

TORPEDO PLAY EXAMPLE

It is turn 6 of a Pacific War scenario and a Kagero class destroyer decides to end the career of a New Orleans class heavy cruiser 8 inches away. The Kagero has launched no torpedoes, and so has 8 available for the job.

The Japanese player records in the “Torpedoes” section of the Kagero’s data form the particulars of the launch. This includes the turn of the launch, the mounts fired – the Japanese player fires both the A mount and the B mount – the letter of the counter that marks the point of launch on the player surface (let’s say G), the speed at which the torpedoes will travel each turn – 6 inches in this case – the 30 degree arc down which the torpedoes will travel, and the intended victim.

To determine the 30 degree arc down which the torpedo will travel, the player decides to use the Torpedo Lead Estimator. The New Orleans is a bit behind the launch point, steaming parallel to the Kagero, giving a target angle of 70 degrees. She is moving at a speed of 2.75 inches. Looking at the left side of the Estimator, this yields a value of a bit less than 20. Looking at the right side of the Estimator, the Japanese player sees that a torpedo with a speed of more than 5.50 inches would require a lead of 1 if the result was at least 13 but less than 35. If the New Orleans had been dead in the water, the Japanese player would have sent his torpedoes down arc 3 – the 30 degree arc extending from 90 degrees to 120 degrees. As a result of his computations, the Japanese player cranks in a 1 arc adjustment and send the torpedoes down arc 2: the arc extending from 60 degrees to 90 degrees (relative to the course of the Kagero).

The notation in the Kagero’s Torpedoes section might look like this:
T6/AB/G/6/a2/NEW ORLEANS.

In Turn 6, the Japanese player places torpedo marker G just to the left of the Kagero’s starting position. The marker will stay in place on the table until a torpedo attack is resolved, the torpedoes reach their maximum range, or the Japanese player removes it. In this turn, the torpedoes move 6 inches, not enough to reach the target. In Turn 7, the torpedoes move another 6 inches, while the New Orleans (which is too busy firing to take evasive action against what might or might not be an actual launch) steams into arc 2 of the torpedo marker at a range between 6 and 12 inches from the point of launch. While the United States player does not maneuver the New Orleans, he does take the precaution of altering her speed to 3.00 inches.

It is attack resolution time. The Japanese player starts with the New Orleans’s size factor of 2, subtracts 4 for a range from the point of launch to the target of 8 inches at the time of the attack, subtracts 1 for a target angle of 68 degrees at the time of the attack, and adds 2 for being Japanese. The result is –1. The Japanese player will roll twice on 4 row and –1 column of the Hit Resolution

Table, needing a 4 through 28 for 1 hit and a 0 through 3 for two hits. He rolls a 67 for the first 4 torpedoes – no hits – and a 17 for the second 4 – 1 hit. He informs the United States player of the hit and awaits the results.