

## Scenario

# 13 Vella Lavella

October 6/7, 1943

This was one of those actions in which neither side did what they could have or should have done.

### JAPANESE set-up: (Flagship: Akigumo – Rear Admiral Ijuin)

|           | DD 6-6-5<br>秋雲 Akigumo | DD 6-6-5<br>磯風 Isokaze | DD 6-6-5<br>風雲 Kazagumo | DD 6-6-5<br>夕雲 Yugumo | DD 6-6-5<br>時雨 Shigure | DD 6-6-5<br>五月雨 Samidare |
|-----------|------------------------|------------------------|-------------------------|-----------------------|------------------------|--------------------------|
| Position  | L12                    | K13                    | J13                     | I14                   | E5                     | E4                       |
| Direction | 2                      | 2                      | 2                       | 2                     | 3                      | 3                        |
| Speed     | 4                      | 4                      | 4                       | 4                     | 5                      | 5                        |

### Optional Reinforcements:

|           | APD 5-5-5<br>夕風 Yunagi | APD 6-5-5<br>文月 Fumizuki | APD 5-5-5<br>松風 Matsukaze |
|-----------|------------------------|--------------------------|---------------------------|
| Position  | E3                     | E2                       | E1                        |
| Direction | 3                      | 3                        | 3                         |
| Speed     | 5                      | 5                        | 5                         |

### ALLIED set-up: (Flagship: Selfridge – Captain Walker)

|           | DD 6-6-5<br>Selfridge | DD 6-6-6<br>Chevalier | DD 6-6-6<br>O'Bannon |
|-----------|-----------------------|-----------------------|----------------------|
| Position  | Z7                    | AA7                   | BB6                  |
| Direction | 4                     | 4                     | 4                    |
| Speed     | 5                     | 5                     | 5                    |

### Reinforcements:

| DD 6-6-6<br>Ralph Talbot | DD 6-6-6<br>Taylor | DD 6-6-6<br>La Vallette |
|--------------------------|--------------------|-------------------------|
|--------------------------|--------------------|-------------------------|

**Game Turns:** Eleven (11) turns.

**Visibility:** Is 24 hexes for the Japanese and 20 hexes for the Americans. All American ships have radar.

### SPECIAL RULES:

**Optional Reinforcements:** The Japanese may elect to include the three APDs Yunagi, Fumizuki and Matsukaze following in line ahead behind the Samidare in E3, E2 and E1 respectively. This will likely balance the game toward the Japanese player. If this reinforcement is allowed, the three American reinforcements enter play on roll of "9-12".

**Victory Conditions:** Either side wins a tactical victory if they inflict 3 more points than the other inflicts. An operational victory is achieved for either side if they sink at least three (3) enemy destroyers with the loss of one or less destroyers for Americans OR NO destroyers lost for the Japanese. All other results are a draw.

**Aftermath:** Both sides lost a destroyer. Ijuin was the son of a former Commander of the Japanese First Fleet. His father stresses extensive training and the lower deck invented a song that his work was, "Japanese navy was "Monday-Monday, Tuesday, Wednesday, Thursday, Friday-Friday" (Getsu Getsu Ka Sui Moku Kin Kin)

