

Background: On 3 May, 1945, *Little* and *Aaron Ward* (DM-34) were assigned to picket duty at Station 10. At 18:13, 18 to 24 aircraft attacked from under cloud cover. *Aaron Ward* took the first hit at 18:41. An instant later, *Little* was hit on the portside. Within 4 minutes three more enemy kamikazes had hit her, breaking her keel, demolishing the amidship section, and opening all three after machinery spaces. *Little* broke up and went down.

Special Rules: The scenario is one game turn in length. Kikusui Rules are in effect. Ship is assigned to Station 10. May 3 was the start of Kikusui Attack number 5.

How to Win: The US player wins if the USS Little remains afloat at the end of phase 3, night.

Official Battle Damage Report dated October 1945:



Struck amidships by four Japanese suicide planes with bomb loads. Minor fires. Deck, bulkheads, shell plating demolished in way of three after machinery spaces. Three after

machinery spaces flooded immediately. Most longitudinal strength lost. Jack-knifed and sank bodily about 14 minutes after first hit.



Left: USS Aaron Ward (DM-34) In the Kerama Retto anchorage, 5 May 1945, showing damage received when she was hit by several Kamikazes off Okinawa on 3 May.

Photos and diagram: US Navy

DD 803 - USS LITTLE, MAY 3, 1945