

SECOND NAVAL BATTLE OF GUADALCANAL

(SUBMITTED BY: Larry Gusa)

November 14th 1942

Historical

Beaufort Number: 2 Sea State 0.25 feet

Wind Direction and Speed: from SE 4-6 knots

Scale: 1500 (1" = 500 yds)

Game Turn: 2 minutes per turn

COVER SHEET

THE SECOND NAVAL BATTLE OF GUADALCANAL

ORDER OF BATTLE

JAPAN

Prior to the battle the Japanese player designates a flagship. The flagship has the following characteristics Bridge: 7, Flag: 8, Crew +1, All other Japanese ships have Bridge: 7, Crew 0

Group 1

<u>SHIP</u>	<u>SHIP LOG ID</u>
(BB) Kirishama	1631-3
(CA) Takao	1639-1
(CA) Atago	1640-1
(DD) Shirayuki	8116-1
(DD) Hatsuyuki	1801-2

Group 2

(DD) Ayanami	1800-1
(DD) Uranami	1790-1

Group 3

(CL) Sendai	1661-1
(DD) Shikinami	1804-1

Group 4

(CA) Nagara	1654-1
(DD) Oyashio	1846-0
(DD) Kagero	8125-0
(DD) Samidare	1826-1
(DD) Asagumo	1833-0

UNITED STATES

<u>SHIP</u>		<u>SHIP LOG ID</u>
(BB) Washington	Bridge: 8, Flag: 10, Crew +2	2201-0
(BB) South Dakota	Bridge: 7, Crew +1	2790-0
(DD) Benham	Bridge: 6, Crew 0	6615-1
(DD) Preston	Bridge: 6, Crew 0	6592-0
(DD) Walker	Bridge: 6, Crew 0	6589-1
(DD) Gwin	Bridge: 6, Crew 0	6654-0

NOTES: (1) Both U.S. Battleships have Radar.

(2) There was a quarter moon on the night of November 14th so multiply all spotting rolls by 0.7.

(3) (OPTIONAL) during the battle clouds were obscuring the moon. To simulate this roll a 10-sided die every turn. If the result is 4 or less then modify sighting as if no moon exists simulating that the moon is being obscured by clouds. If the moon is being obscured then a 4 or less will return the conditions back to a quarter moon. NOTE: A die roll of "0" means zero.

(4) Admiral Lee allowed all ships to fight independently. Therefore the U.S. player is not restricted by any formation.

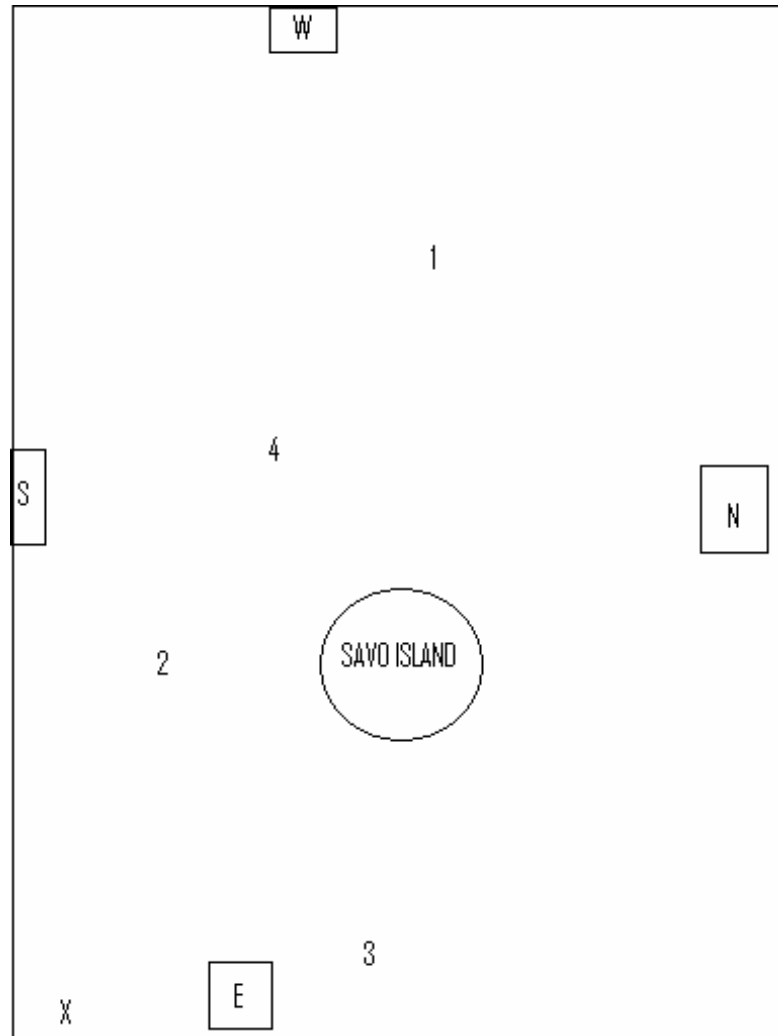
(5) The Japanese player must keep their "line ahead" or "line abreast" formation (this was ordered to prevent the ships from "bumping" into, or shooting each other).

(6) (IMPORTANT) The Japanese had no reason to suspect a squadron of U.S. ships in the area. Therefore until the U.S. ships are "spotted" the Japanese player must plot movement for the current turn plus one additional turn.

(7) The Japanese Battleship Kirishama, and Cruisers Takao and Atago were loaded with fragmentation shells. These shells were designed to destroy the aircraft on Henderson Field. Unfortunately, they were completely useless in a naval battle. Therefore the first turn these ships fire they are firing fragmentation shells. Fragmentation shells have no armor piercing capability but they can damage unarmored areas of the ship. If the shell hits an armored part of the ship then the target ship suffers 1/4 of the damage factor of the shell (round all fractions down). If the shell hits an unarmored part of the ship then the target suffers damage equal to the damage factor of the shell.

(8) (OPTIONAL) The Japanese load out is 25% fragmentation shells, 50% HE and 25% AP for Battleships and Cruisers. The load out for Destroyers is 50% HE and 50% AP. The load out for all U.S. ships is 75% AP and 25% HE

SET-UP



N – means North, S – means South, E – means East, W – means West

The center of Savo Island is located 18,000 from the east edge of the board and 14,000 from the south edge of the board. For purposes of the game, Savo Island is a circle that has a radius of 4,000 yards. Savo Island blocks all line-of-sight (including radar).

Numbers represent approximate Japanese set up locations. The “X” represents the approximate U.S. set up location.

The length of the map (east to west) is 40,000 yards (20 nautical miles). The width of the map (north to south) is 30,000 yards (15 nautical miles).

5 nautical miles off the board on the South side is land (Guadalcanal).

UNITED STATES PLAYER

The U.S. player enters the board on the EAST side of the board within 6,000 yards of the South board edge. The U.S. player may enter the board at a speed of 12 to 16 knots. (Historically Admiral Lee placed his destroyers 5,000 yards ahead of his battleships.) The U.S. player has already “spotted on radar” Japanese groups 2 and 3.

JAPANESE PLAYER

All Japanese player ships are moving at 12 knots and move in their facing direction for the first turn. On the first turn the Japanese player plots for turn two. Note: if a Japanese ship is fired on, the Japanese player is no longer under this restriction. The Japanese player then reverts to plotting turn by turn.

Japanese player task force 1 is located 28,000 yards from the east edge of the board and 16,000 yards from the south edge of the board moving North East.

Japanese player task force 2 is located 18,000 yards from the east edge of the board and 6,000 yards from the south edge of the board moving east.

Japanese player task force 3 is located 6,000 yards from the east edge of the board and 14,000 yards from the south edge of the board. This group is currently facing east but is making a turn to the north (this turn’s plot is to turn north).

Japanese player task force 4 is located 24,000 yards from the east edge of the board and 12,000 yards from the south edge of the board and is moving southeast.

OPTIONS

- 1)** The South Dakota had electrical problems after being hit from Japanese shellfire. Each turn the South Dakota is hit roll two (10 sided) dice. If the die roll is less than the number of hits then the South Dakota has a systems failure. Roll a die, (1-2) main guns are out for a turn, (3-4) Radar is out for a turn, (5-6) secondary gun turrets are out for a turn, (7) fire control is out for a turn, (8) Main guns are out for two turns, (9) radar is out for two turns, (0) Radar and fire control systems are out for two turns.
- 2)** The Japanese torpedo men had a very difficult time seeing the enemy targets. They fired 40 torpedoes during the battle and didn’t even come close to hitting a ship. All torpedo fire from Japanese ships is considered “blind fire”
- 3)** Japanese ships Kagero and Oyashto arrived too late to the battle. As an option the Japanese player can have these ships enter on the west edge of the board at least 16,000 yards from the north edge of the board. These ships arrive on turn 20 .

- 4) The night was so dark on the evening of November 14th that the Kirishama crew did not even see the Washington who crept up to nearly 8,000 yards before opening fire. Therefore the Japanese player must switch on their search lights prior to firing.
- 5) Both the Battleships Washington and the South Dakota had a flaw in their radar search pattern. Radar masts blocked the ability for the radar to search to the rear of the ships creating a “blind spot”. For game purposes of the “blind spot” is a 30 degree arc aft of each ship. Ships which enter this “blind spot” are no longer spotted by radar and have to be visually identified as “friend or foe”.

SCENARIOS

- 1) Duel of the Battleships – This assumes that the Kirishama and the Washington spot each other at the same time and open fire. Both ships start at 12,000 yards apart. Each ship starts at 12 knots. Washington is heading West and Kirshama is heading East with their bows pointing directly at each other. For the purpose of this battle both ships have Bridge: 7, Crew +1.
- 2) Lee’s Attack – This assumes that Admiral Lee decided to attack the Japanese convoy heading for Guadalcanal after the action in the Second Battle of Guadalcanal.

SET UP

Use the same board that was used for the Second Naval of Guadalcanal except there are no land masses.

The Japanese player sets up first with all the ships from the Second Naval Battle of Guadalcanal except the Ayanami and Kirishima (which are considered sunk). Also add to the Japanese mix four large merchant ships. The Japanese can create up to four formations between 10,000 and 14,000 yards of the east side of the game board. NO Japanese ships have torpedoes (the have not been reloaded yet). The Japanese player adds the Kagero and Oyashio, Then only these ships have torpedoes ready to fire.

The U.S. player enters with the USS Washington (only) on any point of the eastern side of the board. As the scenario begins the U.S. player has “spotted on radar” the Japanese task forces. As an option the U.S. player may also add the Fletcher and Helena.

- 3) Using everything that was left – The Fletcher (with advanced radar), O’Bannon and the Helena (advanced radar) were available to Admiral Lee after the First Battle of Guadalcanal, both the Helena and O’Bannon was damaged but could easily have been quickly repaired and made battle worthy. But for some reason the word never

got to him. These ships can be added to the U.S. task force. These ships will have bridge: 7, crew: +1.

SET-UP

The U.S. Player sets up per the Second Naval Battle of Guadalcanal except the U.S. player adds the Fletcher, O'Bannon and Helena.

4) A Missed Opportunity – Both Japan and the United States started to place considerable importance to the naval battles around Guadalcanal. A number of Japanese admirals argued that half of the six battleships should be committed to the naval actions at Guadalcanal. The Command staff disagreed (apparently feeling that victory over the Americans was in sight) and so only two battleships were committed to the naval battles at Guadalcanal.

The United States was suffering from a different problem, indecision. The USS Cleveland, Radford, and the Jenkins were originally scheduled to join Admiral Kincaid in the Pacific, but at the last minute were added to the Torch invasion fleet. In addition, Admiral Kincaid turned his carriers away from Guadalcanal to prevent attacks from Japanese aircraft and forgot to release the battleships Washington and South Dakota. This mistake caused the battleships to miss the first naval battle of Guadalcanal.

However, if these misjudgments did not happen the First Naval of Guadalcanal would have probably become the Jutland of the Pacific.

ORDER OF BATTLE

JAPAN

Prior to the battle the Japanese player designates one of the three battleships as a flagship. The flagship has the following characteristics Bridge: 7, Flag: 8, Crew +1, other Japanese Battleships have Bridge: 7, Crew +1. All other Japanese ships have Bridge 7, Crew 0

The Japanese player includes all ships in the First and Second Naval Battles of Guadalcanal and adds the battleship Kongo (1629-3).

UNITED STATES

Prior to the battle the U.S. player designates one of his two battleships as a flagship. The flagship has the following characteristics Bridge: 7, Flag: 8, Crew +1 if South Dakota, OR Bridge: 8, Flag: 10, Crew +2 if Washington. The Washington (if not a flagship) has

Bridge 8, Crew +2. The South Dakota (if not a flagship), Cleveland, Fletcher, O'Bannon and the Helena all have Bridge: 7, Crew +1, all other U.S. ships have Bridge 7, Crew 0.

The U.S. player includes all ships in the First and Second Naval Battles of Guadalcanal and adds the following; USS Cleveland, (7424-0), Radford (6739-0), and the Jenkins (6740-0).

SET-UP

Use the map as defined in the Second Naval Battle of Guadalcanal.

The Japanese player enters on the west edge of the map at 12 knots.

The U.S. player enters on the East edge of the map at 16 knots.

The U.S. and the Japanese player may divide their ships into a maximum of 6 squadrons.

The U.S. player always determines the make-up of the battle by deciding if to include Savo Island, and where to place Savo Island.

The island of Guadalcanal is considered to be off the south side of the map.

Use sea and weather conditions per the First Naval Battle of Guadalcanal.