB/CV	CA	CL	DD
Sunk	24	12	6	3
2P Hits	16	8	4	2
P Hit	8	4	2	1

The table shows the points received for ships in the condition shown either when the scenario ends or when the ship is withdrawn from the playing surface. 2 points for every carrier air factor lost; 1 point for every other air factor lost.

Scenario Parameters.

Royal Navy receives a +1 initiative modifier each turn.

Royal Navy damage control number is 2.

Regia Marina damage control number is 1.

Royal Navy M hits result in an explosion on a 1 and a fire on a 2.

Regia Marina M hits result in an explosion on a 1 and a fire on a 2 for BB, CA and CL, an explosion on a 1 or 2 for DD.

The scenario lasts 20 turns.

Visibility is 30 inches.

The short axis of the playing surface is oriented north and south.

Regia Marina Set-up. The cruisers and battleships are in three parallel columns, with 4 light cruisers in the first, battleships in the second, and heavy cruisers in the third. The first column enters from the south edge 40 inches west of the east edge. The second enters 8 inches west of the first, and the third 4 inches west of the second. The Regia Marina destroyers enter in up to 3 separate formations, each within 4 inches of a cruiser or battleship column. These three columns and all destroyers enter on turn 1 and all begin steaming on a course of 000 (due north). The remaining 4 light cruisers enter on turn 4 on the south edge 50 inches west of the east edge, steaming on a course of 000 (due north). All Regia Marina ships must continue on course at a speed of 3 ½ inches per turn until one of them spots a Royal Navy ship.

Royal Navy Set-up. The cruisers and battleships are in three columns. The first column is the Warspite plus any escorting destroyers. It enters on the east edge on turn 1, 20 inches north of the south edge. The second column consists of the Malaya and Royal Sovereign, plus any escorting destroyers. It enters on the east edge on turn 1, 15 inches north of the south edge. The third column consists of the cruisers, plus any escorting destroyers. It enters on the east edge on turn 1, 10 inches north of the south edge. Royal Navy ships may maneuver freely from the start of the game. In each column, the escorting destroyers are a separate formation.

Special Rule. The British were accompanied by a carrier that launched a Swordfish strike during the battle. The Swordfish carry torpedoes. Five factors attack on turn 3 in the torpedo combat phase. Each factor has an equal chance (determined randomly) of attacking each of the three columns of Regia Marina cruisers and battleships. Once a target is determined, the Royal Navy player can select the ship in the column that the Swordfish factor is attacking.

Aircraft	Weapon	To Hit	Penetration
Swordfish	Torp	2	3

A ship may fire AA at aircraft attacking it in the phase in which it is being attacked. To fire AA, a ship follows these steps. First, it rolls 1 die for each factor attacking it in that phase, needing a "1" to proceed. Next it rolls 1 die for each 1 rolled, needing to roll less than its AA value to continue. Each successful roll prevents an attacking factor from attacking. It then rolls 1 die for each successful roll after the previous round. For each 1 rolled, a factor is shot down.

Outcome. The British maneuvered successfully to interpose themselves between the Italians and their bases. The Italians were taken unawares. An action began at long range, with Warspite engaging the Italian battleships. Helped by improved fire control equipment installed in a pre-war refit, she landed a 15" shell squarely on Cesare at a range of 26,000 yards. With Cesare on fire, and covered by destroyers and smoke screens, the Italians broke off the action by withdrawing to the west.