



SCENARIO 10: MALTA CONVOY CAMPAIGN GAME

OPERATION PEDESTAL 11 - 14 August 1942

Many relief convoys have been dispatched to Malta throughout 1941 and the first half of 1942, but very few have arrived with enough supplies to sustain the people of Malta. With basic living necessities becoming critical, the Royal Navy planned one more effort to re-supply the island before it was forced to capitulate to the Axis powers besieging it by air and sea.

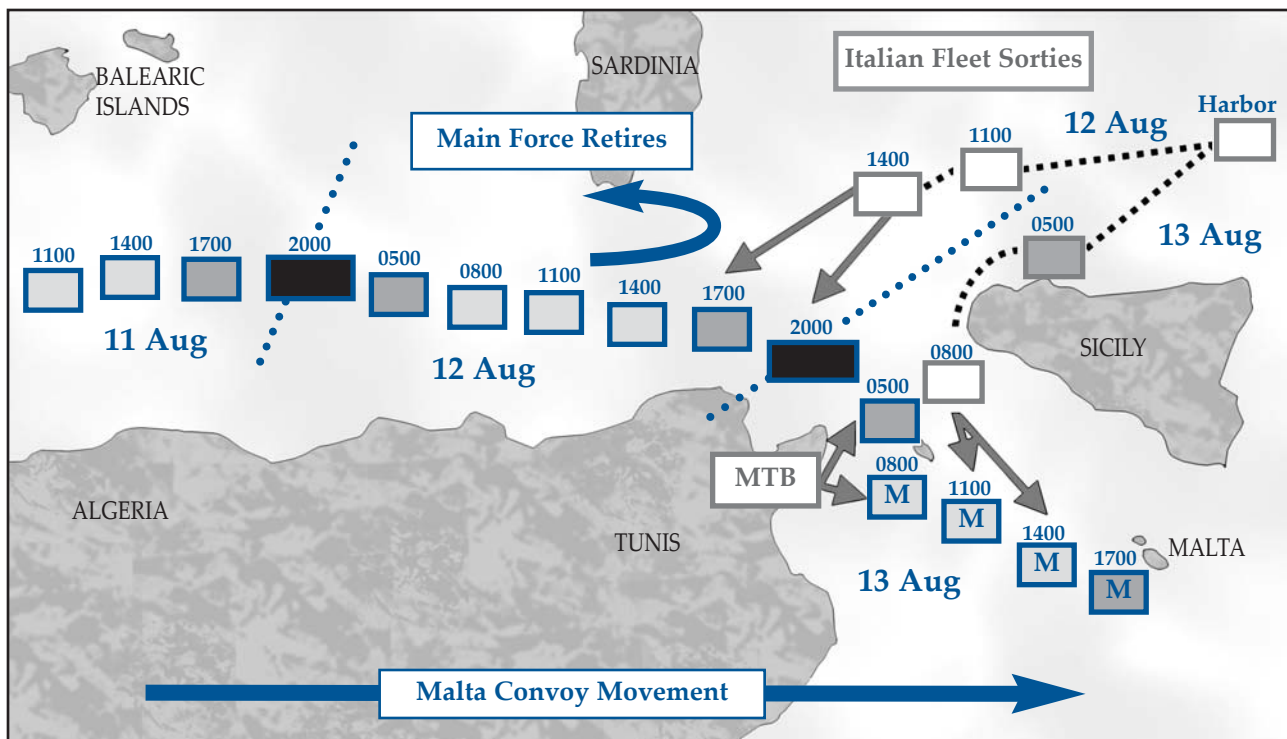
SET UP: This mini-campaign is designed to generate a series of interlocked engagements, representing the constant attack of the convoy by Axis air and sea power. Each engagement represents the action that takes place in a three hour slice of time, except for night turns, which represent eight hours. The strategic map has 15 boxes corresponding these slices of time. These boxes represent the progress of the convoy across the Mediterranean. They begin on 11 August and continue until through 13 August. Each day is divided into a number of boxes corresponding to the hours of daylight (0800, 1100, 1400), dusk (1700), night (2000) and dawn (0500).

The map also has two different sets of three boxes representing a possible sortie by the Italian surface fleet and a box showing the origin of Axis MTB attacks. The four daylight turn boxes closest to Malta (beginning with the 13 August 0800 turn) are marked with an "M" showing the range of Malta based Allied airpower.

Starting with the 11 Aug 1400 turn, a series of battles will take place, depending on the allocation of forces by both sides. Surviving forces from each battle move to the next box and fight again. Luck and skill will determine whether any of the convoy makes it to Malta. All Royal Navy forces that survive the 13 Aug 1700 turn arrive at Grand Harbor in Malta

STRATEGIC TURNS: Strategic turns represent the operational movement of forces across the Mediterranean. Each side has a number of squadrons and flotillas to maneuver, along with submarines and aircraft. The interplay of forces during strategic turns determines what forces will appear on the tabletop during that turn.

MALTA CAMPAIGN STRATEGIC MAP



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Each strategic turn consists of several phases, representing the interaction of forces in that area and time. These phases must always be conducted in order.

Phase I: Air Attacks

Allocation of Air Assets

- Both sides simultaneously and secretly assign Combat Air Patrol (CAP) aircraft.
- Axis side forms airstrikes and declares targets
- Allied side forms airstrikes and declares targets

Air Attacks on Surface Forces

- Axis Attacks of Allied surface ships
- Allied Attacks on Axis surface ships

Phase II: Submarine Attacks

Air ASW Attacks

- Axis Attacks on Allied submarines
- Allied Attacks on Axis submarines

Submarine Attacks on Surface Forces

- Axis Attacks on Allied surface ships, including Allied ASW
- Allied Attacks on Axis surface ships, including Axis ASW

Phase III: Surface Attacks

Surface Actions

- Combined action involving both sides, including the Convoy, it's escorts, the Italian Surface Fleet and Axis MTBs

Phase IV: Strategic Operations

Strategic Movement

- Move surface forces into the next strategic box
- Place aircraft that conducted operations in the appropriate strategic box
- Conduct permitted repairs.

SUBMARINE DEPLOYMENT: Each side has a number of submarines available. (See "Forces Involved"). The nature of strategic submarine warfare was such that submarines were pre-deployed to areas of anticipated enemy movement. Restricted waters, predictable paths and constant air patrols made this somewhat easier in the Mediterranean.

At the beginning of the game, each side may deploy up to six submarines in each strategic box. The Axis player deploys first. Both sides may have submarines in the same box. They will ignore each other and attack surface targets. Concentrating subs in an area makes it more likely that one or more will be in position to attack.

It also makes the submarines more vulnerable to ASW attack, particularly by aircraft. Submarines remain in the strategic box until enemy surface forces arrive. They may attack once if enemy forces arrive and then take no further part in the scenario.

ALLOCATION OF AIR ASSETS: Each daylight turn, the Axis player may form one or more air strikes. The strikes may consist of any or all available aircraft, but each aircraft may be assigned to only one strike. The air strikes may attack the convoy or other allied forces.

If the Italian fleet has sortied, the Allied player may form one airstrike each daylight turn. The airstrike will attack the Italian fleet. If the fleet sorties on 12 August, the airstrike will be composed of surviving carrier assets. If the fleet sorties on 13 August, the airstrike will be composed of surviving Malta assets.

Each daylight turn, both sides may deploy available aircraft to fly Combat Air Patrol (CAP) over their surface forces. Three flights of fighters must be allocated to maintain a single flight of CAP, whether the fighters fly from a carrier, Malta or Italy. These do not need to be aircraft all of the same type. If enemy aircraft appear, roll a die to randomly determine the type of aircraft "on station" for the engagement.

AIR STRIKES: Air strikes will always find their target. In the "bathtub" of the Mediterranean, enemy forces were under nearly constant observation by air and submarine assets.

The defending fleet is deployed as the player desires, as long as all ships are within 20 Kyds of the fleet flagship. CAP may be deployed at any altitude and within 20 Kyds of the flagship. The incoming Strike Force is deployed at least 20 Kyds from all ships. Attacking aircraft may begin at any altitude and on any bearing. Not all attacking aircraft need to be on the same bearing from the defending fleet.

Conduct the air action and record all damage.

Undamaged aircraft (including aircraft that suffered a dispersed result from air-to-air or AA combat) are available the next daylight strategic turn which is at least 6 hours away. For instance, undamaged aircraft that conducted an air strike at 0900 on 11 August are available at 1500 on 11 August.

Damaged aircraft are available the next daylight strategic turn which is at least 24 hours away.



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For instance, aircraft damaged at 1200 on 11 August are available at 1200 on 12 August. Destroyed aircraft take no further part in the game.

For damaged ships, continue to conduct damage control until the fires or flooding is stopped or the ship is lost.

SUBMARINE ACTION: Despite strategic positioning, submarine attacks were dependent upon an element of luck. The slow submerged speed and vulnerability while surfaced meant that subs needed to be a little lucky to pull off an attack.

Air ASW Attacks: First, subs need to survive patrolling ASW aircraft. Air ASW attacks are represented abstractly. Both sides are considered to have long-range air ASW capability in every strategic box and will attempt to attack if subs are located. These attacks take place during daylight, dusk, dawn and night turns.

ASW aircraft will detect subs if they roll equal to or less than the number of subs in the box. ASW aircraft attack one third of the subs (round up) in the box with a depth charge attack. Roll once on the ASW Attack Table, treating the sub as if it were at periscope depth. Allocate damage as normal.

Submarine Engagement: Subs that survive Air ASW will attempt to move into position to attack. Roll a die for each surviving submarine in the strategic box.

<u>Target force speed</u>	<u>Die roll required for sub to be positioned to attack</u>
0 - 10 knots	1 - 15
11 - 15 knots	1 - 10
16+ knots	1 - 5

If one or more submarines are in position to attack, the submarine may attack any force in the strategic box. The target must be declared before the die is rolled. The appropriate surface forces are deployed on the playing surface. The submarines, including dummy markers (see Sec 13.1.2,) are deployed anywhere between 15 Kyds and 20 Kyds from any enemy ship. Royal Navy submarines allocated to the Regia Marina harbor box will attack if the fleet sorties on either 11 or 12 August. Consider RM warships to be at a speed of 10 knots as they are just getting underway.

Play the action until the convoy has disengaged or the submarines have expended all torpedoes. The scenario may be concluded early by mutual agreement. Record all damage and conduct damage control.

SURFACE ACTION: When opposing surface forces enter the same strategic box, a surface action will be conducted. Surface actions can involve the Italian Surface fleet if it sorties and Axis MTBs, against the Allied convoy and its escorts.

Axis surface forces are deployed first. They may be in any formation and on any heading. They should be placed towards one corner of the playing area.

Allied forces are placed second. The nearest Allied units are placed at maximum visibility distance from the nearest Axis vessel. Other forces may be placed in any position relative to the closet forces, but must follow strategic forces restrictions.

Conduct the surface action and record all damage.

WEATHER CONDITIONS: Actions may occur during any turn (day or night). Conditions for all actions; surface, submarine or air (daylight only) are described below:

- If the action occurs during a daylight turn, the weather will be clear and the seas calm. Visibility will be unlimited. There will be no weather modifier.
- If the action occurs during a dusk or dawn turn, visibility will be as for a bright moonlit night (see Section 16.2). Both sides will be alert. There will be no weather modifier.
- If the action occurs during a night turn, visibility will be as for a mostly cloudy / partial moonlit night (see Section 16.2). Both sides will be alert. The weather modifier will be +6.

HISTORICAL RESULT: Allied Victory

Despite the full fury of the Luftwaffe and Regia Aeronautica, U-boats, and the Regia Marina, 5 of the 14 merchantmen arrive in Grand Harbor, including the Herculean effort of the Royal Navy taken to bring the tanker SS *Ohio* to Malta. The military forces and civilians of Malta were able to carry the defense of their island nation against the ravages of the Axis forces thrown against it.

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ROYAL NAVY FORCES INVOLVED

The Royal Navy effort is comprised of the following forces:

- **Malta Convoy**
- **Force X (Close Convoy escort)**
- **Malta Fighter Re-supply Force**
- **Force Z (Covering Force)**
- **Submarine Forces**
- **Malta Air Wing**

All surface forces must begin the scenario in the first strategic box, and move forward one box each strategic turn. The Malta Convoy and Force X must always be deployed within 20 Kyds of each other. The Malta Fighter Resupply Force and Force Z may be deployed any distance from each other and the convoy. Submarine forces are deployed at the beginning of the campaign. The Malta Air Wing provides air support in the vicinity of Malta.

Malta Convoy

SS <i>Almeria Lykes</i>	MV <i>Melbourne Star</i>
MV <i>Brisbane Star</i>	SS <i>Ohio</i> (Tanker)
MV <i>Clan Ferguson</i>	MV <i>Port Chalmers</i>
MV <i>Deucalion</i>	MV <i>Rochester Castle</i>
MV <i>Dorset</i>	SS <i>Santa Elisa</i>
MV <i>Empire Hope</i>	MV <i>Waimarama</i>
MV <i>Glenorchy</i>	MV <i>Wairangi</i>

Note that many of these ships have flammable cargo as noted on the ship sheets.

The convoy will always deploy in a convoy formation of four columns, with 4 or 5 ships in each column. The columns may include RN ships for AA protection if desired. The convoy will move at the speed of the slowest ship remaining in the convoy.

Force X (Close Convoy escort)

Nigeria (Convoy & CL Flagship), *Kenya* - both Fiji Class CLs

Manchester - Gloucester Class CL

Cairo - Carlisle Class CLAA

Ashanti (DD Flagship) - Tribal Class DD;

Foresight, *Fury* - "F" Class DDs;

Icarus, *Intrepid* - "I" Class DDs;

Pathfinder, *Penn* - "P" Class DDs;
Ledbury, *Bicester*, *Branham*, *Derwent* - all Hunt Class DEs

Reinforcements to close convoy escort will join on 13 August 0500 strategic turn:

Charybdis - Dido Class CLAA;

Somali, *Eskimo* - Tribal Class DDs

Force X and the convoy must remain within 20 Kyds of each other at the start of any engagement. Force X may include ships in the convoy formation for AA protection and may form an AA/ASW screen around the convoy. ASW escorts may maneuver freely against any ASW contacts (real or otherwise). Force X may organize an intercept force to engage the Italian Fleet if it sorties. The intercept force may consist of up to half the ships in Force X (no restrictions on type) and may maneuver independently of the convoy once the engagement begins.



Malta Fighter Re-supply Force

Furious - Furious Class CV (loaded with Spitfires for Malta, NOT available for flight operations)

Keppel - Shakespeare Class DL;

Malcom - Admiralty Class DL;

Venomous, *Vidette*, *Wolverine* - all "V/W" Class DDs

Force Z (Covering Force)

Victorious (Flagship) - *Illustrious* Class CV

3 x Fulmar Mk II Fighter Bomber

1 x SeaHurricane Mk II Fighter

2 x Albacore Torpedo Bomber

Eagle - Eagle Class CV

3 x SeaHurricane Mk II Fighter

Indomitable - *Indomitable* Class CV

2 x Martlett Fighter Bomber

4 x SeaHurricane Mk II Fighter

2 x Albacore Torpedo Bomber



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ROYAL NAVY *continued*

Nelson (Force Z Flagship), *Rodney* - both *Nelson* Class BBs;

Phoebe, *Sirius* - both *Dido* Class CLAA;

Laforey (Flagship for DDs); *Lightning*, *Lookout* - all "L" Class DDs;

Antelope - "A" Class DD;

Ithuriel - "I" Class DD;

Quentin - "Q" Class DD;

Tartar - *Tribal* Class DD;

Vansittart, *Westcott*, *Wishart*, *Wrestler* - all "V&W" Class Ds;

Zealand, *Wilton* - both *Hunt* Class DEs

Force Z will withdraw from the engagement after the 12 August 1400 turn.

The Malta Fighter Resupply Force and Force Z may assume any formation. Each force will move at the speed of the slowest remaining ship, or 16 knots, whichever is slower, at the start of any engagement.

All damaged and slowed ships may be left behind (they are assumed to attempt to return to Gibraltar and take no further part in the campaign).

10th Submarine Flotilla

Submarines are deployed in strategic boxes at the beginning of the campaign.

P 72, *P222*, *Safari* - all "S" Class SSs

Ultimatum, *Una*, *Unbroken*, *United*, *Unruffled*,

Utmost, *Uproar* - all "U" Class SSs

Malta Air Wing

These aircraft may fly CAP for the convoy in the strategic boxes marked "M" and may form an air strike if the Italian Fleet sorties.

3 Flights: *Gladiator* Fighter

3 Flights: *Spitfire* Mk V Fighter

2 Flights: *Hurricane* Mk II Fighter Bomber

CREW QUALITY/EQUIPMENT

All Royal Navy Units:

Crew Quality: Veteran

Damage Control: Normal (all carriers)/
Exceptional (all other units)

Radar: Type "B"

Sonar: Type "B"

Cohesion: 15

Torpedoes: Surface (normal)

All Convoy Units:

Crew Quality: Raw

Damage Control: Poor

Radar: None

Sonar: None

Cohesion: 14

OBJECTIVE: Resupply Malta. Deliver five or more transports to Malta.



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AXIS FORCES INVOLVED

The Axis forces are composed of the following elements:

- **Submarine Forces**
- **Axis MTBs**
- **Elements of the Italian Surface Fleet**
 - 3rd Cruiser Division**
 - 7th Cruiser Division**
 - 10th Destroyer Squadron**
 - 13th Destroyer Squadron**
- **Axis Air Forces**

Submarine forces are deployed at the beginning of the campaign. Axis MTBs may make attacks once the convoy arrives in the vicinity of Sicily. The Italian surface fleet may sortie on 12 or 13 August. Axis air forces conduct attacks on the convoy and escorts and may provide air cover if the fleet sorties.

Axis Submarines

Submarines are deployed in strategic boxes at the beginning of the campaign. German and Italian subs may not be deployed in the same strategic box.

Italian Submarines

Asteria, Avorio, Bronzo, Cobalto, Granito, Giada, Volframio - Acciaio Class

Alagi, Ascianghi, Axum, Dessie, Dagabur, Uarsciak - Adua Class

Angelo Emo, Enrico Dandolo - Marcello Class

Otaria - Glauco Class

Benedetto Brin - Brin Class

German U Boats

U-73, U-205, U-331 - Type VIIc

Axis Motor Torpedo Boats

MTBs may attack the Allied forces during the 13 August 0500 or 0800 turns. Each flotilla may attack only once.

2nd MTB Squadron

1 x flotilla (6 boats) MAS 551 Type

1 x flotilla (6 boats) MS 1 Type

German 3rd Flotilla (MTB)

1 x flotilla (6 boats) S-30 Type

Regia Marina

The Italian fleet may sortie in all or in part on either 11 or 12 August. Each squadron or division must sortie as a whole and may sortie only once.

3rd Cruiser Division

Gorizia (Flagship) - Zara Class CA;

Trieste - Trento Class CA;

Bolzano - Bolzano Class CA



7th Cruiser Division: 1st Squadron

Emanuele Filiberto Duca D'Aosta (Flagship) - Duca D'Aosta (Condottieri 4th Type) Class CL

Muzio Attendolo - Montecuccoli (Condottieri 3rd Type) Class CL

7th Cruiser Division: 2nd Squadron

Eugenio di Savoia (Flagship) - Duca D'Aosta (Condottieri 4th Type) Class CL

Raimondo Montecuccoli - Montecuccoli (Condottieri 3rd Type) Class CL

10th Destroyer Squadron

Vincenzo Gioberti (Flagship), Alfredo Oriani - both Oriani Class DDs;

Maestrale - Maestrale Class DD

13th Destroyer Squadron

Freccia (Flagship) - Freccia Class DD;

Ascari, Fuciliere - both Soldati Class DDs;

Grecale - Maestrale Class DD;

Ardito - Ciclone Class TB

All ships may assume any formation. Each force will move at the speed of the slowest remaining ship, or 16 knots, whichever is slower, at the start of any engagement.

All damaged and slowed ships may be left behind (they are assumed to attempt to return to port and take no further part in the campaign).



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AXIS FORCES *continued*

CREW QUALITY/EQUIPMENT

German U Boats & Italian MTBs

- Crew Quality: Veteran
- Damage Control: Exceptional
- Radar: None
- Sonar: None
- Cohesion: N/A
- Torpedoes: Surface (normal)

All other Italian Forces

- Crew Quality: Trained
- Damage Control: Poor
- Radar: None
- Sonar: None
- Cohesion: 14
- Torpedoes: Surface (normal)

ITALIAN FLEET TENTATIVENESS - The Regia Marina built excellent ships in the 30s and 40s and manned them with capable and brave crews. These ships and their crews were poorly served by the Italian Naval leadership who were reluctant to suffer losses.

If the Italian navy sorties, a ship that suffers ANY damage from air or submarine attack will return to port. If the Italian navy engages in a surface action, once a ship has marked off the first full row of hull boxes, it is treated as a crippled ship per section 7.3.5, and must withdraw from the action.

OBJECTIVE - Prevent resupply of Malta. Fewer than five transports arrive at Malta.

OPTIONAL RULE - Players may wish to experiment with increased RM aggressiveness. To represent such aggressiveness, do not use the Italian Fleet Tentativeness rule. To reflect Royal Navy awareness of Italian aggressiveness, the RN covering force does not withdraw on the 12 August 1400 turn.

Axis Air Forces

These aircraft may fly CAP for the Italian Fleet if it sorties, in any box; and may form one or more air strikes each strategic turn. German and Italian aircraft may not be part of the same airstrike.

Regia Aeronautica

- 6 x SM79 Level Bomber
- 4 x CR42 Fighter
- 2 x Cant 5007 Level/Torpedo Bomber
- 5 x MC 200 Fighter

Luftwaffe

- 3 x Bf109F Fighter
- 3 x Bf 110E Fighter/Bomber
- 6 x He111 Level Bomber
- 9 x Ju87 Dive Bomber

