THE BATTLE OF JAVA SEA
(submitted by: Larry Gusa)

February 27th, 1942
Historical

Beaufort Number: 5   Sea State 4-6 feet
Wind Direction and Speed: from NW 6-15 knots
Scale: 1500 (1" = 500 yds)   Game Turn: 2 minutes per turn

COVER SHEET

One of the largest naval battles was fought at the Battle of Java Sea. Thirty-four ships were involved in the seven hour battle which was only decided at the end of the engagement. The battle taught many important lessons to both sides. The most important lesson was learned by the Japanese who changed their prewar philosophy of mass torpedo launches at long range.

JAVA SEA
Scenario #1: The Full Battle

ORDER OF BATTLE

JAPAN

All Japanese ships are Bridge 6, Crew 0. The flagship is flag 8, bridge 6, crew 0.

SHIP	SHIP LOG ID
Division 1A	
Haguro (Flagship)	1636-2
Nachi	1635-2
Division 1B	
Jintsu (Flagship)	1663-1
Amatsukaze	8132-0
Hatsukaze	1845-0
Sazanami	1803-1
Ushio	1805-1
Yukikaze	8133-0
Kawakaze	1822-0
Tokitsukaze	1847-0
Yamakaze	1825-0
Division 2	
Naka (Flagship)	1662-1
Samidare	1826-0
Yadachi	
Asagumo	1833-0
Murasame	1821-0
Harukaze	1768-1
Minegumo	1836-0

ALLIED

All Allied ships are Bridge 6, Crew 0. The flagship is flag 9, bridge 6, crew 0

SHIP   SHIP ID LOG

De Ruyter (Flagship)
Java
Exeter   0812-2
Houston   2235-2
Perth   6322-2
Witte de With
Kortenaer
J.D. Edwards   7291-1
Alden   7286-1
John D. Ford   7303-1
Paul Jones   7305-1
Electra
Jupiter   1279-1
Encounter   1230-1
Eversten

NOTES: (1) Both fleets are moving at 18 knots.

(2) The map is 24,000 yards from North to South and from East to West (square). The map is moveable and players may adjust the map as necessary.

(3) The Allied player sets up first on the South edge of the map no more than 2,000 yards from the south edge and 16,000 yards from the west edge, with his ships facing Northwest (course 290).
    (3) A - The Allied player sets up in line ahead formation with the exception that up to four of his destroyers may be set up 2,000 yards away from the main line of battle. These destroyers are screening the main battle line and move parallel, and the same direction as the main line of battle.

(4) The Japanese player sets up SECOND on the Northern edge of the map 2,000 yards from the northern edge.
    (4) A - The Japanese player sets up Division 1B at 18,000 yards from the west edge, facing west.
        B - Division 1A sets up between 12,000 from the west edge, facing west.

C - Division 2 enters the map on game turn 3, on the North edge of the map, within 8,000 yards of the North West corner of the map, moving at 24 knots.

(5) The formations are set up in line ahead formation with the flagship leading.

(6) Both players may divide up their formations after turn three.

(7) The visibility was fair. Use visibility chart 8 (38% to 60%) for spotting. Both sides roll to spot each other starting on the first turn.

(8) The Japanese had floatplanes spotting for their ships. However the floatplanes did a poor job of spotting the fall of shot. The Japanese player may fire on the Allied ships which are spotted by the floatplanes but suffers a -8 modification (instead of the usual -5 for blind fire). The Japanese were not using dye to spot their shots.

    (8) A – Allied aircraft were available to intercept the floatplanes but were not used. On the agreement of both players a die is rolled every turn and the results are as follows:

    1 to 3 – NO CHANGE - use floatplanes normally
    4 to 6 – FLOAT PLANES DISRUPTED - float planes may not spot this turn
    7 to 8 – FLOAT PLANE SHOT DOWN – float planes return to their ships and are not used for the remainder of the game (end rolling every turn).
    9 to 0 - FIGHTERS DIVERTED - fighters are diverted to support another mission, floatplanes are used normally for the rest of the game (end rolling every turn).

(9) The USS Houston's rear turret is out of action due to a bomb hit.

(10) All destroyers have a full torpedo load.

(11) The Japanese cruisers had a REAL problem with duds during the battle. Part of the blame is placed on some of the pre-war ammunition which was produced. Therefore whenever a Japanese shell hits an Allied ship a 10 sided die is rolled if the result is 1-4 then the shell is a dud and if it penetrates then it does the same damage as a pass-through (class B).

(12) A touch of History – The Japanese tactic developed prior to World War 2 was to launch "masses" torpedoes at long range to destroy the opponent's battle line. The ONLY major battle which the Japanese used this tactic was the Battle of Java Sea. If both players would like to simulate this use the following rules

(12) A – Japanese ships will launch torpedoes when an enemy ship gets within 12,000 yards of it.

(12) B – The Japanese player will stop firing (yes, stop firing) their guns the turn PRIOR TO when the ship is in danger of being hit by a torpedo. The Japanese player can begin firing one turn AFTER the ship was in danger of being hit by a torpedo.

OPTIONAL RULE: The USS Houston was scheduled to receive radar when they received an order from Admiral Doorman to immediately cease repairs and put to sea. If Admiral Doorman had allowed the upgrade to be finished (an estimated 2 days) the USS Houston would have received radar. Additionally the USS Houston would have not been hit in the rear turret (which put the rear turret out of action) when the Japanese aircraft attacked the Allied fleet. To simulate this use the USS Louisville (Ship log 2233-2) to simulate the completed upgrade, additionally the USS Houston starts the game undamaged.

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JAVA SEA
Scenario #2: The End Game

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The battle of the Java Sea was not determined until the very last moments of the battle when both the De Ruter and the Java were torpedoed by Japanese Cruisers.

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February 27th, 1942
Historical

ORDER OF BATTLE

JAPAN

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All Japanese ships are Bridge 6, Crew 0. The flagship is flag 8, bridge 6, crew 0.

SHIP	SHIP ID LOG
Haguro (Flagship)	1636-2
Nachi	1635-2

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ALLIED

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All Allied ships are Bridge 6, Crew 0. The flagship is flag 9, bridge 6, crew 0

SHIP	SHIP ID LOG
De Ruyter (Flagship)	
Java	
Houston	2235-2
Perth	6322-2

NOTES: (1) Both fleets are moving at 22 knots.

(2) The map is 12,000 yards from North to South and from East to West (square). The map is moveable and players may adjust the map as necessary.

(3) The Japanese player sets up 2,000 from the North edge and at least 6,000 yards from the West edge facing west.

(4) The Allies set up 2,000 from the South edge and at least 6,000 yards from the East edge facing east.

(5) Both Japanese cruisers have all their torpedoes.

(6) The battle took place at night. Use visibility code 8 (very clear) for spotting.

OPTIONAL RULE: The USS Houston was scheduled to receive radar when they received an order from Admiral Doorman to immediately cease repairs and put to sea. If Admiral Doorman had allowed the upgrade to be finished (an estimated 2 days) the USS Houston would have received radar. Additionally the USS Houston would have not been hit in the rear turret (which put the rear turret out of action) when the Japanese aircraft attacked the Allied fleet. To simulate this use the USS Louisville (Ship log 2233-2) to simulate the completed upgrade, additionally the USS Houston starts the game undamaged.

JAVA SEA
Scenario #3; Sunda Strait

Beaufort Number: 3	Sea State 1-2 feet
Wind Direction and Speed:	from E 7-10 knots
Scale: 1500 (1" = 500 yds)	Game Turn: 2 minutes per turn

The HMAS Perth and the USS Houston searched for the elusive Japanese invasion force. The two cruisers sighted two ships and correctly assumed that they were unfriendly. Upon going to general quarters the two cruisers sailed brazenly into Banten Bay.

March 1, 1942
Historical

ORDER OF BATTLE

JAPAN

All Japanese ships are Bridge 6, Crew 0. The flagship is flag 8, bridge 6, crew 0.

SHIP	SHIP ID LOG
Harukaze	1768-1
Hatakaze	1770-1

* 15 transports

SHIP	CARGO TYPE
Asakasan Maru	General Cargo
Aobasan Maru	General Cargo
Asama Maru	Troops
Asuka Maru	General Cargo
Genyo Maru	Fuel
Hikawa Maru	Troops
Kinai Maru	War Material
Mito Maru	General Cargo
Nako Maru	General Cargo
Oyo Maru	Ammunition
Sado Maru	General Cargo
Sakura Maru	War Material
Tenyo Maru	War Material
Tokai Maru	Ammunition
Tihuku Mau	General Cargo

* - There were a total of 27 transports in the bay at the time of the attack, only 15 are used for the scenario. The names of the 15 transports listed are not the names of the actual transports that were in port (since the names of the transports has been lost in history). However, the GRT of the transports are as accurate as possible.

Enter Game Turn 5 within 5,000 yards of the North West edge of the board moving at 20 knots.

SHIP	SHIP ID LOG
Hatsukaze	1845-0
Shirayuki	1820-0
Natori	1657-1

Enter Game Turn 14 on any Western edge of the board moving at 24 knots.

SHIP	SHIP ID LOG
Mikuma	0979-2
Mogami	2718-2

ALLIED

All Allied ships are Bridge 6, Crew 0. The flagship is flag 9, bridge 6, crew 0

SHIP   SHIP ID LOG

Houston   2235-2
Perth   6322-2

NOTES: (1) The map is 20,000 yards North to South and East to West (square).

(2) The USS Houston, HMAS Perth, and the Japanese destroyers
Harukaze and Hatakaze start the game moving at 16 knots.

(3) The Japanese player sets up 15 transports no closer than 5,000 yards
from the North, South, or West edge of the map. And no closer than 8,000
yards from the East edge of the map. All transports are considered to be
"at anchor" and may not move.

(4) The destroyers Harukaze and Hatakaze are laying smoke and have NO
torpedoes (they have already launched and missed the cruisers).
        (2) A – Set up the Japanese cruisers 5,000 yards from the North
        Edge and 5,000 yards from the East edge facing north at a speed of
        20 knots.
        (2) B - Place smoke markers in a line 5,000 yards from the East
        edge, beginning 5,000 yards from the South edge and ending 5,000
        yards from the North Edge.

(5) The Allies enter on the East edge of the map and at between 5,000 and
10,000 yards from the North edge facing east.

(6) The Allied ships have limited Ammo
    5(A) - The USS Houston has 20 HE and 30 AP per 8" Gun.
    5(B) – The HMAS Perth has 10 HE and 14 Common per 6" Gun.
    5(C) - The secondary armament of each ship is considered to be full,
    however ¼ of the rounds are considered to be starshells, ¼ are considered
    to be HE and the rest are considered to be common.
    5(D) Both the USS Houston and HMAS Perth used practice rounds to
    confuse their enemy. Therefore players may add 10 practice (P) rounds to
    their ammo supply on the USS Houston's 8" guns and the HMAS Perth's
    6" guns.

(7) Use Visibility 8 (exceptionally clear with moonlight) for spotting.

OPTIONAL RULE:

(1) The USS Houston was scheduled to receive radar when they received an order from Admiral Doorman to immediately cease repairs and put to sea. If Admiral Doorman had allowed the upgrade to be finished (an estimated 2 days) the USS Houston would have received radar. Additionally the USS Houston would have not been hit in the rear turret (which put the rear turret out of action) when the Japanese aircraft attacked the Allied fleet. To simulate this use the USS Louisville (Ship log 2233-2) to simulate the completed upgrade, additionally the USS Houston starts the game undamaged.

(2) There has been a question of WHY didn't the Dutch rearm the Perth and Houston when they were in port? To simulate ammunition being given to each ship, the HMAS Perth may add 30 rounds per gun of any type of ammo. The USS Houston may add 15 rounds per gun of any type of ammo.

(3) After Java Sea Admiral Doorman sent the American Destroyers to pick up survivors. If they stayed with the cruisers they may have made a difference in the battle. Add the USS Alden and USS John D. Edwards with a full complement of shells and a half complement of torpedoes. In addition the Dutch destroyer Eversten suffered some kind of a breakdown and wanted to stop for repairs. If this ship continued on with the cruisers it would have added another destroyer. Therefore add the Dutch ship Eversten with a full complement of ammunition and NO torpedoes.

(4) The Fubuki spotted the Allied cruisers before they entered Banten Bay and fired a wild torpedo strike then turned away. The Japanese may add the Fubuki (without torpedoes) with the Natori on game turn 5.

(5) There were at least 2 minesweepers escorting the convoy. The Japanese player may add them as an option. Use minesweeper W1, ship ID 8935-1, and minesweeper W5, ship ID 8936-1. These ships set up with the transports except they may move. The five turns after an Allied ship opens fire or is spotted the minesweepers may start moving (beginning at zero knots).