

# **BATTLE OF THE NORTH CAPE**

December 25, 1943

Historical

Beaufort Number: 6

Sea State 6.5-15 feet

Wind Direction and Speed: from W 22-27 knots

Scale: 18000 (1" = 500 yds)

Game Turn: 2 minutes per turn

# COVER SHEET

## **ORDER OF BATTLE**

### GERMANY

The flagship (Scharnhorst) has the following characteristics Bridge: 7, Flag: 8, Crew +1, the destroyers have has Bridge: 7, Crew 0.

| <u>SHIP</u> | <u>SHIP LOG ID</u> |
|-------------|--------------------|
| Scharnhorst | 0465-1             |
| Z-29        | 4143-1             |
| Z-30        | 4144-1             |
| Z-33        | 4147-0             |
| Z-34        | 4148-0             |
| Z-38        | 4150-0             |

### BRITISH

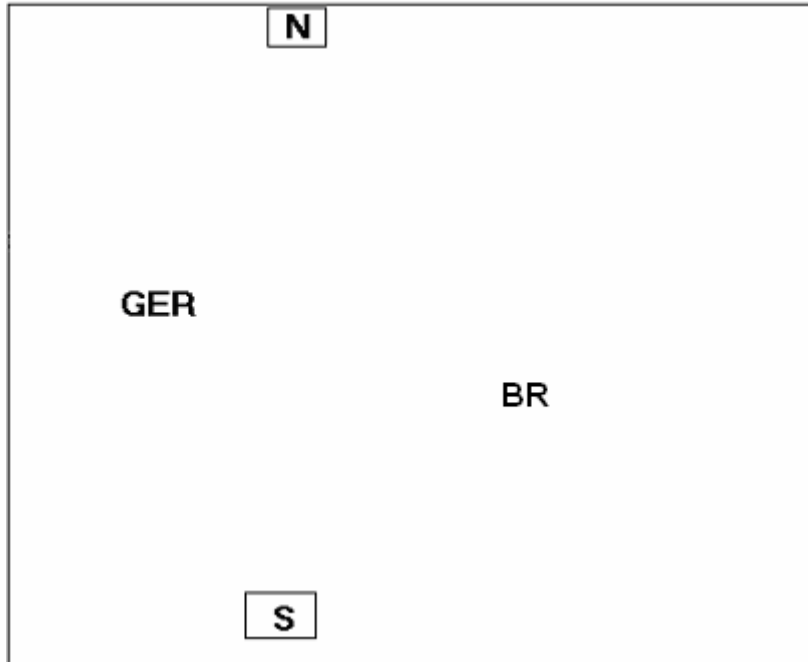
Prior to the battle the British player designates a flagship (Belfast, Norfolk or Sheffield). The flagship has the following characteristics Bridge: 7, Flag: 8, Crew +1, The Belfast, Norfolk or Sheffield (whichever ships are not chosen) has Bridge: 7, Crew +1. The British Destroyers have Bridge 7, Crew 0.

| <u>SHIP</u> | <u>SHIP LOG ID</u> |
|-------------|--------------------|
| Belfast     | 2826-1             |
| Norfolk     | 0809-3             |
| Sheffield   | 0939-2             |
| Matchless   | 6399-0             |
| Musketeer   | 6401-0             |
| Opportune   | 1308-1             |
| Virago      | 6433-0             |

### NOTES:

- (1) The German fleet is moving at 20 knots.
- (2) The British fleet is moving at 20 knots.
- (3) Current visibility is 16,000 yards
- (4) All ships have radar.

## SET-UP



GER represents the approximate German set up location. BR represents the approximate British set up location.

The length and width of the map is 30,000 yards (15 nautical miles).

This is an open sea area so ships and the board may be adjusted as necessary for the scenario.

### GERMAN PLAYER

The German player sets up 8,000 yards from the West edge of the board and 15,000 yards from the South edge of the board moving South East.

### BRITISH PLAYER

The British player starts 22,000 yards from the East edge and 10,000 yards from the South edge moving North West.

## OPTIONS

Admiral Bey (the German Admiral) released his destroyers when the Scharnhorst first detected the British ships. If the German player wants to follow Admiral Bey's strategy and play the battle out as it happened historically, remove all the German Destroyers.

### Additional Scenarios

1) Enter the Tirpitz – This explores the very real possibility that the German Battleship was repaired in time to take part in the battle. The German player adds the Tirpitz to their fleet (0469-1).

The Tirpitz has Bridge 7, crew +1

The British player receives the Support force which enters on the West edge of the map 2,000 yards to 5,000 yards from the South edge facing east. The support force consists of the Duke of York (0696-2), Jamaica (FIJI CLASS, 0968-0), Saumarez (S-CLASS, 1334-0), Savage (S-CLASS, 6411-0), Scorpion (S-CLASS, 1335-0), and Stord (Norwegian Destroyer -- ex-HMS Success1339-0)

The Jamaica has Bridge 7, crew +1, The Duke of York has Flag 8, Bridge 7, Crew +1, all other ships in this scenario have Bridge 7, crew 0.

2) Raeder's Revenge – After the poor showing in the Battle of the Barents Sea, Hitler demanded that the battle fleet be scrapped. This scenario explores the possibility that Hitler decided to keep the battle fleet and give it one more chance. Admiral Raeder decides to intercept the convoy with as many ships as he could muster. The British hearing of this deployment, by their code-breakers, send additional forces to counter.

The German player adds the following:

|                |        |
|----------------|--------|
| Tirpitz        | 0469-1 |
| Gneisenau      | 0466-1 |
| Hipper         | 0486-1 |
| Admiral Scheer | 0463-2 |
| Prinz Eugen    | 0489-1 |
| Z-31           | 4145-1 |
| Z-32           | 4146-0 |
| Z-35           | 4152-0 |

The Gneisenau, Tirpitz, Hipper, Admiral Sheer and Prinz Eugen have Bridge 7, crew +1, all others have Bridge 7, crew 0. The German player enters on the South edge of the map at

least 5,000 yards from either the East or West edge at 20 knots. The German player may create up to three squadrons. The leader in each squadron is Flag 8.

The British player adds the following:

|                    |        |
|--------------------|--------|
| Renown             | 0685-5 |
| Duke of York       | 0696-2 |
| King George V      | 0694-2 |
| Newcastle          | 0937-2 |
| Kenya              | 0964-2 |
| Jamaica            | 0968-0 |
| Saumarez           | 1334-0 |
| Savage             | 6411-0 |
| Scorpion           | 1335-0 |
| Stord (ex-Success) | 1339-0 |

The King George V, Duke of York and Renown have Bridge 7, crew +1, the Jamaica has Bridge 7, crew +1, all other ships have Bridge 7, crew 0. The British player enters from the North edge at least 5,000 yards from either the West or South edge. The British player may create up to three squadrons. The leader in each squadron is Flag 8.

**NOTE:** The Gneiseau was badly damaged due to a bomb hit (literally destroying its bow) on the evening of February 26-27<sup>th</sup> 1942. Work started on the Gneiseau's repairs however worked was stopped by Hitler when he decided to scrap the battle fleet after the German's poor showing in the Battle of the Barents Sea. This scenario assumes the Germans used a minimum for resources and repaired the Gneiseau within 18 months.

**OPTIONAL RULE:** In July 1942 both the Sharnhorst and the Gneiseau were scheduled to be upgraded. The upgrade included switching out the triple 11" gunned turrets for twin 15" gunned turrets. As an option to both players the German player may upgrade the Sharnhorst and the Gneiseau by replacing the three, triple 11" guns with three, dual 15" guns (ship logs 0465-2 and 0466-2).

**OPTIONAL SCENARIO:** Enter the Washington – One of the most interesting “what ifs” in naval history was a possible naval engagement between U.S. and German naval forces. One of the most likely times this could have happened was during the Battle of North Cape. After the Guadalcanal Campaign a number of top admirals in Washington DC (including Admirals King and Leahy) considered moving the USS Washington back to Atlantic convoy duty. This proposal was dropped since Germany was no longer considered a naval threat. BUT... If both the Sharnhorst and the Gneiseau were given the twin 15" gunned turrets it is more than possible that the USS Washington and America's newest cruiser Baltimore would have been sent to support the North Atlantic Convoys.

SET UP –

The German player uses all the ships listed in [Raeder's Revenge](#). In addition, both the Scharnhorst and the Gneiseau guns are upgraded per the optional rule. It is also assumed that once Admiral Raeder finds out that the Washington Battle group is entering the action he strips some of his Baltic fleet. Each ship is Bridge 7, Crew 0 and includes the following:

|          |        |
|----------|--------|
| Lutzow   | 2649-2 |
| Nurnberg | 2659-2 |
| Leipzig  | 2658-2 |

The British player sets up all ships as listed in [Raeder's Revenge](#), with the following exception; Substitute the Renown with the Washington Battle group. The Washington Battle group includes the USS Washington Bridge: 8, Flag: 10, Crew +2, USS Baltimore Bridge: 7, Crew +1, two Cleveland class cruisers Bridge: 7, Crew +1, and four Fletcher class destroyers Bridge: 7, Crew +1.

|            |        |
|------------|--------|
| Washington | 2201-0 |
| Baltimore  |        |
| Cleveland  |        |
| Cleveland  |        |
| Fletcher   | 6672-0 |
| Fletcher   | 6672-0 |
| Fletcher   | 6672-0 |
| Fletcher   | 6672-0 |

**BATTLESHIP ENCOUNTER:** Players may want to experiment and see how the USS Washington could do against German ships. One option is the USS Washington VS the Tirpitz, and the other possible engagement is the USS Washington VS the Scharnhorst (either 15" or 11" gun configuration) and the Gneiseau (either 15" or 11" gun configuration). The set up for each scenario is that each ship is moving at 16 knots and are facing each other Bow to Bow (the ship is pointing its bow at the enemy ship) at 20,000 yards away. Sea conditions are per the Battle of North Cape.

3) Scharnhorst's last duel – In the Scharnhorst's last duel with the Duke of York, the Scharnhorst was blind (radar was knocked out) and its fire control was damaged. In this scenario the Scharnhorst is considered to be "undamaged" and is retreating when it is engaged by the Duke of York

The map is 20,000 yards square. The Scharnhorst starts 17,000 yards from the West edge and 15,000 yards from the South edge, heading South. The Duke of York starts 3,000 yards from the West edge and 10,000 yards from the South edge heading South East.