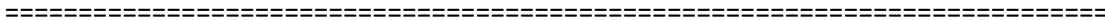


Great War at Sea: Remember the Maine

Playfield Improvements

1 => This game lacks a separate map for the actions in the Philippines.

Being a "game system", a Great War at Sea map from another release which incorporates the Philippine Islands can be added. The boxed game "Great War at Sea: U.S. Navy Plan Crimson" contains such a map (and this same game map was also later bundled with the scenario book "Great War at Sea: South China Sea"). Note though that all U.S. ports on this map should be relabeled as Spanish ports.



Mixing Games

GWaS is a Operation-scoped game system, where playing pieces can be mixed together to create your own scenarios. This boxed game and the boxed game "Great War at Sea: Russo-Japanese War" make an excellent combination, because both games contain only ships built just prior to the dreadnought era, without playing piece duplications.

At the turn of the last century, the U.S. began looking East across the Pacific, and it became eminently clear that a successful war with Spain would give the U.S. a valuable chain of replenishing ports (which is what historically occurred). Although Japan at first was amiable towards the U.S., relationships chilled quickly after the annexation of Hawaii in 1898. Especially if there was a small delay before the war with Spain, it is a reasonable possibility that the Japanese might have allied with Spain against the U.S.. It is a fact that the Russians disliked the Japanese, so it is also a remote possibility that Russia might have sided with the U.S. against Japan.

These two games contain a full set of Japanese, American, Russian and Spanish ships, so imagine all the fun that could be had with a Russian/American and Japanese/Spanish war in the Far East (or some other scenario between these four large navies, such as Russia wanting gold rush Alaska back, or Japan wanting the Philippines for herself). Other countries such as England, Germany, France and the Netherlands did have ships in the area, but they would have most likely remained neutral (and perhaps even allowed some of the belligerents access to their ports), so a lack of playing pieces from other navies being included in these two games are not an issue.