GREAT
WHITE FLEET
A GREAT WAR AT SEA SCENARIO BOOK

AVALANCHE PRESS
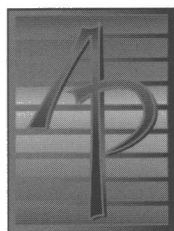
Introduction

From its initial release in 1996, the GREAT WAR AT SEA series has been a fan favorite for its beautiful artwork, exacting historical detail and quick and fun play. GREAT WHITE FLEET is a scenario book for the series. It is not playable by itself, but requires pieces from all of the games in the series to play every scenario. It concentrates on engagements planned but never fought in the age of the pre-dreadnought battleship, from 1898 to 1908. As such, players should use the special turn sequence from RUSSO-JAPANESE WAR 1904 and SPANISH-AMERICAN WAR 1898, and also any special rules pertaining to the map on which the scenario is played.

Games produced in the series to date have been MEDITERRANEAN (in two editions, 1996 and 2001), RUSSO-JAPANESE WAR 1904 (1999, that year's winner of Historical Game of the Year), SPANISH-AMERICAN WAR 1898 (2000), NORTH SEA (1998, sometimes known as "VOLUME 2" or "NORTHERN WATERS." There has only been one edition, but the reprint came in a larger box), U.S. NAVY PLAN ORANGE (1998, also winner of Historical Game of the Year) and U.S. NAVY PLAN BLACK (1999). At least three more are planned but not released as of this writing: U.S. NAVY PLAN RED (British and American war plans to fight each other), PLAN ORANGE: CENTRAL PACIFIC, and CRUISER WARFARE (world-wide commerce raiding, 1914-1918). This booklet does not have scenarios involving pieces or maps from the latter three.

Special Rules

Map Overlap

The Japanese shipping route which ends at sea zone AJ6 on the 1904 map (M32 on the PLAN ORANGE map) continues diagonally to sea zone AE23.

Release

Many navies would not allow warships to leave port without definite word of enemy movements. In many scenarios, ships are not allowed to leave port until some specified event has taken place. The owning player may begin writing orders for these ships when they are released; they may only be assigned an intercept mission, and thus may not leave port until two turns after they are released (in addition to any delay specified in the scenario instructions).

Speed

The following ships are treated as Speed 1+ when using the 1904/1898 movement rules:

Britain
❏ CA21 Drake
❏ CA22 Leviathan
❏ CA23 Donegal
❏ CA24 King Alfred
❏ CA26 Cumberland
❏ CA27 Kent
❏ CA29 Cornwall
❏ CA30 Good Hope
❏ River-class DD

Germany
❏ CA13 Scharnhorst
❏ CA14 Gneisenau

Russia
❏ CA01 Rurik (the piece from NORTH SEA)

Starting Turn

Some scenarios allow a player to decide the turn on which play begins. This does not change the length of the scenario. It does allow the player naming the starting turn to time a fleet's arrival in a sea zone for day or night (sometimes an important advantage).
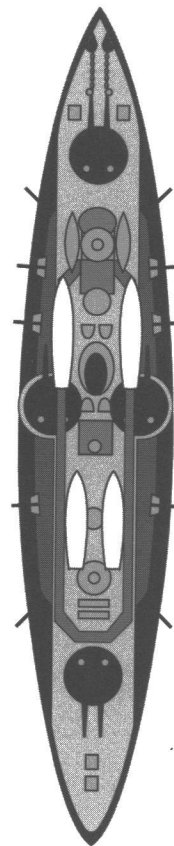
Japanese Prizes

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
B11	Iwami (27)	■■■	⊠⊠⊠⊠	⊠	[1]	1s	⊠⊠⊠⊠⊠	OOOOO
B12	Sagami (22)	■■■	⊠⊠	⊠	[1]	1s	⊠⊠⊠⊠	OOOOO
B13	Suo (22)	■■■	⊠⊠	⊠	[1]	1s	⊠⊠⊠⊠	OOOOO
B14	Hizen (28)	■■■	⊠⊠⊠	⊠	[1]	1s	■■■■	OOOOO
B15	Tango (27)	■■■	⊠⊠⊠	-	[1]	1s	■■■■	OOOO
B16	Iki (13)	■	⊠	⊠	[1]	1s	■■■	OOO
CD03	Mishima (9)	⊠	⊠	-	[1]	1s	⊠⊠	OOO
CD04	Okinoshima (9)	⊠	⊠	-	[1]	1s	⊠⊠	OOO
AC09	Aso (12)	-	⊠⊠	□□□	[1]	1	⊠⊠⊠⊠	OOOOO
C22	Tsugaru (9)	-	□□	□	[1]	1s	⊠⊠⊠	OOOOO
C23	Soya	-	□□□	□	[1]	1s	⊠⊠⊠	OOOOO

Operational Scenarios 11

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
B12	Suffren (28)	■■■	⊠⊠⊠	□	[1]	1s	■■■■	OOOOO
B13	Henri IV (12)	■	⊠	-	[1]	1s	■■■	OOOO
B14	Charlemagne (22)	■■■	⊠⊠	□	[1]	1s	⊠⊠⊠⊠	OOOOO
B15	St. Louis (22)	■■■	⊠⊠	□	[1]	1s	⊠⊠⊠⊠	OOOOO
B16	Gaulois (22)	■■■	⊠⊠	□	[1]	1s	⊠⊠⊠⊠	OOOOO
B17	Bouvet (15)	■■	⊠	□	[1]	1s	⊠⊠⊠⊠	OOOOO
B18	Jauréguiberry (14)	■■	⊠	-	[1]	1s	⊠⊠⊠⊠	OOOOO
B19	Charles Martel (14)	■■	⊠	-	[1]	1s	⊠⊠⊠⊠	OOOOO
B20	Carnot (14)	■■	⊠	-	[1]	1s	⊠⊠⊠⊠	OOOOO
B21	Masséna (14)	■■	⊠	-	[1]	1s	⊠⊠⊠⊠	OOOOO
B22	Iéna (22)	■■■	⊠⊠	□	[1]	1s	⊠⊠⊠⊠	OOOOO
AC09	Dupleix (10)	-	⊠⊠⊠	-	1	1	⊠⊠⊠	OOOOO
AC11	Jeanne d'Arc (9)	-	⊠	□□□	[1]	1	⊠⊠⊠	OOOOO
AC12	Amiral Charner (5)	-	⊠	⊠	1	1s	⊠⊠	OOOOO
AC13	Latouche-Treville (5)	-	⊠	⊠	1	1s	⊠⊠	OOOOO
AC14	Bruix (5)	-	⊠	⊠	1	1s	⊠⊠	OOOOO
AC15	Pothuau (7)	-	□	□□	1	1	⊠⊠	OOOOO

French Ships - Operational Scenarios 11 (cont.)

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
AC20	Condé (9)	-	◪◪◪	-	☐1	1	◪◪◪◪	○○○○○
AC22	Marseillaise (9)	-	◪◪◪	-	☐1	1	◪◪◪◪	○○○○○○
PC01	Jurien de la Graviére (10)	-	☐☐☐	-	1	1	☐☐☐	○○○○
PC02	Chateaurenault (6)	-	☐	☐☐	1	1	☐☐☐	○○○○○

Multi-Ship Counters

Type	Name	Ship	Tertiary	Torp.	Speed	Hull	Fuel
DD21 (3 VP each)	Arquebuse-1	a	-	1	2	☐	○○○
		b	-	1	2	☐	
		c	-	1	2	☐	
DD22 (3 VP each)	Arquebuse-2	a	-	1	2	☐	○○○
		b	-	1	2	☐	
		c	-	1	2	☐	
DD23 (3 VP each)	Arquebuse-3	a	-	1	2	☐	○○○
		b	-	1	2	☐	
		c	-	1	2	☐	
DD24 (3 VP each)	Arquebuse-4	a	-	1	2	☐	○○○
		b	-	1	2	☐	
		c	-	1	2	☐	
DD27 (2 VP each)	Durandal-1	a	-	1	1	☐	○○
		b	-	1	1	☐	
		c	-	1	1	☐	
DD28 (2 VP each)	Durandal-2	a	-	1	1	☐	○○
		b	-	1	1	☐	
		c	-	1	1	☐	

British Ships

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
B08	Duncan (30)	■■■	■■■	-	1	1	■■■■	○○○○○
B10	Exmouth (30)	■■■	■■■	-	1	1	■■■■	○○○○○
B12	Triumph (26)	■■	■■■■■	□	1	1	▨▨▨▨	○○○○○
B13	Swiftsure (26)	■■	■■■■■	□	1	1	▨▨▨▨	○○○○○
B16	Russell (30)	■■■	■■■	-	1	1	■■■■	○○○○○
B17	Cornwallis (30)	■■■	■■■	-	1	1	■■■■	○○○○○
B22	Majestic (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B23	Prince George (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B29	Albemarle (32)	■■■	■■■	-	1	1	■■■■	○○○○○
B32	Caesar (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B34	Victorious (27)	■■■	■■	-	1	1s	■■■■	○○○○○
B35	Illustrious (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B36	Jupiter (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B38	Mars (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B39	Magnificent (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B40	Hannibal (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
AC10	Hogue (9)	▨	▨▨▨	-	1	1	▨	○○○○○
AC21	Drake (16)	▨	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC22	Leviathan (16)	▨	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC23	Donegal (11)	-	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC24	King Alfred (16)	▨	▨▨▨	-	1	1	▨▨▨▨	○○○○○○
AC27	Kent (11)	-	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC29	Cornwall (11)	-	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC30	Good Hope (16)	▨	▨▨▨	-	1	1	▨▨▨▨	○○○○○○○
AC44	Sutlej (9)	▨	▨▨▨	-	1	1	▨▨▨	○○○○○

Multi-Ship Counters

Type	Name	Ship	Tertiary	Torp.	Speed	Hull	Fuel
DD08 (2 VP each)	River-1	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	
DD09 (2 VP each)	River-2	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	
DD71 (2 VP each)	River-3	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	
DD72 (2 VP each)	River-4	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	
DD73 (2 VP each)	River-5	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	
DD74 (2 VP each)	River-6	a	-	1	1+	☐	○○○
		b	-	1	1+	☐	
		c	-	1	1+	☐	

Austrian Ships (Operational Scenario 1)

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
CD01	Monarch (13)	■	◪	-	☐1	1s	■■■	○○○○
CD02	Wien (13)	■	◪	-	☐1	1s	■■■	○○○○
CD03	Budapest (13)	■	◪	-	☐1	1s	■■■	○○○○
AC03	Maria Theresa (9)	-	◪◪◪	-	☐1	1	◪◪	○○○○○
CL06	Zenta (6)	-	-	☐☐☐	1	1	◪	○○○○○

Spanish Ships Operational Scenario 2

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
C03	Castilla (5)	-	□	-	[1]	1s	□□	○○○○
C05	Reina Cristina (5)	-	□	-	[1]	1	□□	○○○○
C12	Velasco (3)	-	-	□	[1]	1s	□	○○○○○○
C15	Don Juan de Austria (3)	-	-	□	[1]	1s	□	○○○○○○
C16	Don Antonio de Uloa (3)	-	-	□	[1]	1s	□	○○○○○○
C18	Isla de Luzon (4)	-	-	□	1	1s	□□	○○○○
C19	Isla de Cuba (4)	-	-	□	1	1s	□□	○○○○
GB04	General Lezo (2)	-	-	□	-	1s	□	○○○○○
Collier 1		-	-	-	-	1s	□	○○○○○○○○○○
Collier 2		-	-	-	-	1s	□	○○○○○○○○○○
Collier 3		-	-	-	-	1s	□	○○○○○○○○○○

German Ships Operational Scenario 2

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
AC08	Victoria Luise (9)	-	▨▨	▨	[1]	1	▨▨▨	○○○○○
AC09	Hertha (9)	-	▨▨	▨	[1]	1	▨▨▨	○○○○○
IC01	Kaiser (6)	-	-	▨▨	[1]	1s	▨▨▨	○○○○○
C01	Kaiserin Augusta (9)	-	-	□□□□	[1]	1	▨▨▨	○○○○○○○○
C02	Irene (7)	-	-	□□□	[1]	1	▨▨	○○○○○
C03	Prinzess Wilhelm (7)	-	-	□□□	[1]	1	▨▨	○○○○○
C04	Cormoran (4)	-	-	□□	[1]	1s	□	○○○○○○○○
GB01	Panther (2)	-	-	□	-	1s	□	○○○○
GB02	Hela (3)	-	-	□	1	1	□	○○○○○○
Collier 1		-	-	-	-	1s	□	○○○○○○○○○○○○

Argentine Ships Operational Scenario 8

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
AC01	Pueyrredon (15)	▨	▨▨▨	-	[1]	1	▨▨▨	○○○○○○
AC02	General Belgrano (15)	▨	▨	-	[1]	1	▨	○○○○○○
AC03	San Martin (15)	-	▨▨▨▨	▨	[1]	1	▨	○○○○○○
AC04	Garibaldi (15)	▨	▨▨	▨	[1]	1	▨	○○○○○○
PC01	Buenos Aires (8)	-	□□	□	[1]	1	▨▨	○○○○
PC02	9 de Julio 98)	-	□	□	[2]	1	▨▨	○○○○○
	Armed Merchant Cruiser	-	-	□	-	1	□□	○○○○○○○○○○

Haitian Ships Operational Scenario 8

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
GB01	Crete a Pierot (3)	-	-	□□	-	1s	□	○○○○
GB01	Capois la Mort (2)	-	-	□	-	1s	□	○○
GB01	Alexander Petion (2)	-	-	□	-	1s	□	○○
GB01	L'Ouverture (2)	-	-	□□	-	1s	□	○○○

American Ships Operational Scenario 8

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
AC01	New York (11)	-	▨▨	□□	1	1	▨▨▨	○○○○○○○○
AC02	Brooklyn (14)	-	▨▨▨	□□□	1	1	▨▨▨	○○○○○○○○○
PC04	New Orleans (7)	-	□	□	1	1	□□	○○○○○
PC05	Albany (7)	-	□	□	1	1	□□	○○○○○
C08	Raleigh (7)	-	-	□□□	1	1	▨▨	○○○○○
C09	Montgomery (5)	-	-	□□□	1	1s	□	○○○○
C12	Columbia (9)	-	□	▨▨	1	1	▨▨▨	○○○○○○○○○
C123	Minneapolis (9)	-	□	▨▨	1	1	▨▨▨	○○○○○○○○○

British Ships Operational Scenario 10

Type	Name	Primary	Secondary	Tertiary	Torp.	Speed	Hull	Fuel
B12	Triumph (26)	■■	■■■■■	□	1	1	◪◪◪◪	○○○○○
B13	Swiftsure (26)	■■	■■■■	□	1	1	◪◪◪◪	○○○○○
B22	Majestic (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B23	Prince George (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B32	Caesar (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B34	Victorious (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B35	Illustrious (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B36	Jupiter (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B38	Mars (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B39	Magnificent (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
B40	Hannibal (27)	■■■	■■■	-	1	1s	■■■■	○○○○○
AC10	Hogue (9)	◪	◪◪◪	-	1	1	◪◪◪	○○○○○
AC44	Sutlej (9)	◪	◪◪◪	-	1	1	◪◪◪	○○○○○

Multi-Ship Counters

Type	Name	Ship	Tertiary	Torp.	Speed	Hull	Fuel
DD08 (2 VP each)	River-1	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	
DD09 (2 VP each)	River-2	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	
DD71 (2 VP each)	River-3	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	
DD72 (2 VP each)	River-4	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	
DD73 (2 VP each)	River-5	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	
DD74 (2 VP each)	River-6	a	-	1	1+	□	○○○
		b	-	1	1+	□	
		c	-	1	1+	□	

An Alternative Tactical System for the Pre-Dreadnought Era

by Karl Laskas

This is a set of tactical rules for use in simulating pre-dreadnought battles (those taking place before 1906) from the GREAT WAR AT SEA series. The intent is to generate more of the visual effect and color of pre-dreadnought battles and reduce the casualty rate to accord more closely with historical results while maintaining most of the simplicity of the original rules.

Use of these rules requires either a large blank hex map, or, better yet, several smaller blank hex maps that mate together. Blank hexsheets can be printed using certain shareware software utilities. Various other naval games also contain such maps.

Each hex represents 1000 yards, and a turn represents approximately 10 minutes. Units may not be stacked. This system requires the use of ten-sided (d10) dice. A roll of 0 is treated as zero (not as ten as it is in some games).

Before play, designate one ship in each fleet as its flagship. The flagship plays an important role in command and control as discussed below. If a named leader is available, he is aboard the flagship.

This system uses new speed ratings for the ships involved. These speed ratings represent the number of movement points (MPs) a ship may move per turn. Before play, the players should choose either the historical or quick-play mechanic for determining ship speed (as described in section 4.4). That choice will depend on the level of complexity and bookkeeping the players are willing to accept. The first allows for more historical accuracy, but at a somewhat greater cost in complexity. The second allows for quicker play. The first option require reference to the speed rating charts for 1904-1905 and 1898 that are included below. To compute new speed ratings for ships from other games, simply do the following: Take the maximum speed in knots for a particular ship, divide by three, and round fractions UP. Thus, a ship with a speed of 22 knots can move eight hexes per turn.

Most of the game mechanics in this system are separable. If you don't like the random events or the command/control mechanic or the damage control mechanic, feel free to play only with the elements that you desire. The combat mechanics (the hit, damage, and critical hit tables) should be treated as an integral whole, though.

TURN SEQUENCE

1. Initiative Phase.
2. The non-initiative player moves.
   a. Ships affected by a FIRE result the previous turn roll on the Command/Control Table to see if their movement is restricted.
   b. Move flagship.
   c. Move any ships that began their turn in line astern formation behind the flagship.
   d. Move ships that began their turn within four hexes of the flagship's starting hex.
   e. Any ships that did not move in step a, b, c or d above roll on the Command/Control Table to see if their movement is restricted.
3. Initiative player moves. (Repeat sequence.)
4. Resolve fire combat.
   a. The initiative player resolves gunnery fire for all ships within command/control range of his flagship.
   b. The non-initiative player resolves gunnery fire for all ships within command/control range of his flagship.
   c. Combat results from steps a and b take effect simultaneously.
   d. The initiative player resolves gunnery fire for all ships not within command/control range of his flagship.
   e. The non-initiative player resolves gunnery fire for all ships within command/control range of his flagship.
   f. Combat results from steps d and e take effect.
   g. Ships carrying torpedos may launch them.
5. Damage Control phase.

3.0 Initiative Phase

Each player rolls one d10 for initiative. Add two to the result if the player's fleet includes a named leader. In case of a tie, roll again.

Optional: If either player rolls a natural 0, that player rolls on the random event table (see below).

4.0 Movement

4.1 Ships must be pointed to face a hexside. When they move, they must move forward in one of two ways:

• The bow of the ship must move into the hex directly in front of the ship, after which the ship may pivot 60 degrees to the left or right at a cost of an additional 1 MP; or

• The entire ship may be shifted one hex row to the left or one hex row to the right, after which it MUST move into the hex directly in front of the ship. This entire maneuver costs 2 MPs.
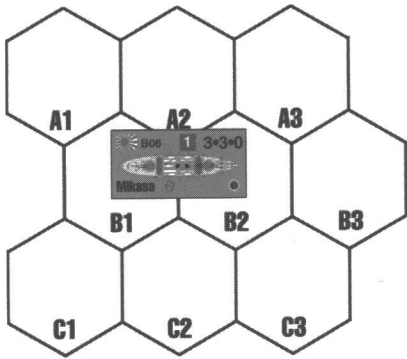
Example: At a cost of 1 MP, *Mikasa* may move into hexes B3/B2, whereupon it has the option to spend an additional 1 MP to pivot its stern into hex A2 or hex C2. Alternatively, it can shift over into hexes C2/C1 (or A2/A1) whereupon it must steam forward into hex C3/C2 (or A3/A2).

4.2 Each ship has a speed rating given in MPs. That speed rating may decrease as a result of damage sustained in combat.

4.3 The maximum number of hexes a player may move a ship each turn cannot be greater than the LESSER of (a) its speed rating (see 4.4) or (b) the speed of the ship directly in front of it, if it is in a line astern formation.

4.4 Speed Ratings. Depending on the level of complexity and/or bookkeeping players are willing to accept, players may employ one of following methods for determining the speed ratings of ships:

• *Chart Method:* This is the default method for determining speed ratings. Consult the Speed Ratings Chart to determine the maximum speed for the flagship and any ship not in line astern behind the flagship (collectively, the "independent ships").

• *Counter Method:* Use the following conversion chart for pre-dreadnought battles:

Printed Speed	New Speed
2+	9
2	8
1+	7
1	6
1 slow	5

Caution: Use of this chart ignores some tactically important distinctions between ship designs. It also tends to lessen the ability of a weaker but quicker side to escape.

4.5 On the first turn of a battle, each independent ship may move a number of hexes between 1 and its maximum speed. Record the number of hexes moved by each independent ship. On each turn, an independent ship may move 2 hexes less or two hexes more than it did the previous turn. (However, a ship may not move more hexes than the maximum speed given in the speed rating charts, nor less than one hex.)

Optional: If players find that it is too burdensome to record turn-to-turn speed levels for each ship, they may omit this bit of record-keeping and instead move their ships any number of hexes from 1 to the ship's maximum speed rating as determined according to one of the two methods above. However, this omission will give players an ahistorical degree of control over the movements of their ships, which required time to slow down or speed up.

4.6 Capital ships must remain at least 2 hexes (one intervening hex) from enemy capital ships, unless closer movement is required by virtue of rule 4.1. Otherwise, capital ships must move so as to be at least 2 hexes from an enemy capital ship. Smaller ships are not subject to this restriction.
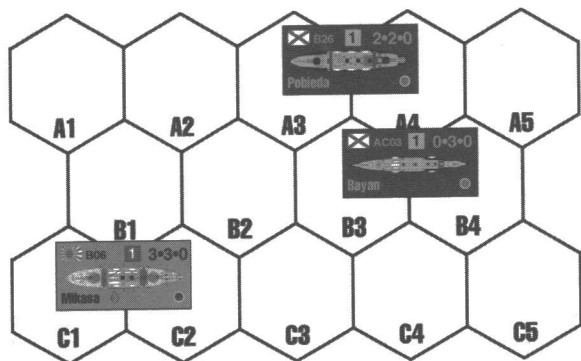
5.0 Command and Control

5.1 Some ships must roll on the command/control table to determine whether it may move as desired, or whether it is restricted in its movements.

5.11 A flagship may always move as desired without rolling on the command/control table.

5.12 A ship that begins its movement within four hexes of the flagship may move as desired without rolling on the command/control table.

5.13 A ship that begins its movement more than 4 hexes from the flagship must roll on the command/control

table UNLESS (a) it is in line astern formation behind the flagship, (b) it conforms its movements to the maximum extent possible to those of the flagship, and (c) all ships in front of it in the line astern also conform their movements to the maximum extent possible to those of the flagship.

Example: Mikasa moves to hexes B10/B9, then pivots its stern into hex A10, then moves into hexes E10/D10. *Asahi* and *Yashima* began movement within four hexes of *Mikasa*, so they may move as desired without rolling on the command/control table. *Chitose* begins movement more than four hexes from the flagship. Therefore, *Chitose* will have to roll on the command/control table unless it AND *Asahi* and *Yashima* choose to follow the movements of the flagship.

5.2 Ships that choose to follow the movements of the flagship must do so to the maximum extent possible. Thus, *Asahi* (max speed 6) would advance into hexes B10/B9 (at a cost of 4 MPs) whereupon it would pivot its stern into A10 (at a cost of one extra MP for a total of 5 MPs) and then advance into hexes C10/B10 (at a cost of one more MP for a total of 6 MPs). *Yashima* (max speed 6) advances into hexes B9/B8 (spending 5 MPs, which it may do so under Rule 4.21, which allows ships to move one MP less than their maximum speed). *Chitose*, although it has a maximum speed of 8, must either roll on the command/control table or maintain the line astern formation. If it maintains the line astern, it is required by Rule 4.2 to move at a speed equal to that of the ship directly in front of it in the line astern (*Yashima*). It therefore moves at speed 5 (the amount of MPs expended by *Yashima*) and advances into hexes B7/B6. These movement rules will occasionally produce situations in which a gap of a single hex will appear in a line astern formation when the flagship has executed a turn. A single one-hex gap does not break the line astern formation. However, a gap caused by the sinking or slowing of a ship in the line astern formation WILL break the line astern formation. Common sense should apply.

5.3 Other ships must roll on the Command/ Control Table to see if they may move as desired or if they must make unforeseen movements beyond the control of the player.

5.4 All ships that suffered a FIRE result last turn (indicated by an * on the Damage Table) also roll on the Command/Control Table, but do so with a +2 modifier.

6.0 Gunnery Combat

6.1 The number of gunnery factors each ship has may be adjusted due to:

a. directing fire through a ship's 60 degree arcs surrounding the bow and stern of the firing ship;

b. damage to guns (although such damage may be repairable); or

c. the effect of a FIRE result (indicated by an * on the Damage Table), the results of which apply to the turn after the turn in which the FIRE result is achieved.

6.2 Ships firing through the 60 degree arc emanating from the ship's bow or stern have all gunnery factors reduced by half, fractions rounded down.

Example: Bayan is in *Mikasa*'s 60 degree arc, while *Pobieda* is in *Mikasa*'s 120 degree arc. If *Mikasa* fires at *Bayan*, assuming *Mikasa* has suffered no damage to guns to that point, it will fire a maximum of one primary and one secondary gun factor (3 factors /2 = 1.5 rounded down to 1) at *Bayan*. If it fires at *Pobieda*, it can fire three primary and three secondary gun factors.

6.3 Ships that suffer a FIRE result (indicated by an * on the Damage Table) fire with only half their gunnery factors (rounded down) on the turn following the turn on which they suffered that result.

6.4 Ships may also have their gunnery factors reduced by damage to guns (as specified on the Damage Table)

or due to specific scenario rules.

6.5 Primary gun factors may not be fired at TB or DD class ships.

6.6 Ships roll one d10 for each of their gunnery factors. A modified result of 9 or more generates a hit.

6.7 The die roll may receive a positive modifier due to range (see Range Modifiers Table), or a +1 modifier due to the target being on fire, or as a result of modifiers specified by other GWaS rules.

6.8 For each hit, roll once on the Damage Table. Note that there are separate rows on the hit table for the Japanese player and the Russian player.

6.9 For every two hull hits a ship sustains, its maximum speed is reduced by one. Hits also may generate fires, flooding, temporary gun hits, permanent hull hits or critical hits. Some of these occurrences may be rectified during the damage control phase.

7.0 Torpedo Combat

7.1 Torpedoes may be fired at a range of one hex in 1898, or one to two hexes in 1904.

7.2 Torpedo attacks hit on a modified die roll of 9 or more. The die roll is modified by +1 if its target is a capital ship, or by +1 if the range to the target is one hex.

7.3 Torpedo hits are resolved using the T row of the Damage Table.

8.0 Damage Control

8.1 During the Damage Control phase, each player rolls on the Damage Control Table for any ship that has suffered a gun hit, a FIRE result, or flooding.

8.2 If a ship suffered a FIRE result during the turn just concluded, none of the beneficial results (results 0-4 on the Damage Control Table) will apply to that ship.

CHARTS AND TABLES

The terms used in the charts below have the following meanings:

JA	Japanese Guns
RU	Russian Guns
US	United States Guns (also use for British)
SP	Spanish Guns
T	Torpedo
Dud	Shell fails to explode. No damage.
MF	Misfire. One firing gun explodes and is destroyed.
P or S	A Primary or Secondary Gun is disabled but may be repaired via damage control.
H	Hull hit. (Remember: a ship loses 1 point of speed for every 2 hull hits.)
*	FIRE. Ammunition explodes causing the following effects:

• One fire breaks out on target ship and ship is subject to possible damage on the Damage Control Table.

• Target ship conducts gunnery combat with only half of its gunnery factors (rounded down) next turn.

• Target ship may not benefit from damage control next turn.

• Target ship must roll with a +2 die roll modifier on the Command/Control Table next turn (only).

FL Flooding. Ascertain and record what side of the target ship was hit.

• Reduce ship speed permanently by 1.

• Ship will sink later if it takes another FL result on the same side that it was previously hit.

• Ship will sink if it rolls a 9 on the damage control table.

• Ship may remedy flooding by counter flooding through damage control, but counterflooding will reduce speed by 1 MP.

EVADED Target ship evades torpedo at last second.

DIW Dead in Water. Speed reduced to zero, but may be restored to 1 via damage control.

RANDOM EVENTS

These occur when a player rolls a 0 when rolling for initiative.

0-1: Ammunition Report. The player's admiral is told falsely that his ammunition supply is dangerously low. He must attempt to pull the fleet out of gunnery range for the next two turns. If this random event is rolled a second time by the same player, the ammunition shortage is true, and the player must break off the combat immediately or surrender.

2-4: Phantom Torpedo Boat. Two of the player's ships within a four hex radius (chosen by the opposing player) mistake a stray merchant ship for a torpedo boat. The mistaken ships must fire all of their secondary and tertiary guns at the phantom torpedo boat this turn.

5-6: Bad coal. One of the player's ships determined at random has begun using an inferior grade of coal, and its speed is reduced by one.

7: Steering failure. One ship of affected side, determined at random, turns (left 0-4, right 5-9) and then its helm becomes jammed.

8-9: Confusion. The captain of one ship on the player's side misinterprets orders or decides to act independently. The opposing player may move that ship as he desires for the next two turns.

COMMAND/CONTROL

Die Roll	Result
0-6	Move vessel as desired.
7	Vessel must (and may only) turn into its left arc.
8	Vessel must (and may only) turn into its right arc.
9	Opponent may move vessel as desired.

Add 2 to the result if ship suffered a "FIRE" (*) result this turn.

DAMAGE CONTROL

Die Roll	Result
0-2	Do one of following at player's option:
	• Repair rudder or helm damage.
	• Counterflood.
	• Restore speed to 1 if ship was dead in water.
	• Repair one gun to operational status
3-4	One fire extinguished.
5	Ammunition low: reduce gunnery factors by half.
6-8	Each fire causes one hull hit.
9	Flooded ship sinks.

+1 if the ship is currently on fire.

-1 if the ship neither fired nor was damaged during the last turn.

All favorable damage control results (0-4) are ignored if ship suffered a "FIRE" (*) result this turn.

TO HIT ROLLS

Guns and torpedoes both hit on a modified roll of 9 on a ten-sided die.

This roll is modified as follows:

-1 if crew of firing ship is poorly trained (Spanish in 1898).

+1 if targeted ship is on fire.

+1 if the firing ship is moving at a speed of less than 2.

+DRM range modifiers as given below.

+DRM any modifiers otherwise provided for in the GWaS rules.

RANGE TABLE FOR SPANISH-AMERICAN WAR

	Primary	Secondary	Tertiary	Torpedo
1	+1	+2	+2	0
2-3	+1	+2	+1	-
4-5	+2	+1	-	-
6-7	0	-	-	-

RANGE TABLE FOR RUSSO-JAPANESE WAR

	Primary	Secondary	Tertiary	Torpedo
1	+1	+2	+2	+1
2	+1	+2	+2	0
3-4	+1	+2	+1	-
5-8	+2	+1	-	-
9-12	+1	-	-	-

DAMAGE TABLE

(See table at bottom of page.)

Roll one die for each hit

+1 if firing unit was hit more than once during the turn (+1 max).

+1 if target is especially flammable (Spanish in 1898; Russian Baltic fleet in 1904-1905).

CRITICAL HIT TABLE

0: BRIDGE. Leader killed. For next two turns: (A) ship is out of command/control; if flagship, all friendly ships are out of command/ control; (B) ship moves in straight line in direction to which it currently points; (C) no benefits from damage control are possible.

1: RUDDER. Ship must turn in circles either left (0-5) or to the right (6-9) unless repaired.

2: FUNNEL. 1 Hull, -2 Speed.

3: PRIMARY GUNS. Half of the remaining primary guns (rounded up) are permanently lost.

4: SECONDARY GUNS. Half of the secondary guns (rounded up) are permanently lost.

5: WATERLINE. 2H, FL.

6: HELM. Ship may not turn until helm is repaired.

7: HULL. 3H

8: BOILER. 1H, DIW.

9: MAGAZINE. Ship explodes.

NEW SPEED RATINGS

Russian

B06 Peresviet: 6

B10 Slava: 6

B11 Tsesarevitch: 5

B12 Borodino: 6

B13 Alexander III: 6

B14 Orel: 6

B15 Kniaz Suvarov: 6

B16 Prokhor: 6

B17 Vladimir: 6

B18 Alexander II: 5

B19 Nikolai I: 5

B20 Navarin: 5

B21 Sissoi Veliki: 5

B22 Petropavlovsk: 6

B23 Poltava: 6

B24 Sevastopol: 6

B25 Osliaba: 6

B26 Pobieda: 6

B27 Retvisan: 6

CD01 Admiral Ushakov: 5

CD02 Admiral Seniavin: 5

CD03 General-Admiral Apraxin: 5

AC00 Pamiat Azova: 5

AC01 Rurik: 6

AC02 Vladimir Monomakh: 5

AC03 Bayan: 7

AC04 Dmitri Donskoi: 7

AC05 Rossia: 7

AC06 Gromoboi: 7

AC07 Admiral Nakhimov: 7

C01 Svetlana: 7

C02 Pallada: 7

C03 Askold: 8

C04 Novik: 8

C05 Boyarin: 8

C06 Bogatyr: 8

C07 Oleg: 8

C08 Aurora: 6

C09 Diana: 6

C10 Variag: 8

C11 Izumrud: 8

C12 Jemtchug: 8

ML01 Amur: 6

ML02 Yenisei: 6

GB06 Grozyashchi: 5

GB07 Gremyashchi: 5

GB08 Otvanji: 5

GB09 Khabri: 5

GB10 Djigt: 5

GB11 Razboinik: 5

GB12 Sivuch: 5

GB13 Bobr: 5

GB14 Korietz: 5

GB15 Mandjur: 5

GB16 Almaz: 8

BS01 Rus: 5

DD36-DD52 Puilki and Boiki class destroyers: 9

TB04-TB16 Sungari and 214 class torpedo boats: 6

TB17-TB19 Kazarski class torpedo boats: 8

AMC1-AMC6: 8

Japanese

B01 Yahima: 6

B02 Fuji: 6

B03 Shikishima: 6

B04 Hatsuse: 6

B05 Asahi: 6

B06 Mikasa: 6

B07 Kashima: 6

B08 Katori: 6

	0	1	2	3	4	5	6-7	8	9
JA	NE	MF	S	S*	P*	P*	H	H, FL	CRITICAL HIT
RU	NE	Dud	Dud	Dud	S*	P*	H	H, FL	CRITICAL HIT
US	NE	Dud	H	S	S*	P*	H	H, FL	CRITICAL HIT
SP	NE	MF	Dud	Dud	S	P*	H	H, FL	CRITICAL HIT
T	Dud	Dud	H	H*	H, FL	2H*	2H, FL	2H, DIW	3H*

B09 Yamato: 6
B10 Musashi: 6
CD01 Chin Yen: 5
CD02 Hei Yen: 4
AC01 Asama: 7
AC02 Tokiwa:7
AC03 Yakumo: 7
AC04 Adzuma: 7
AC05 Idzumo: 7
AC06 Iwate: 7
AC07 Kasuga: 7
AC08 Nisshin: 7
C01 Naniwa: 6
C02 Takachiho: 6
C03 Akitsushima: 6
C04 Yoshino: 8
C06 Suma: 7
C07 Akashi: 7
C08 Takasago: 8
C09 Chitose: 8
C10 Kasagi: 8

C11 Tsushima: 7
C12 Niitaka:7
C13 Otowa: 7
C14 Sai Yen: 5
C15 Chiyoda: 5
C16 Itsukushima: 5
C17 Hashidate: 5
C18 Matsushima: 5
C19 Tatsuta: 7
C20 Miyako: 7
C21 Chihaya: 6
GB01 Fuso: 5
GB02 Kaimon: 5
GB03 Tenryu: 5
GB04 Yaeyama: 6
GB05 Takao: 5
GB06 Oshima: 5
GB07 Idzumi: 6
GB08 Tsukushi: 5
AMC: 8

All Japanese destroyers and torpedo boats: 10

United States

B00 Maine: 6
B01 Indiana: 5
B02 Massachusetts: 6
B03 Oregon: 6
B04 Iowa: 6
B05 Kearsarge: 6
B06 Kentucky: 6
B07 Illinois: 6
B08 Alabama: 6
B09 Wisconsin: 6
B10 Maine II: 6
B11 Missouri: 6
B12 Ohio: 6
B13 Virginia: 7
B14 Nebraska: 7
B15 Georgia: 7

B16 New Jersey: 7
B17 Rhode Island: 7
CD00 Texas: 6
CD02 Puritan: 4
CD03 Amphitrite: 4
CD04 Modadnock: 4
CD05 Terror: 4
CD06 Miantonomoh: 4
CD07 Monterey: 5
AC01 New York: 7
AC03 Brooklyn: 7
C01 Newark: 7
C02 Charleston: 7
C03 Baltimore: 7
C04 Philadelphia: 7
C05 San Francisco: 7

C06 Olympia: 7
C07 Cincinnati: 7
C08 Raleigh: 7
C09 Montgomery: 6
C10 Detroit: 6
C11 Marblehead: 6
C12 Columbia: 7
C13 Minneapolis: 7
C14 Denver: 6
C15 Des Moines: 6
C16 Chattanooga: 6
C17 Galveston: 6
C18 Tacoma: 6
C19 Cleveland: 6
PC01 Atlanta: 5
PC02 Boston: 5
PC03 Chicago: 5
PC04 New Orleans: 7
PC05 Albany: 7
AR01 Katahdin: 5
DC01 Vesuvius: 7
CS01 Chester: 8
CS02 Birmingham: 8
CS03 Salem: 8
AMC01 St. Louis: 8
AMC02 St. Paul: 8
AMC03 Harvard: 8

AMC04 Yale: 8
GB00 Bancroft: 6
GB01 Yorktown: 6
GB02 Petrel: 6
GB03 Concord: 6
GB04 Bennington: 6
GB05 Machias: 6
GB06 Castine: 6
GB07 Nashville: 6
GB08 Wilmington: 6
GB09 Helena: 6
GB10 Annapolis: 6
GB11 Vicksburg: 6
GB12 Newport: 6
GB13 Princeton: 6
GB14 Wheeling: 6
GB15 Marietta: 6
GB16 Topeka: 6
GB17 Isla de Luzon: 5
GB18 Isla de Cuba: 5
GB23 Don Juan de Austria: 5
RC01 McCulloch: 7
Foote-class torpedo boats: 8
Bainbridge-class Destroyers: 8

Spanish

B01 Pelayo: 6
AC01 Infanta Maria Teresa: 7
AC02 Vizcaya: 7
AC03 Almirante Oquendo: 7
AC04 Princessa de Asturias: 7
AC05 Cardenal Cisneros: 7
AC06 Cataluña: 7

AC07 Emperador Carlos V: 7
AC08 Cristóbal Colón: 7
AC09 Blas de Lezo: 7
C01 Aragon: 5
C02 Navarra: 5
C03 Castilla: 5
C04 Alfonso XII: 6
C05 Reina Cristina: 6
C06 Reina Mercedes: 6

C07 Alfonso XIII: 7

C08 Lepanto: 7

C12 Velasco: 5

C13 Infanta Isabel: 5

C14 Isabel II: 5

C15 Don Juan de
    Austria: 5

C16 Don Antonio Uloa: 5

C17 Conde del Venadito: 5

C18 Isla de Luzon: 6

C19 Isla de Cuba: 6

C20 Marques de
    Ensenada: 6

C21 Rio de la Plata: 7

PC01 Estramadura: 7

PC02 Reina Regente: 7

CD01 Numancia: 4

CD02 Vitoria: 4

AMC01 Patriota: 8

AMC02 Rapido: 8

GB01 Marques el
    Duero: 6

GB02 General Concha: 6

GB03 Mallaganes: 6

GB04 General Lezo: 6

GB05 El Cano: 6

GB06 Alvarado: 6

Furor-class destroyers: 8

Azor-class torpedo
    boats: 8

Temerario-class torpedo
    gunboats: 7

German

IC01 Kaiser: 6

C01 Kaiserin Augusta: 8

C02 Irene: 7

C03 Prinzess Wilhelm: 7

C04 Comoran: 6

GB01 Panther: 6

DESIGN NOTES

I'd like to thank Russ Stolins, Robert Holzer, and Gary Valenza for their helpful comments in review of these rules.

My reasons for choosing the particular scale may be worth mentioning. First, I made the decision that I wanted to use the printed Great War at Sea gunnery factors for ease of play. Next I made the decision that I wanted to use a d10 for combat resolution. Using a d10 allows for more nuanced combat results, and d10 dice are readily available. Using a d10 system, even a very bad navy will have a significant chance of having a salvo hit in a 10-minute turn. By luck more than by design, the hit probabilities actually work out to be historically accurate (at least as far as my research indicates). Also, the use of 1000 meter hexes ensures the existence of what game designers call "the illusion of movement" while not giving the gamer the sense that he is commanding aircraft rather than ships. Use of 1000 meter hexes, coupled with the game's command rules, forces fleets to adopt historically-accurate formations.

The scale in these rules creates some distortion of the map, however, which may offend purists. Since the Great War at Sea counters are double-sized, a capital ship will appear many times larger than its actual length. In reality, 2 or 3 pre-dreadnought battleships could fit comfortably lengthwise in this space while maintaining historical buffers between ships. Purists may wish to rectify this by halving the scale and doubling gunnery ranges and speeds proportionally. However, this option requires a substantially larger amount of space and likewise increases playing time, due to the need to count hexes for range purposes.

DAMAGE

My research on this war indicates that there was a substantial difference in the effects of Japanese and Russian munitions in combat. The shell failure rates may seem high, but actually are in line with historical performance. The Japanese had a major problem with shells bursting when fired, thereby destroying the firing gun. The problem was extremely bad at the Battle of the Yellow Sea, but also noticeable at Tsushima. I have averaged the statistical frequency between the two battles, and rounded down in favor of the Tsushima result. The Russians had a very high dud percentage in both battles. Again, I have averaged the performance from both battles, and rounded up in favor of the Tsushima result, to get the 30% dud rate the Russians face. Also, the Japanese mix of munitions produced more fires than did the Russian mix, while the Russians concentrated more on armor-penetrating ammunition.

One reviewer suggests that the reason for a higher percentage of Russian fires was the extent to which certain Russian ships were packed with coal. In battles where the Russian ships traveled long distances to arrive (notably Tsushima), the Russian ships were laden with larger amounts of coal and consequently burned more easily. In contrast, the frequency of Russian fires may have been less at battles where they traveled shorter distances. If you subscribe to this theory, change the Japanese S* result on a roll of 3 to a simple S result.

—Karl Laskas

The Japanese Prizes of 1904

by Dr. Mike Bennighof, Ph.D.

Since the publication of GREAT WAR AT SEA: RUSSO-JAPANESE WAR 1904, fans of the series have continually asked for counters showing the Russian ships captured in that war in their Japanese configuration. On the back cover of this booklet, we've provided these drawings which you can cut off and mount yourself. If you can't bear to deface the lovely cover, don't worry. Most of them will appear in the upcoming CRUISER WARFARE volume. You have our permission to photocopy them if you wish. They appear in two of the scenarios in this book, and we recommend you use these in place of the original Russian counters listed there.

So popular was the demand that the Russian prizes even appear in a hypothetical scenario in the 1898 game. However, three of the Russian battleships listed there never entered Japanese service: the Russians towed *Sevastopol* into deep water off Port Arthur and scuttled her. *Petropavlovsk* exploded after striking a mine, taking Admiral Makarov and Russia's hopes for victory with her. *Tsesarevitch* escaped to a neutral port after the Battle of the Yellow Sea, and served the Tsar's fleet in the Baltic throughout World War One. Players interested in historical accuracy may want to replace these with three other battleships from the list below.

Whenever we release a game in this series, some fans cry out for more historical background, while others decry it as needless padding. For the first group, here's the story of the vessels actually taken by the Japanese.

In earlier times, captures of enemy warships during battle formed one of the most efficient ways for a navy to increase its strength. By the end of the Napoleonic Wars, much of the Royal Navy's strength consisted of former French and Spanish vessels.

The industrial age saw far fewer captures. As battle ranges opened, close-range combat became rarer with few boarding actions of consequence. Very few instances are recorded of 20th Century warships striking their colors, the traditional sign of surrender. With guns firing from miles away and aircraft swooping in to attack at hundreds of miles per hour, enemies could rarely see a flag lowered even if the captain chose to give up his ship.

The Imperial Japanese Navy managed to increase its strength greatly through prizes, a highly unusual state among steel navies. During the 1894 Sino-Japanese War, the remnants of the Chinese fleet sought shelter in the poorly-defended harbor of Wei Hai Wei ("Majestic Sea Military Station"). Japanese siege guns and warships steadily tightened their pressure on the trapped Chinese. Finally, in February 1895 the senior Chinese officers agreed to surrender their warships in exchange for a guarantee of good treatment for the garrison, sailors and civilian population. In the previous November the Japanese army had taken Port Arthur from the Chinese and massacred the garrison and thousands of civilians. The Chinese leaders saw their ships as the only bargaining chip available, and after agreeing to hand them over committed mass suicide. A group of foreign volunteers serving on the Chinese battleship *Ting Yuen* dragged a sea mine aboard and set it off, breaking her back. The Japanese salvaged her sister *Chen Yuen* and a pair of cruisers.

The Chinese battleship became the Imperial Navy's *Chin Yen* (her Chinese name, "Guardian of Distant Regions," translated into Japanese). The slow armored cruiser *Ping Yuen* became the coast defense ship *Hei Yen*, and the cruiser *Tsi Yuen* the Japanese *Sai Yen*. All three of these ships appear in our 1904 game in Japanese colors. The latter two were lost during the war, both mined while cruising off Port Arthur.

The Russo-Japanese War yielded many more ships, in two main groups: those sunk in shallow water at Port Arthur and later raised, and those surrendered after Tsushima. Sister ships *Peresviet* and *Pobieda* suffered damage at the Battle of the Yellow Sea (Battle Scenario 5 and Operational Scenario 9 of 1904) and fled back to Port Arthur. At Yellow Sea *Peresviet*'s captain swung her out of line to enable the rest of the squadron to escape, but in return drew the fire of the entire Japanese battle line. Suffering heavy damage, she still managed to limp back to Port Arthur. At least 23 rounds from Japanese 11-inch siege guns hit *Peresviet* in the Port Arthur anchorage, and she sank on 6 December 1904. *Pobieda* sank the next day, having suffered at least 21 hits from the big guns.

Considering the pair already beyond recovery, the Russians did nothing to wreck them before the fall of Port Arthur. Just why the Japanese bothered with the

riddled hulks is not clear, but probably had as much to do with pride as utility. They raised *Peresviet* in June, 1905 and *Pobieda* in September, towing them back to Yokosuka Navy Yard. There the ships remained under repair for the next two and a half years. Japanese-made Miyabara boilers replaced their Russian machinery. Some sources claim they retained their armament, but this is incorrect. The Japanese discarded the Russian 10-inch guns, many of them heavily damaged, and installed new turrets with two Armstrong 12-inch guns like those of their other battleships. The heavier armament added weight to the ships and gave them slower speed than in Russian service. *Sagami* (the former *Peresviet*) joined the fleet in April, 1908, and *Suo* (*Pobieda*) in October of that year. By that point both were hopelessly obsolete even with their thorough refits.

During the First World War the Japanese sold *Sagami* back to the Russians. Reverting to her old name, she struck a mine off Port Sa'id and sank with 116 sailors. *Suo* served as a training ship until she was discarded in 1922.

Poltava suffered an engine breakdown at the start of the Yellow Sea battle, and wallowed along behind the Russian battle line. Though her gunners fought well, she suffered severe damage. Returning to Port Arthur, she was sunk by Japanese siege guns on 5 December 1904. The Japanese renamed her *Tango* well before even trying to raise her shattered hulk, which did not reach the Maizuru dockyard until the summer of 1907. There she received Armstrong guns and Miyabara boilers, finally emerging in 1909. The Japanese never used her as a fleet unit, relegating *Tango* to training duties, and gladly sold her back to the Russians in 1916. As *Tchesma*, she became the basis for a new White Sea Fleet in far northern Russia. British interventionists seized her in 1918 and wrecked the old ship, which the Soviets scrapped in 1923.

Considered the best Russian battleship at the time, *Retvizan* sank during the torpedo attack that began the war. Raised and repaired, she suffered a hit below the waterline at Yellow Sea and began to sink. Her captain decided to take the Japanese flagship with him, and laid in a course to ram Admiral Togo's *Mikasa*. *Retvizan* turned away after a shell struck her bridge, and she followed the other battleships back to Port Arthur. Sunk by Japanese howitzers, she went to Sasebo for repairs in January, 1906. She emerged almost three years later as the battleship *Hizen*, the only Russian ship to see serious service as a front-line unit. She took part in the hunt for the German East Asiatic Squadron in 1914, but was disarmed under the Washington Treaty and used as a target. *Hizen* was also the Imperial Navy's only American-built large unit, the product of Philadelphia's William Cramp and Sons shipyard. Except for her French-style round turrets, she resembled the U.S. Navy's *Maine*-class predreadnoughts. Like the other prizes, she received Armstrong-pattern weapons and Miyabara boilers during the rebuilding.

The armored cruiser *Bayan*, a well-designed and fast ship considered the Pacific Fleet's best, struck a mine just outside Port Arthur in July, 1904 and did not participate at the Yellow Sea. She was still disabled when the Japanese heavy howitzers sank her on 8 December, and she heeled over. Salvage parties brought her to Maizuru in 1906, and she also received new guns and boilers. As the Japanese *Aso* she was actually slightly faster than in Russian service, and she became a front-line unit. In 1920, along with several other armored cruisers, she was rebuilt as a minelayer. The heavy cruiser *Myoko* sank her as a target in 1932.

Pallada, a cruiser of the same class as the famous *Aurora*, also fought at Yellow Sea but survived with little damage. Gunfire sank her in Port Arthur alongside the bigger ships, and the Japanese repaired her at Sasebo. Apparently a low priority, she also received new guns and boilers but did not enter service until 1910, as the training ship *Tsugaru*. Converted to a minelayer in 1920, she failed in this role and was expended as a target for aircraft in 1924.

The Japanese salvaged two other Russian cruisers sunk in harbors, *Variag* in Chemulpo (Korea) and *Novik* in Korsakov (Sakhalin). *Variag*, another American-built ship, was rebuilt at Yokosuka (once again, new guns and boilers) and recommissioned as the training ship *Soya*. Sold to the Russians in 1916, she was seized by the British in June, 1917 and disarmed. The British wrecked her the next year, and then scrapped the remains.

Before the war, the German-built *Novik* had been highly praised for her great speed. This could not save her from the Japanese cruisers *Tsushima* and *Chitose*. The Japanese captured the wreck in July, 1905 and raised it a year later. In July, 1908 she was renamed *Suzuya* and she entered the fleet at the end of the year. The Japanese gave her a heavier armament (two 6-inch and four 4.7-inch Armstrong guns) but this dropped her speed considerably, and they lightened it to a pair of 4.7-inch guns and a handful of light guns. *Suzuya* never gave satisfactory service and she was scrapped in 1913. Thus, no counter is provided for this abortive project.

On the morning after the Tsushima disaster, Admiral Nebogatov of the Third Division (overaged coastal defense ships) gathered a few other surviving warships and attempted to slip away. Japanese cruisers soon spotted them and Admiral Togo's battle line surrounded the slowly moving Russians. Nebogatov hoisted a white flag, handing over three of his own ships (the elderly battleship *Imperator Nikolai I* and the coast defense ships *Admiral Seniavin* and *General-Admiral Apraxsin*) plus the battleship *Orel*. Two of his ships refused the order. The cruiser *Jemtchug* made it to Vladivostok, while the coast defense ship *Admiral Ushakov* fought a hopeless battle to the last shell against two Japanese armored cruisers.

According to Nebogatov, *Orel* was no more than "a mass of scrap iron without ammunition," and Japanese records show a dozen hits by 12-inch shells plus 27 from 8- and 6-inch rounds. On top of battle damage, *Orel's* black gang did their best to wreck the engine room when the white flag went up. The Japanese towed her to Kure Navy Yard, where she received new guns (Armstrong 12-inch guns in place of her Obukov rifles, several of which had been blown apart, and six eight-inch guns in single open mounts in place of her dozen six-inch guns in twin turrets). The Japanese also cut down her huge upper works, and gave her a new set of Japanese boilers. Renamed *Iwami*, she joined the fleet in June, 1907. She was disarmed in 1922 and expended as a target for aircraft.

Imperator Nikolai I suffered little damage at Tsushima, and her crew showed far less spirit that those of *Orel* or *Ushakov*. She steamed under escort to Maizuru, where the Japanese replaced her outdated 9-inch secondary guns with modern 6-inch Armstrongs, and put Armstrong 4.7-inch guns in place of her Russian-made six-inch guns. The main armament appears to have been left intact. Renamed *Iki*, she joined the fleet less than two months after her capture. Relegated to training even before the war ended, she was used as a gunnery target for the new battlecruisers *Hiei* and *Kongo* in 1915.

Seniavin and *Apraxsin* followed *Nikolai I* to Maizuru. *Seniavin* had suffered slight battle damage, and the Japanese replaced her short-barreled Russian 10-inch guns with Armstrong 9.2-inch models. They also added a heavier secondary battery, giving her six 6-inch guns in place of her 4.7-inch Russian weapons. As *Mishima*, she entered Japanese service at the same time as *Iki*. In 1928 she became a submarine tender and was sunk as a target in 1936.

Apraxsin (sometimes rendered *Apraksin* or *Apraxin*) kept her Russian main armament of three 10-inch guns, but received 6-inch Armstrong guns like her near-sister *Seniavin*. Under her new name, *Okinoshima*, she also became a training ship on re-commissioning in September, 1905. Discarded in 1922, her hulk was finally scrapped in 1939.

French Pre-Dreadnoughts

In addition to the Japanese prizes, our back cover also sports five French pre-dreadnoughts. These have never appeared in a GREAT WAR AT SEA game, as they no longer existed as fleet units in 1914. We recommend that you add *Charles Martel, Carnot, Masséna* and *Iéna* to the French ships which begin at Cherbourg in this book's Scenario 11. The Franco-Russian player needs all the help he or she can get.

French ships built during this era did not hold up well under service conditions. Other navies' ships of similar age still floated in reserve in 1914, ready to be manned by old men and boys and assigned secondary tasks. *Charles Martel, Carnot* and *Masséna* still existed in 1914, but in such poor condition that they saw no active service. *Masséna* was towed to Gallipoli for use as a breakwater, though.

Iéna probably would have been used at least somewhat during the Great War, but she exploded in 1907 after one of her magazines spontaneously combusted in dry dock. *Liberté* suffered the same fate four years later. A newer ship, she only entered service in 1908, after the time frame of this scenario book. However, the French "ghost squadron" looked incomplete without her.
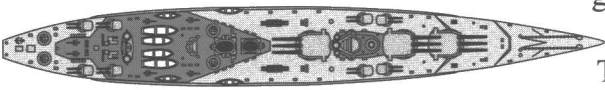
U.S. Navy Plan Red

Despite close cooperation in the Great War, tension between the growing power of the United States and the fading power of Great Britain caused both sides to make plans for war in the 1920's. This game is based on the actual plans filed by both navies, with many ships they planned for their fleets but never completed. *$44.95*

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The best-selling historical board game of the 1990's returns with completely new artwork and 70 (yes, seventy) scenarios. Lead the fleets of Austria-Hungary, Italy, France, Britain, Germany, Russia, Greece, Turkey, Bulgaria, Romania and Japan in the struggle to control the ancient Middle Sea. *$59.95*

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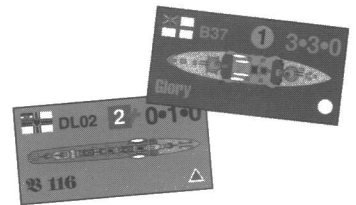
U.S. Navy Plan Black

German and American battleships fight for control of the Caribbean Sea in the early 1920s. Based on the actual, archival war plans of both sides. Giant battleships and primitive aircraft carriers, plus zeppelins. *$44.95*

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1999 Historical Game of the Year!

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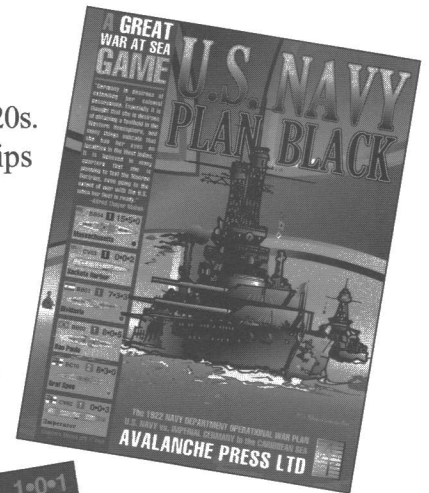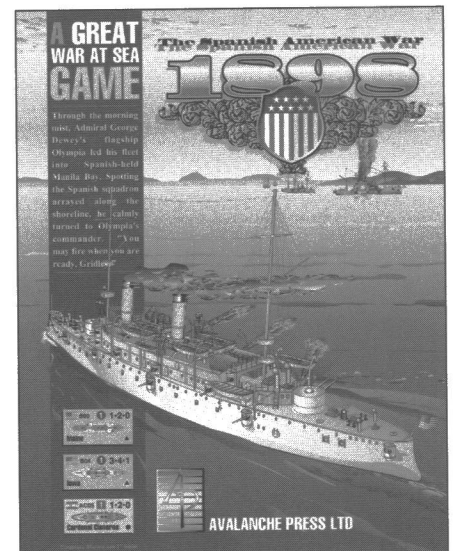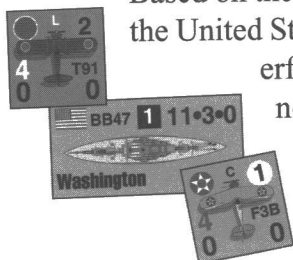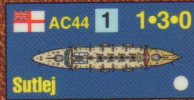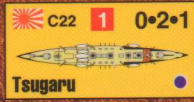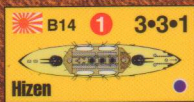
1898: The Spanish-American War

America challenges Spain for control of her crumbling colonial empire. Twenty scenarios — including three different campaign games. Two hard-mounted game boards. *$44.95*

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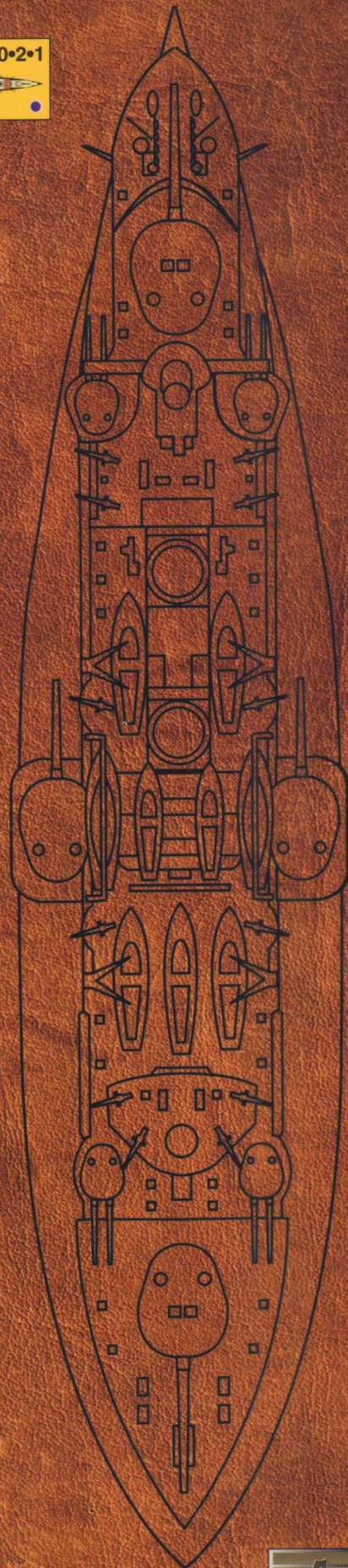
Iki — B16 ① 1•1•1
Sagami — B12 ① 3•2•1
Hizen — B14 ① 3•3•1
Mishima — CD03 ① 1•1•0
Tsugaru — C22 ① 0•2•1

Iwami — B11 ① 3•4•1
Tango — B15 ① 3•3•0
Aso — AC09 ① 0•2•3
Okinoshima — CD04 ① 1•1•0

Carnot — B20 ① 2•1•0
Liberté — B23 ① 3•5•0
Sutlej — AC44 ① 1•3•0

Charles Martel — B19 ① 2•1•0
Iéna — B22 ① 3•2•1

Masséna — B21 ① 2•1•0

A

GREAT WAR AT SEA
SCENARIO BOOK

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