

EVANS ORDEAL: MAY 11, 1945

USS EVANS, DD-552



Background:

The Japanese have launched Kikusui No. 6. Assigned at Station 15 are the Fletcher class USS Evans, Sumner Class USS Hugh W. Hadley and support vessels. Radar from the Hadley indicates as many as 156 planes heading their way. It turns out to be the largest picket station battle of the Okinawa campaign.

Assigned Picket Station:

Picket Station 15

Special Rules:

1. Scenario is one game turn in length.
2. Willow optional rule may be used.
3. Scenario may be played with either basic or advanced rules. Kikusui rules are in effect.
4. The player receives two surface support fire markers and two air support fire markers each phase.

Winning the Scenario:

If the ship remains afloat and still at her duty station at the end of three phases, the US player wins. Any other result is a Japanese victory.

Historical Outcome:



The USS Evans ordeal began around 0830 of the 11th. A Jake was spotted and the battle was on. For the Evans and the Hadley, it would be a nightmare of a day. The Evans would survive, eventually being towed back for repairs.

From the battle damage report dated 1945: Japanese suicide plane crashed into port bow at waterline. Minor flooding. Second plane carrying bomb crashed close aboard on port quarter. Bomb detonated on contact with underwater hull in way of after engine room. After two machinery spaces flooded immediately. Third plane released bomb just before crashing upon galley. Bomb detonated in forward fire room. Two forward machinery spaces flooded through fragment and rivet holes. Stability seriously reduced. 3-degree starboard list. Severe gasoline fires amidships. Dead in water. Fourth plane knocked after starboard boat davit overboard. Towed to advance base.

Credits:

Photo – U.S. Navy (declassified)

Diagram: Battle Damage Report, US Navy dated October 1945.