

# Force Z

December 10 1941

HMS *Electra* AA= 8:1  
HMS *Express* AA=8:1  
HMAS *Vampire* AA= 2:4

**Prince of Wales:** AA:=5.25"/50(8x2):7, 48:4, type 285 FC radar for 5.25"

**Repulse:** AA: 4"(6):6, 24:4, 8:2, 16:1

**Tenedos** was detached and is off map.  
She is attacked by 6-8 bombers at around 1000.  
Radio message warns **Prince of Wales** 1010 to expect air attack.

## Goals: British

Do not lose any BB.

## Japanese

Decisive Victory: Sink two British BB.  
Overwhelming Victory: Sink 2 BB and 2 DDs.

## Points:

Sink the Prince of Wales	35 pts.
Sink the Repulse	30 pts.
Each destroyer sunk	5 pts.
Each aircraft shot down	1 pt.

(It's not an even game.)

## Japanese Forces Arrival

All crews are level II except where noted.

### 1115 Turn 1

9 G3M2 'Nell' @high 2x 550 GP bomb.  
1 level III crew.

### 1140 Turn 10

16 G3M2 'Nell' @low Type 91 torpedo  
1 level III crew.

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### 1158 Turn 15

8 G3M2 'Nell' @low Type 91 torpedo

### 1218 TURN 23

8 G4M 'BETTY' @low Type 91 torpedo  
1 level III crew.

9 G4M 'BETTY' @low Type 91 torpedo  
1 level III crew.

### 1221 TURN 24

9 G4M 'BETTY' @low Type 91 torpedo  
1 level III crew.

### 1225 Turn 26

8 G3M2 'Nell' @medium 1x 1100 GP bomb

## Special Rules.

550lb bombs must be dropped in pairs.

Once on the table Japanese aircraft have 12 turns to make their attack. Then they must leave the game area.

Damaged aircraft have a 20% of not making it back to base and count as shot down if they don't make it.

\*( 9G3M2 bombers at high altitude fly over Force Z to attack *Tenedos* off map.)