Operational Scenario 8

Kimmel's Plan: Pacific Fleet Plan WPPac-46

October 1941

As described in the article "Kimmel's War Plan" at www.avalanchepress.com, this scenario accurately represents the U.S. Pacific Fleet war plan in effect at the time of the Pearl Harbor attack. Essentially, Admiral Husband Kimmel hoped to lure the Japanese into battle after raiding Japanese bases in the Marshall Islands, and enticing them into either a pursuit of the raiders or a retaliatory attack on Wake Island. By doing so, Kimmel and his chief planner, Capt. Charles "Soc" McMorris, hoped to damage or destroy "important enemy units."

Whether the Japanese would take the bait, and how they might actually respond, is largely guess work. Many Japanese planners would likely have preferred to wait and let the Americans batter themselves against Japanese bases and light forces during their anticipated drive west. The Imperial Navy would then subsequently fight a "decisive battle" after the Pacific Fleet had been attritted to a more manageable level. However, assuming aggressive officers such as Admiral Yamamoto were still in command, the Imperial Navy might have tried to turn the tables and knock out the bases of the Hawaiian Defense Perimeter, with the intention of destroying a large portion of the U.S. Fleet before it sortied very far west.

Time Frame: 120 turns. Axis player may choose the turn on which play begins.

Starting Weather Condition: 1 (Clear)

Axis Forces
At Marcus Airfield (BM42):

2 x A6M2 [L]	8 x G4M1
2 x H6K4	

At French Frigate Shoals (R15) (see Special Rule):
1 x H6K4

Any sea zone west of row BI and not within two zones of any other task force:
Main Body (check off three fuel boxes as expended on all ships)
Leader Yamamoto

BB10	Mutsu	BB09	Nagato
BB08	Hyuga	BB07	Ise
BB06	Yamashiro	BB05	Fuso
CA15	Kumano	CA16	Suzuya
CL05	Oi	CL06	Kitakami
CL08	Nagara	CL14	Sendai
DD70	Harusame	DD69	Samidare

DD68 Yudachi	DD67 Murasame
DD66 Shigure	DD65 Shiratsuyu
DD58 Inadzuma	DD57 Ikazuchi
DD56 Hibiki	DD55 Akatsuki
DD54 Ushio	DD53 Sazanami
DD52 Akebono	DD51 Oboro
CVL01 Hosho	

      2 x B4Y1

Any sea zone west of row BI and not within two zones of any other task force:
Mobile Fleet (check off three fuel boxes as expended on all ships)
Leader Nagumo

CV05 Hiryu	CV04 Soryu
3 x A6M2	3x A6M2
3 x B5N2	3 x B5N2
3 x D3A1	3 x D3A1
1 xA6M2 [L]	1 xA6M2 [L]
CV03 Kaga	CV02 Akagi
3 x A6M2	3x A6M2
3 x B5N2	4 x B5N2
3 x D3A1	3 x D3A1
1 xA6M2 [L]	
BB01 Kongo	BB04 Haruna
CA17 Tone	CA14 Mikuma
CA13 Mogami	CL02 Tatsuta
DD106 Makikumo	DD105 Kazegumo
DD104 Akigumo	DD103 Yugumo
DD102 Maikaze	DD101 Hamakaze
DD100 Nowaki	DD99 Tanikaze
DD98 Hagikaze	DD97 Arashi
DD96 Urakaze	DD93 Isokaze

Any sea zea zone west of row BI and within two zones of Landing Force 1 or Landing Force 2:
Support Force (check off two fuel boxes as expended on all ships)
CVL06 Ryujo
      2 x AM54
      2 x D3A1

CA07 Haguro	CA06 Nachi
CA05 Myoko	CL13 Abukuma
DD95 Tokitsukaze	DD94 Amatsukaze
DD92 Yuikakze	DD91 Hayashio
DD90 Oyashio	DD88 Hatsukaze

Any sea zone west of row BI and not within two zones of any other task force:
Landing Force #1 (check off two fuel boxes as expended on all ships)

CA11	Chokai	CL16	Jintsu
DD50	Amagiri	DD49	Yuguri
DD47	Asagiri	DD46	Ayanami
DD45	Shikinami	DD44	Uranami
DD43	Murakumo	DD39	Isonami
DD38	Shirakumo	DD35	Fubuki
6 x large transports		2 x APD	

Any sea zone west of row BI and not within two zones of any other task force:
Landing Force #2 (check off two fuel boxes as expended on all ships)

CL08	Nagara	DD74	Suzukaze
DD71	Kawakaze	DD72	Umikaze
6 x small transports		2 x APD	

Added to or within two sea zones of any Axis task force(s):
Underway Replenishment Group

DD15	Asanagi	DD17	Yunagi
3 x AO			

Within twelve sea zones of Midway Island (AL16):
Flotilla 1: 2 x I-boat
Flotilla 2: 2 x I-boat

Within twelve sea zones of Wake Island (AV38):
Flotilla 3: 2 x I-boat
Flotilla 4: 2 x I-boat

Within six sea zones of, but not in, Pearl Harbor (E11)::
Flotilla 5: 3 x I-boat
Flotilla 6: 4 x I-boat
Flotilla 7: 3 x I-boat

Any sea zone not adjacent to an Allied base or Task Force:
Flotilla 8: 2 x I-boat
Flotilla 9: 2 x I-boat
Flotilla 10: 2 x I-boat

Allied Forces
At Wake Airfield (AV38):
2 x F4F-3 (USMC)   2 x PBY

At Midway Airfield (AL16):
2 x PBY

At Hawaii (B11), Pearl Harbor (E11), or Oahu (F10) Airfields; no more than 10 steps may be placed on Oahu:

1 x A-20	4 x B-18
2 x B-17D	2 x B-17E
10 x P-40B	4 x P-36
4 x P-40C	10 x PBY
1 x F-2A (USMC)	2 x F4F-3 (USMC)
2 x SB2U (USMC)	3 x SDB-3 (USMC)

At Johnson Island (R25):
AV08   Tangier
        2 x PBY

At Pearl Harbor (E11):
Battle Force

BB48	West Virginia	BB46	Maryland
BB45	Colorado	BB44	California
BB43	Tennessee	BB37	Oklahoma
CA38	San Francisco	CA32	New Orleans
CL50	Helena	CL49	St. Louis
DD392	Patterson	DD388	Helm
DD386	Bagley	DD375	Downes
DD372	Cassin	DD370	Case
DD365	Cummings	DD360	Phelps
DD357	Selfridge	DD354	Monaghan
DD352	Worden	DD351	MacDonough
DD350	Hull	DD348	Farragut
AV04	Curtiss	6 x APD	

Within three sea zones of (T23):
Support Force (12 sea zones already moved in regards to fuel use)
Leader Kimmel

BB39	Arizona	BB38	Pennsylvania
BB36	Nevada	DD355	Aylwin
DD353	Dale		

Within three sea zones of (AD28):
Raiding Force (check off one fuel box as expended on all ships)
Leader Halsey

CV06   Enterprise   CV03 Saratoga
       2 x F4F-3   2 x F4F-3
       5 x SDB-3   7 x SDB-3
       3 x TBD   2 x TBD

CV02   Lexington
       3 x F2A-3
       5 x SDB-3
       2 x TBD

CA34   Astoria   CA29 Chicago
CA27   Chester   CA26 Northampton
CA25   Salt Lake City   DD401 Maury
DD400 McCall   DD398 Ellet
DD397 Benham   DD385 Fanning
DD384 Dunlap   DD382 Craven
DD380 Gridley   DD368 Flusser
DD367 Lamson   DD364 Mahan
DD363 Balch   DD356 Porter

Within three sea zones of Midway (AL16):
CA33   Portland   CA35 Indianapolis

Within three sea zone of (AI6):
CL07   Raleigh

Added to or within two sea zones of any Allied task force(s):
Underway Replenishment Group
DD336 Litchfield   DD349 Porter
4 x AO

Within twelve sea zones of Midway Island (AL16)
Flotilla 1: 2 x Gato

Within twelve sea zones of Wake Island (AV38)
Flotilla 2: 2 x Gato

Any sea zone west of row AV and east of row BJ (location must be noted before any Axis task forces are placed on the map).

Flotilla 3: 2 x Gato   Flotilla 4: 2 x Gato
Flotilla 5: 2 x Gato   Flotilla 6: 2 x Gato
Flotilla 7: 2 x Gato   Flotilla 8: 2 x Gato
Flotilla 9: 2 x Gato   Flotilla 10: 2 x Gato
Flotilla 11: 2 x Gato   Flotilla 12: 2 x Gato

Special Rules

Japanese Invasion Forces: The Axis player has two invasion forces, and these forces must be assigned transport missions to either Wake Island (AV38), Midway Island (AL16), or both. Axis landings on these islands are governed under assault landings as per rule 9.54 and must be preceded by at least two turns of bombardment by at least two ships of destroyer size or larger. Bombardment may be longer than two turns, and may include shelling airfields as per rule 9.12. Eighteen turns after Japanese transports with a total cargo capacity of at least 10 or more have unloaded on Wake or Midway Islands, the airfields become Axis-controlled and aircraft may land there.

Japanese Land-Based AM62 on Carriers: The Japanese land based AM62 based at start on their carriers may take off from, but not land on, their carriers. They may be flown off to land on captured bases, or to reinforce the Marcus Island airbase.

Japanese Sea-Plane Base at French Frigate Shoals: The Japanese experimented with refueling search aircraft via submarine at the French Frigate Shoals (R15). The 1 x H6K4 sea-plane based there may fly two missions (search, ASW, or strike) before exhausting the stored fuel supply and being removed from play. If any Allied ship enters the French Frigate shoals while the sea-plane is present, the submarine leaves and the base, and sea-plane, are considered lost.

American Carrier Doctrine: Allied task forces containing a CV may not be plotted to occupy a zone closer than two zones from any other Allied task force containing a carrier.

American Sea-Plane Base at the Johnson Islands: The AV08 *Tangier* has established a sea-plane base in the Johnson Islands (R25). This base is operated per the rules for such sea-planes bases as posted on the Daily Content article for *Second World War at Sea: Leyte Gulf,* entitled "*Sea-Plane Tenders,*" at www.avalanchepress.com.

American APD: These APD represent reinforcements for Wake and Midway Islands. If landed before they are captured by the Axis player, they increase amount of cargo capacity required by the Axis player to capture a base by the amount of their own cargo capacity. Alternatively, the APD's may be used to recapture bases using the same procedure as the Axis player, excepting that the requirement for shore bombardment is waived (the Axis occupiers have not had sufficient time to repair or build defenses).

Curtiss as aircraft transport: The AV04 *Curtiss* may transport crated aircraft. At the start of the game, the Allied player may designate up to four steps of aircraft based in airbases in areas F10 and/or E11 as loaded into the Curtiss. These aircraft may be unloaded either at Midway or Wake Island by the Curtiss as per rule 9.53. After being unloaded the aircraft must spend another four turns in the hanger of their respective bases being assembled (during this time they may be damaged or destroyed on the ground but cannot be operated). After the four turns of assembly are complete, the aircraft may be used normally. Only USMC aircraft may be crated.

Coastal Gunnery: Wake, Midway, Pearl Harbor, and the Marcus have shore batteries as described in this rule in the *Second World War at Sea: Midway* scenario book.

Axis Force Options: Before play roll the Axis player rolls one die. On the result of a 1-4 there is no change. On a result of 5-6, roll again and apply the results below:

> *1) Yamato*: *Yamato* was commissioned about a week after the Pearl Harbor attack, and with better planning and more urgent yard work, perhaps she could have been ready for service a little earlier. Add BB11 *Yamato* to the Japanese Battle Force.

> *2) Sub Raid Pearl!:* Surprise attack on enemy forces in port had sound grounding in Japanese military thought. Though this scenario presupposes that Japan chose not to attempt the Pearl Harbor airstrike, a greater midget sub attack is not unreasonable and could have been attempted. To resolve this attack, the Japanese player may deploy four midget subs against Pearl Harbor before play begins. The Axis player rolls one die for each sub. On a result of 1 to 5 the submarine is immediately eliminated, on a result of a 6, the sub may attack any U.S. unit located in Pearl Harbor. All targets are considered immobile (+1 to hit), and large targets (BB, CA, AV and CL) receive an additional +1 modifier. All modifiers are cumulative and a hit is scored on a roll of 6 or greater.

> *3) Decisive Battle*: The Japanese might have been willing to limit their other attacks and mass for battle in the central Pacific if persuaded that the U.S. Fleet would actually sortie in strength and head towards the Marshalls or the Philippines. Add CV09 *Shokaku* and CV10 *Zuikaku* (each with 4 x A6M2, 4 x B5N2, 4 xD3A1) and escorts BB02 *Hiei* and BB03 *Kirishima* to the Mobile Fleet.

> *4) Overstretched Offensive*: The Japanese war plan, essentially a series of strikes virtually everywhere, was at the very limit of their military resources (see for example, *Second World War at Sea: Strike South*). These offensives could have drawn off resources used to attack Wake or Midway, or meet a U.S. thrust west. Roll one die and apply the results:
> > 1-2: Delete *Soryu, Hiryu* (and their aircraft) along and two cruisers and four destroyers from the Mobile Force.
> > 3-4: Delete Covering Force.
> > 5-6: Delete Invasion Force 1.

5) Japanese Carrier Doctrine: Historically, the Japanese had already concluded that the most efficient use of their big fleet carriers was in one massed strike force (though light carriers were often used in elaborate bait and deception roles). In this instance however, assume the Japanese still prefer dispersal, and the carriers of the Mobile Force are under the same restrictions as the *U.S. Carrier Doctrine* rule.

6) No Mutsu: Historically the Japanese battleship *Mutsu* suffered a catastrophic magazine explosion in 1943, resulting in its complete loss along with all but 300 of its crew. In the haste to sortie with the fleet, sloppy handling practices could have resulted in an earlier accident. Delete BB10 *Mutsu* from the Main Body.

Allied Force Options: Before play the Allied player rolls one die. On the result of a 1-4 there is no change. On a result of 5-6, roll again and apply the results below:

1) New Battleship: Admiral Kimmel continually complained about the resources being siphoned off to the Atlantic Fleet under the "Germany First" doctrine. Assume that Admiral King decides to heed his complaints. Add BB55 *North Carolina* (use the version from *Second World War at Sea: SOPAC*) to the Battle Force.

2)   Langley: The old carrier *Langley,* converted to a sea-plane tender, was historically deployed with the U.S. Asiatic Fleet. Had the *Langley* been kept at Pearl she undoubtedly would have been very useful in transporting aircraft to Midway or Wake Island at the onset of hostilities. And CVS01 *Langley* (with 4 x F2A-3 [USMC]), DD225 *Pope* and DD228 *John D. Ford* from *Second World War at Sea: Strike South*. The *Langley* may be deployed anywhere within three sea zones of the Allied Support Force.

3) Cruiser Subs: The U.S. Navy was not beyond some wild schemes of its own. With the right resources and advanced warning of the impending conflict, an unorthodox raid against a Japanese air base was not out of the question. Add SS166 *Argonaut*, SS167 *Narwhal*, and SS168 *Nautilus* to the Allied Forces. These submarines start the game with a surprise bombardment of the Marcus Islands (BM42) airfield. The bombardment takes place before play starts, and the subs get two rounds of bombardment. Because of the surprise nature of the attack, no Axis shore batteries may engage them until their second round of bombardment. After the second round of combat play begins normally and the subs may be operated per the rules for such cruiser subs as posted on the Daily Content for *Second World War at Sea: Leyte Gu*lf, entitled *"Cruiser Subs,"* at www.avalanchepress.com.

4)   Damage in the Marshalls: Kimmel's war plan called for a quick U.S. carrier raid into the Marshall Islands in order to lure "important enemy units" eastward into a battle with a waiting U.S. fleet. The commander of this raiding force would have likely been Vice Admiral William Halsey aboard CV06 *Enterprise*. While Kimmel intended a quick strike

to lure out the Japanese Fleet, subsequent events showed that on occasion Halsey's aggressive instincts could occasionally get the better of him, and that pre-war planning continually underestimated the strength and quality of "Orange" airpower. It is possible that the raid into the Marshalls could have resulted in serious damage to Kimmel's carriers. Before play begins the Axis player randomly selects one Allied carrier from the Raiding Force and applies the following effects: The carrier loses two steps of aircraft (Allied player's choice) and suffers one bomb and one torpedo hit (roll damage normally). Play then begins normally.

5) Less Skilled: U.S. carrier pilot's skills were somewhat less than their Japanese counterparts, who benefitted from years of actual combat in China, and much additional training. To reflect the difficulty of U.S. pilots and airstaff had in properly forming up for airstrikes apply the following: U.S. carrier based SBD and TBD must be treated as separate flights when attacking ships at sea.

6) Drydock: The *Pennsylvania* was drydocked for repairs at the time of the Japanese strike on Pearl Harbor, and any capital ship might have been is a similar situation if the war came unexpectantly. Delete BB38 *Pennsylvania* from the Support Force.

Variations: Let the Allied and Axis players each use the off-board placement rules for their carrier task forces (see, for example, *Second World War at Sea: Bismarck*), or let each side use two dummy task forces.

Victory Conditions

The Axis player must have more victory points than the Allied player and control *either* Wake Island or Midway Island. The Allied player must control both Wake Island *and* Midway Island and have more victory points than the Axis player.