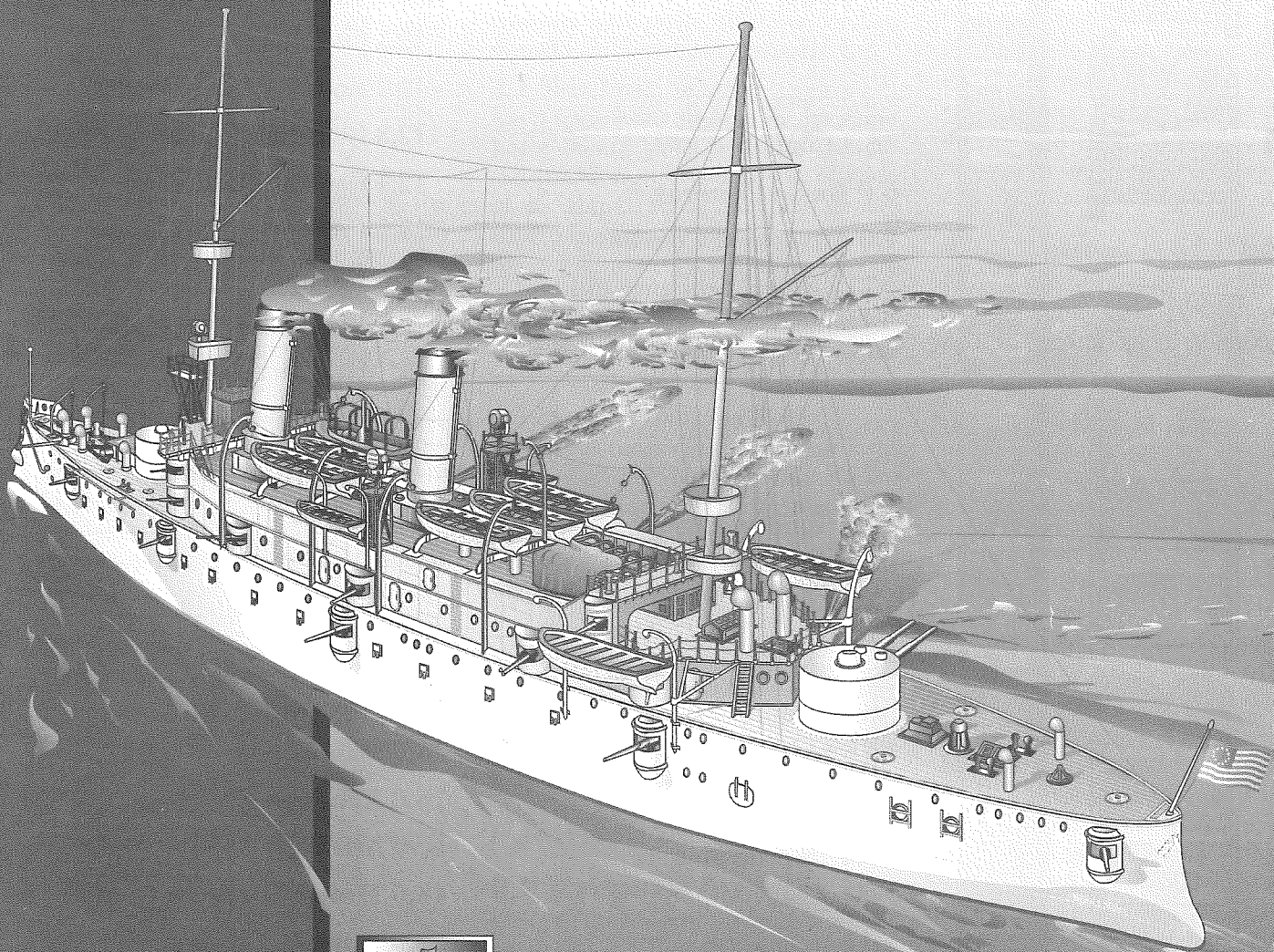


**THE GREAT
WAR AT SEA**

SERIES RULES



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NAVYAL COMBAT SHIP RULES

IN THE FIRST WORLD WAR

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1.0 Introduction

THE GREAT WAR AT SEA is a series of games based on naval conflict during the early 20th Century. Each game in the series contains many separate game situations, or scenarios, in which players take the role of the opposing commanders.

Each section of the rules is numbered, and a second number identifies paragraphs within each section that discuss important concepts, like this: 2.2. When that section contains subsections, these are identified like this: 2.23.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

2.0 Components

The components are described in the Scenario Booklet. You will need to furnish at least two six-sided dice (and preferably eight or ten).

2.1 Maps.

The Operational Map is divided into sea zones, which define ships' positions like squares on a chessboard, at a scale of 32 statute miles across each zone. This map is used to regulate fleet movement. Fleets may not move through sea zone sides consisting entirely of land or marked with a black line. The Tactical Map, used to resolve combat, is divided into hexagons (called "hexes") at a scale of approximately 8,000 yards across.

2.2 Charts and Tables.

Several charts and tables are used in the play of the game. These include:

- *Gunnery Damage Table.* Used to determine the effects of gunnery hits (6.1; 7.5).
- *Torpedo Damage Table.* Used to determine the effects of torpedo hits (7.7).
- *Critical Damage Table.* Consulted if the Gunnery or Torpedo Damage Table directs "Critical Damage."
- *Minefield and Mine Damage Tables.* Used to determine the effect of strik-

ing a mine (13.0).

- *Weather Track.* Used to track the current weather.
- *Fleet Composition Cards.* Used to apportion ships among the fleets.

2.3 Counters.

The die-cut cardboard playing pieces included in the game represent individual ships, groups of small ships or fleets of ships. Other counters represent aircraft or airships. See the diagrams explaining the counters and the information they contain. Small ship counters have only tertiary gunnery factors; large ship counters have primary, secondary and tertiary gunnery factors (in that order). Some aircraft and airship counters have range, air-to-air combat, torpedo and bomb factors.

2.4 Ship Data Sheets.

Each nationality present in the game has a record sheet with the characteristics, for game purposes, of each of its ships. These may be photocopied for repeated use. Not all ships are used in every scenario; players may wish to circle those ships which are available or cross out those which are not. See the "Sample Record" for an explanation.

2.5 Fleet Composition Boxes.

At various times each player will form fleets of ships. The fleet counters are used on the operational map; the ships making up each fleet are placed in the appropriate fleet boxes on his Fleet Composition card.

2.6 Log Sheet.

Each player has a log sheet to record his or her fleets' movement and orders throughout the game. This may also be photocopied for repeated use. For very long scenarios or those with many ships, each player may require more than one sheet.

3.0 Prepare for Play

First, select a scenario from the scenario book. Players may wish to begin with one of the battle scenarios. One player takes the role of the Allied commander and directs all Allied units listed in the scenario instructions. His or her opponent is the Central Powers player and directs

all Central Powers units listed in the scenario instructions.

Place the Ship Data Sheets, Log Sheets and Fleet Composition cards out of view of the opposing player, who may not examine them. Place the ship counters in the boxes corresponding to their fleet assignments. Players may place ships that start in the same location in more than one fleet box. Only the fleet counters (small half-inch counters) are placed on the operational map (numbered side down).

Players must agree before play begins whether they will use the basic combat procedure (6.0) or the more involved tactical rules (7.0).

Each player now selects missions (5.2) and plots movement (5.1) for each of his or her fleets. Mission orders may be aborted, so players may wish to write orders in pencil and keep an eraser handy.

4.0 Sequence of Play

Each game turn represents four hours of actual time, and is divided into phases. Shaded turns on the Log Sheet are night turns, when it is more difficult to contact enemy fleets and sight enemy ships in battle. Both players are active in each phase; there is no "Allied turn" or "Central Powers turn." Play proceeds as follows:

4.1 Weather Phase.

At the start of each turn, the Central Powers player rolls one die for each weather zone (11.72) and applies the result.

4.2 Orders Phase.

Each player writes down the orders he or she wishes each of his or her fleets to execute as required by their mission (5.2). For example, during this phase for turn 5 for a fleet with an intercept or raiding mission you should be writing orders for turn 7. In the advanced game, each player must also check his or her ships' remaining fuel (12.0). Note that many missions (5.2) require that all movement be plotted at the start of the scenario.

4.3 Move Fleets Phase.

Each player moves his or her fleets to

new sea zones corresponding to their orders for this turn. As this movement is already recorded, it may be carried out simultaneously.

4.4 Check for Contact.

If two or more opposing fleets remain in, move into or pass through the same sea zone or sea zone side there is a chance that contact (5.4) will occur between them.

4.5 Tactical Phase.

If contact is made, play moves to either the tactical map (7.0) or to the basic combat procedure (6.0).

4.6 Conclusion.

After all battles have been resolved, the turn is complete and play resumes with the Weather Phase of the next turn.

5.0 Movement

Movement on the operational map is performed by fleets, which represent groups of ships. Individual ship counters are never placed on the operational map, though a fleet could consist of one ship.

5.1 Plotting.

To represent the time lag between reports of enemy ship positions and reaction to them, as well as the control and planning problems of directing ships across large stretches of open water, fleets must have their orders written on the Log Sheets. In the space for each turn on the Log Sheet the player writes the sea zone he wishes the fleet to enter during that turn.

5.11 Fast and Slow Ships. Some faster ships will be able to enter more than one sea zone during a turn. These ships have a movement allowance of "2" or "2+" on their counters. Fleets consisting entirely of ships with movement allowances of "2" or "2+" may enter one or two sea zones each turn. Simply write in the first sea zone to be entered, a slash mark (/) and then the second sea zone to be entered. Fleets need not move at all, but may remain in the same sea zone if their owner so desires. Slow ships (a circled "1" on the counter; "1s" on the ship data

sheet) move one sea zone per turn just like those with a speed of 1, but only move during the "move all groups" segments of the tactical sequence (7.31) and are considered slower than ships with a speed of 1 when using the basic combat procedure (6.2). Note: The terms "movement" and "speed" are used interchangeably in these rules.

Example: The Central Powers player wishes Fleet 1 to proceed northeast from Danzig at top speed toward Windau. Fleet 1 consists of the *Rostock* and *Frankfurt*, both of which have movement allowances of "2." In the turn one section, he writes "Q 31/R 32," in the turn two section he writes "O 32/N 32," and so on.

The Allied player wants Fleet 4 to sail from Dover to Harwich. Since Fleet 4 consists of the *Canada* and *Superb*, both of which have movement allowances of "1," he writes "V 8" in the turn one section, "U 7" in the second section and so on.

Note that the Central Powers player did not have to order Fleet 1 to move two sea zones; he could have ordered it to move one zone or none at all if he so desired.

5.12 Pre-plotted Movement. For each fleet that is assigned a transport, bombardment, minelaying or minesweeping mission, (see below) all movement is plotted before the start of the game or at least up to the point where the fleet completes six turns in a friendly port (5.22).

5.2 Missions.

At the beginning of each scenario a player's ships are divided into fleets, and each fleet is given a specific mission. Only ships of the same nationality may be placed in a fleet unless the fleet containing them totals four ships or less or scenario instructions state otherwise. German ships may be treated as ships of any nationality; Canadian and Australian ships are treated as British.

The mission selected limits the orders that may be written for the fleet and how it interacts with other

Ship Types

Warships:

Capital ships:

AC	Armored Cruiser
AMC	Armed Merchant Cruiser
B	Pre-dreadnought battleship
BB	Dreadnought battleship
BC/CC	Battlecruiser
BCV	Battlecruiser-carrier
CA	Heavy cruiser
CD	Coast defense ship
CV	Aircraft carrier
CVS	Seaplane carrier
IC	Ironclad

Light ships:

AR	Armored Ram
AY	Armed Yacht
C	Cruiser
CL	Light cruiser
CS	Scout cruiser
DC	Dynamite Cruiser
DD	Destroyer
DL	Destroyer leader
GB	Gunboat
ML	Minelayer
MS	Minesweeper
PC	Protected Cruiser
RC	Revenue Cutter
SL	Sloop
TB	Torpedo boat

Other types (including Russian landing ships, despite their armament) are not warships. Colliers, oilers and auxiliary minelayers are represented by transport counters and are treated as warships for mission eligibility.

fleets. In addition, certain ship types are limited in the missions they may perform.

Missions are limited to the following:

- *Transport.* Only ships with a transport mission may load and unload cargo (11.5). No limitation on ship types.
- *Bombardment.* Ships in the fleet have their gunnery halved (round down by type) in the first combat step in which they fire at an enemy ship. Limited to warships and colliers/oilers. Ships assigned this mission may conduct shore bombardment (11.1).
- *Escort.* A fleet plotted to accompany another fleet. The escorting fleet must conform to the movement of the fleet being escorted. Its fleet counter is placed in the fleet box of the fleet being escorted, and treated as part of the same fleet for contact (5.4) purposes. If the fleet being escorted goes to the tactical map or to the basic combat procedure, so does the escorting fleet. The escorting fleet is set up on the tactical map in hexes adjacent to the fleet it is escorting. During advanced tactical combat the escorting fleet may separate from the fleet it is escorting (to better protect the escorted fleet). If this occurs, the escorting fleet must rejoin the fleet it was escorting as soon as possible subsequent to combat, or be assigned an abort mission. Escort fleet movement is plotted as "escort" with the fleet it is escorting noted. Limited to warships and colliers/oilers.
- *Intercept.* Movement is plotted two turns in advance for a fleet ordered to perform this mission. Limited to warships and colliers/oilers.
- *Abort.* A fleet may not start a scenario with an Abort mission, unless specifically stated in the scenario instructions. During the orders phase, the owning player may change any mission type to an abort mission. To do so, change the movement plot two turns ahead (plotting movement for all remaining turns) for the fleet changing to the abort mission. The abort mission fleet must have all its movement plotted for the remainder

of the scenario or up to the point where it completes six consecutive turns in port, and its movement must take it to a friendly port by the shortest method and at the fastest speed possible (without running out of fuel). No bombardments may be conducted. Note that fleets involved in combat may change to an abort mission following combat (see 7.37); in this case their orders are changed immediately following the conclusion of combat.

Example: On Turn 10 the Central Powers player decides to abort his Fleet 3's bombardment mission. He writes "abort" in the space for Turn 12 and plots movement for Fleet 3 for turn 12 and all the following turns until the fleet has spent six turns in a home port.

- *Minelaying.* A fleet must have a minelaying or a raid mission in order for its ships to sow minefields (13.3). Limited to minelayers (ML) plus any other ships specified in the scenario instructions.
 - *Minesweeping.* A fleet must have a minesweeping mission in order for its ships to detect and remove minefields (13.6). Limited to minesweepers (MS) plus any other ships specified in the scenario instructions. A fleet with a minesweeping mission may remain in a zone to detect and sweep mines, thus delaying but not changing its pre-plotted movement.
 - *Raid.* Movement is plotted two turns in advance for a fleet ordered to perform this mission. A raiding fleet may bombard (11.1) and search for enemy merchant ships (10.2). Minelayers and other ships acting as minelayers (per the scenario instructions) may lay minefields if part of a raiding fleet. Unless scenario instructions specify otherwise, a player may assign a raiding mission to no more than one fleet, which must include a leader and may contain no more than two ships (not counters). Limited to warships and colliers.
- A player may remove a raiding fleet's counter from the operational map after it moves (so that its future

movement is hidden from enemy view) but must return it to the map if it bombards (11.1), sinks (not merely searches unsuccessfully for) an enemy merchant ship (10.2), enters a port or occupies the same sea zone as an enemy fleet counter, airship, or airplane. He or she may remove it from the map again two turns afterwards provided none of these conditions apply. A player may always choose to keep a raiding fleet's counter on the map (and must do so if he or she wishes to search for enemy fleets) and may remove the counter at any time if the conditions for removal are met.

Note that raiding fleets of both sides may occupy the same sea zone with neither player being aware (if a player wants to look for the enemy raiders with a raiding fleet, he or she must place the fleet counter on the map).

5.21 Combining Fleets. Fleets with the same type of mission may be combined into one during the Orders Phase if they occupy the same sea zone. Remove one of the fleet counters and use the movement orders already plotted for the fleet counter still in play. Any fleet may combine with an Abort mission fleet. Remove the other fleet's counter and use the movement orders already plotted for the fleet counter with an abort mission. Escort fleets are not considered to be combined with the fleet they are escorting.

5.22 New Mission. A fleet that spends six consecutive turns in a friendly port may be given a new mission.

5.23 Pursuit. Fleets with intercept or raid missions which engage in combat may attempt to pursue the enemy fleet if it left the tactical map or if combat ended with both fleets out of sighting range (7.27) (or after any battle when using the basic combat procedure). Write "Pursue" in the appropriate slot on the log sheet for the next two turns in place of the former orders. During the Orders phase of each turn, the pursuing player rolls one die. Add two to the result during daylight turns, and add one in addition if all ships in the pursuing

fleet are faster than the slowest ship in the fleet being pursued. If the die roll is 6 or greater the fleet is moved together with the enemy fleet, and contact is made in the new sea zone. If the pursuit is unsuccessful, then the pursuing fleet must remain in that sea zone for one turn and new orders are written for the two following turns.

5.24 New Fleets. During the Orders phase, either player may divide fleets with raid or intercept missions into smaller fleets. Enter "Divide" on the Log Sheet for that turn, and on that turn place a new fleet marker, if available, on the Operational Map in the sea zone where the original fleet divided and re-arrange the ship counters on the Fleet Composition card. The new fleet has the same mission as the original fleet.

If a dividing fleet contains ships with a speed of 1 Slow, 1 or 1+, the fleets may not move on the turn the fleet is divided. If all ships in a dividing fleet have a speed of 2 or 2+, the fleet(s) may move one sea zone before or after dividing. This must be noted on the Log Sheet.

5.25 Limits. Unless the scenario instructions state otherwise, players may form any number of fleets up to the number of fleet counters provided in the game. They may be assigned to any mission (though only one per scenario may be assigned a raid mission, unless the scenario instructions state otherwise).

5.3 Fleet Movement.

In the Move Fleets phase each player moves his or her fleets on the operational map to the locations specified on the Log Sheet. Since this is considered to take place simultaneously, players may move their fleets in whatever order they choose.

5.4 Contact.

When two opposing fleets remain in, move into or pass through the same sea zone, there is a possibility that contact will occur. If two opposing fleets remain in, move into the same sea zone, or enter one another's sea zone simultaneously, the Central Powers

player rolls one die to determine if contact is made. Contact is made on a die roll of 4 or greater during a Day turn and on a 6 or greater during a Night turn. When contact is made, battle is then resolved using either the basic combat (6.0) or advanced tactical (7.0) rules.

5.41 Surprise Sighting. An unmodified result of "6" is always contact, regardless of the modifiers and is always a Surprise Sighting (7.28).

5.42 Automatic Contact. Contact always occurs between a fleet plotted to bombard or unload cargo in the same zone that an opposing fleet occupies or enters (even a raiding fleet, 5.49). Contact always occurs if one fleet is in a minor port and an enemy fleet enters the port.

5.43 Early Contact. If a fleet has passed through the sea zone in which contact is made, return it to the zone. The additional plotted movement is not completed this turn. The movement plot is delayed, but not changed.

5.44 Multiple Zones. If a fleet could make contact in more than one zone, check first for contact in the first zone it entered. If no contact is made, check again for the second zone. If two opposing fleets are plotted to enter each other's sea zone, check for contact in both sea zones (Allied player's choice of order); if contact is made in the first sea zone do not check for contact again in the second.

Example: Central Powers Fleet 1 is plotted to move two zones, from M69 through L69 to K70. Allied Fleet 2 is plotted to move two zones as well, from M70 through L69 to K69. The Central Powers player must roll the die to see if contact is made in sea zone L69, through which both fleets passed this turn, even though neither now occupies it.

5.45 Weather. Add or subtract from the contact die roll for the following weather conditions:

- Gale: -2
- Storm or Squall: -1
- Clear: +1

5.46 Additional Modifiers. Before the Central Powers player rolls the die, either player may declare which, if any, of the following die roll modifiers apply. A player is never required to reveal this information, but must do so for the modifier to be applied to the die roll.

- Leader present: +1
- Fleet contains over 20 ships: +1
- Fleet contains only armed yachts, destroyers and/or torpedo boats: -1
- Fleet has intercept mission: +2
- Fleet has raid mission: +1 or -1 (owning player's choice)
- Airship present in sea zone: +2

5.47 Multiple Fleets. Resolve all contact possibilities before any battles are resolved. More than one fleet from the same side may as a result be involved in the same battle.

5.48 Roving Fleets. If a fleet leaves a sea zone as a result of combat (7.33) it is involved in no further contact attempts during the current turn.

5.49 Raiding Fleets. Contact is not checked for a Raiding fleet unless the fleet counter is on the map.

6.0 Basic Combat

As an introduction to THE GREAT WAR AT SEA, or for a quicker game, players may wish to use these basic combat rules. After mastering them, players will probably wish to move on to the more involved Advanced Tactical Rules.

6.1 Gunnery Combat.

Gunnery combat takes place at either short or long range, over a number of rounds. The first round of combat is always fought at long range. All ships are at the same range; a player may not have some ships at long range and some ships at close range in the same combat round.

Gunnery combat takes effect simultaneously. The Central Powers player first announces which of his ships will attack which enemy ship. Not all enemy ships need be attacked; all of a player's ships could attack one enemy, though they may only attack

once per round. Tertiary guns may not fire at long range.

Once the Central Powers player has chosen targets, he or she resolves the attacks. He or she rolls one die for each primary gunnery factor, then one for each secondary gunnery factor and one for each tertiary gunnery factor. On a roll of 6 (5 or 6 for ships with italicized names on the Ship Data Sheet) a hit is achieved. Roll two dice for each hit and consult the Gunnery Damage Table.

6.2 Subsequent Rounds.

After the first round of combat either or both players may elect to attempt to close the range - and in later rounds may attempt to move back to long range. If both players desire to alter the range, the range is altered automatically. If neither wishes to alter the range, it remains the same. If one player wishes to alter the range and the other does not, the player with the faster fleet is allowed to determine the range. A player has the faster fleet if the slowest ship in his or her fleet is faster than the slowest ship in the enemy fleet. There are four speeds: 2+, 2, 1 and 1 Slow. Players may not split their fleets during battle. If neither player has a faster fleet, each player rolls one die and the player achieving the higher result determines the range for this round. Roll again if a tie results.

At the end of a round of combat either player may attempt to disengage. Players may only disengage when at long range. The procedure to disengage is the same as for changing the range in combat, except that instead of moving the battle range the player is attempting to remove his ships from the fighting altogether.

A player with a ship that is dead in the water may not attempt to change the range or to disengage. But see rule 8.5; he or she may scuttle the ship and then attempt to disengage.

6.3 Short Range Combat.

Short range gunnery combat is resolved exactly as long range combat, except that one is added to each gunnery die roll.

6.4 Night Action.

No long-range combat is allowed during night turns. If fleets make contact during a night turn, either or both players may attempt to close to short range. Ships firing during night combat subtract 1 from their die rolls. There is no penalty for torpedo attacks.

6.5 Torpedo Combat.

When battle is at short range, ships may use torpedoes as well as gunfire. Use the Advanced Combat torpedo procedure (7.7).

7.0 Advanced Combat

Advanced Combat is resolved on the tactical map after contact has been made.

7.1 Tactical Sequence of Play.

The following sequence is used to conduct combat:

A. Players determine which side has the initiative. This determination will be used for set-up and the first round of combat (a round is a sequence of 20 impulses or steps). The Allied player rolls one die. On a result of 3 or less the Central Powers player has the initiative; on a result of 4 or more the Allied player has the initiative. The result may be modified by leaders (16.2) and multiple nationalities (11.6). Roll for initiative again on step one of each following round.

B. The player without the initiative sets up his ships in the center of the tactical map (7.21).

C. The player with the initiative sets up his ships beginning on numbered hexes along one of the sides of the tactical map (7.22).

D. Players move and conduct combat as directed by the Impulse Sequence (7.31).

7.2 Placement.

No more than eight ships of the same side may occupy the same hex on the tactical map. No less than four ships may be placed in a hex unless the player has less than four ships in his fleet, in which case they must all be placed in the same hex (exception: multiple nationalities, see 7.26). Count multiple-ship counters (9.0) as

one ship each for placement.

7.21 Fog of War. All ships are initially placed face-down.

7.22 Fleet Organization. Ships from the same fleet must be placed in the same hex or a series of adjacent hexes with at least four ships in each hex (thus, if the total number of ships in the fleet is less than eight, all must be placed in the same hex).

7.23 Non-Initiative Placement. The player without the initiative must place a total of eight ships in one or two adjacent shaded center hexes before he or she may place any ships in hexes outside the shaded center hexes. If he or she has more than eight ships, additional ships may be placed in any hexes that are adjacent to any ships that have been previously placed, as long as no ships are placed closer to the numbered hexes on the map side from which the initiative player's ships will enter than the current sighting range (four hexes during daylight and two at night, modified by weather conditions). All ships must be placed as close as possible to the numbered hexes on the map side from which the initiative player's ships will enter.

7.24 Initiative Placement. The initiative player then places his or her ships, starting in the numbered hexes along the side of the tactical map corresponding to the sea zone from which his or her fleet entered the sea zone in which contact was made. If the initiative player's fleet did not move during the turn, it may enter the tactical map from any side the initiative player chooses. He or she must place a total of eight ships in one or two adjacent numbered hexes before he or she may place any ships in hexes outside the numbered hexes. If he or she has more than eight ships, additional ships may be placed in any hexes that are adjacent to any ships that have been previously placed, as long as no ships are placed closer to enemy ships than the current sighting range (four hexes during daylight and two at night, modified by weather conditions).

Example: The Central Powers player has the initiative. His fleet entered sea zone F33, where contact was made with an Allied fleet. The Central Powers fleet entered from sea zone F32, therefore it enters the tactical map on the left side.

7.25 Raider Placement. Ships from a raiding fleet may be placed in adjacent hexes, but any number up to eight may be placed in the same hex (thus, a raiding fleet of two ships could set up with one ship each in two separate hexes).

7.26 Nationality. Only ships of the same nationality may be placed in the same hex unless the fleet containing them totals four ships or less. German ships may be treated as ships of any nationality. Canadian and Australian ships are treated as British ships.

Example: An Allied fleet of seven Italian, one British and one French ship is deploying for battle. The Allied player must place the seven Italian ships in one hex, the British ship in a second hex and the French ship in a third hex.

7.27 Sighting Range. Sighting ranges are four hexes in daylight and two hexes at night. When determining ranges, count the hex occupied by the enemy ship, but not the hex occupied by the ship being placed. Ships are placed face-down when at maximum spotting range from any enemy ship. Ships at less than the maximum spotting range are placed face-up.

7.28 Surprise Sighting. On an unmodified result of "6" when consulting the search table during a daylight turn, the initiative player must place his or her ships one hex closer to the center of the tactical map. On an unmodified result of "6" when consulting the search table during a night turn, the initiative player must place his or her ships two hexes closer to the center of the tactical map. Ships of opposing sides may not begin in the same hex, but may be placed in adjacent hexes.

7.29 Multiple Fleets. If a player

has ships from more than one fleet involved in the same battle, ships may not be placed in groups with ships from a different fleet. After the battle, fleets with like missions that do not leave the tactical map may exchange ships (the only time this is allowed).

7.3 Tactical Movement and Combat.

All of a player's ships of the same classification (capital ship, light ship, or other) in a hex form a group. Just as on the operational map, movement is conducted at the speed of the slowest ship in the group. A group may not "split up," but may combine with another group provided the total number of ships remains eight or less. A player may choose to combine ships of different classifications into one group, but is not required to do so.

7.31 Sequence. Movement and combat are conducted in the order described in the Impulse Sequence:

Impulse Sequence

1. Determine which player has the initiative (during the second and subsequent rounds; for the first round, initiative is determined before ships are placed on the tactical map).
2. The initiative player moves all his groups with a speed of 2+.
3. Both players conduct gunnery combat.
4. Both players conduct torpedo combat.
5. The player without the initiative moves all his groups with speed of 2+.
6. The initiative player moves all his groups with a speed of 2 or 2+.
7. Both players conduct gunnery combat.
8. Both players conduct torpedo combat.
9. The player without the initiative moves all his groups with speed of 2 or 2+.
10. The initiative player moves all his groups with a speed of 1, 2 or 2+ (all ships except those rated 1 slow).
11. Both players conduct gunnery combat.

12. Both players conduct torpedo combat.

13. The player without the initiative moves all his groups with a speed of 1, 2 or 2+ (all ships except those rated 1 slow).

14. The initiative player moves all his groups.

15. Both players conduct gunnery combat.

16. Both players conduct torpedo combat.

17. The player without the initiative moves all his groups.

18. The initiative player moves all his groups.

19. Both players conduct gunnery combat.

20. Both players conduct torpedo combat.

7.32 Movement. When a group is allowed to move, it may remain in its current hex or move one hex in any direction provided that the maximum number of friendly ships in the hex (8) is not exceeded at the conclusion of movement. Movement is not mandatory. Ships may enter a hex occupied by enemy ships as long as no more than 8 ships of the same side (up to 16 total) occupy the same hex.

7.33 Exiting the Map. Ships that leave the shaded ring of hexes (that contains numbered hexes) while outside sighting range of enemy ships have exited the tactical map and may not re-enter it during the same tactical phase. They are returned to their boxes on the Fleet Composition card and their fleet marker is moved to the sea zone into which they exited. If ships exit the tactical map while within sighting range of enemy ships, move all ships back from the map edge an adequate number of hexes to keep all ships in the playing area and in the same positions relative to one another. Note that ships may not move outside the shaded ring of hexes (that contains numbered hexes) on a side of the map that is blocked by land (7.41).

Example: During battle with a French

fleet in sea zone N 37, the Austrian battleships *Viribus Unitus* and *Tegetthoff* exit the upper left (northwest) side of the tactical map. They are placed in a fleet in sea zone M 37 (the sea zone to the northwest of the battle location).

7.34 Towing. Ships towing or being towed (11.2) may only move on the player's final movement step (#17 or 18) of each round (though the towing ship may break the tow).

7.35 Crippled Ships. During tactical combat, a player may separate an individual ship counter from a group once the ship counter has lost at least half its largest type of guns or half its hull boxes, or if it has suffered a reduction in speed.

7.36 Concluding the Tactical Phase. The tactical phase is concluded when all ships of one side have either exited the tactical map, are outside the sighting range of all enemy ships or have been sunk. If ships of both sides remain on the tactical map and can spot one another at the conclusion of step 20 above, begin the sequence again with step 1 (determining initiative).

7.37 Orders. Following the conclusion of combat, each player corrects movement orders for fleets that had their plots altered by contact (5.41) or exiting the tactical map (7.33). Fleets may continue their mission or be given an abort mission. Note that ships that left the map will now occupy different sea zones.

7.38 Long Battles. If combat enters a second round, all fleets involved move one less sea zone during the next turn than plotted, except that a fleet of ships with speeds of 1 Slow or greater may always move one sea zone. Adjust the log sheet accordingly. The route taken may not be changed - all orders are re-written to reflect only the loss of time, not a new route, destination or mission.

Example: Sterneck, alone in Central Powers Fleet One engages Inflexible during Turn Two in sea zone U37. Sterneck eventually sinks Inflexible, though the battle extends once through the impulse sequence and

halfway through another round before the British ship goes under. Sterneck was plotted to move two zones on Turn Three, from V36 to W36, and on Turn Four from X35 to Y35. She may only move to V36 on Turn Three, then on Turn Four from W36 to X35, and so on.

7.39 Fuel Cost. At the conclusion of combat, each player rolls one die for each of his or her fleets that participated. The result is the fraction of a fuel box expended in addition to any fuel expended in the plotted move (a "3" would be 3/12ths of a box of fuel).

7.4 Land.

Many sea zones contain land in the form of islands or coastlines.

7.41 Tactical Movement. If a sea zone side is all land on the operational map, players may not move their ships outside the shaded ring of hexes (that contains numbered hexes) on the corresponding tactical map side. They may move ships into these shaded hexes without checking for grounding (7.42). If an island (that is contained in one sea zone) exists in the contested sea zone, treat the seven center shaded hexes as land (the player without the initiative sets up his ships adjacent to the center hex closest to the map side from which the initiative player's ships will enter play; note that this may decrease the initial distance between opposing fleets). Ships may not enter land hexes.

7.42 Grounding. If a ship enters a hex adjacent to a land hex it can run aground. Roll one die for each ship. On a result of 6 or greater the ship is grounded and cannot move. Subtract one from the die roll if the land is in the ship's home country (for example, German ships along a German coastline) and add one for capital ships.

Shallow-Draft capital ships (with a half-white/half-red circle on their counter) suffer no die roll penalty when checking for grounding. Shallow-Draft light ships never run aground.

7.43 Refloating. Ships that run aground may be refloated. The own-

ing player rolls one die for each such ship during the Weather Phase. On a result of 1 the ship is freed. Once freed the owning player rolls the die again to determine the extent of the damage to the ship resulting from the grounding. One-half the result (round any fractions up) is the number of hull boxes destroyed. Add one to the die roll if the ship has no hull armor.

7.44 Intentional Grounding. A player may move ships into a land hex in order to intentionally run them hard aground. The player simply declares the ship hard aground (sea captains of this era were very, very good at running their ships aground). Ships that are hard aground cannot be freed. Shallow-draft ships may be intentionally grounded. Ships aground at the end of a scenario count as sunk. If aground in an enemy-controlled sea zone, the ship counts double the victory points for sinking her. If aground in a friendly-controlled coastal sea zone the enemy only collects 75% of the ship's victory points.

7.5 Gunnery Combat.

During gunnery combat, a ship may attack any enemy ships which are in range (7.6) and sighted (7.27; at night or in some weather conditions an enemy ship could be in range, but not be visible - thus, primary guns may not be fired during a night turn at a target three hexes away). Gunnery results take effect simultaneously. The initiative player first announces which of his ships will attack which enemy ship. Not all enemy ships need be attacked; all of a player's ships could attack one enemy though they may only attack once per gunnery combat step. An individual ship may only fire on one target; it may not "split" its firepower to attack multiple targets.

Once the initiative player has chosen targets, he or she resolves the attacks for each ship. Roll one die for each primary gunnery factor, then one for each secondary gunnery factor and one for each tertiary gunnery factor. A hit is scored on a result of 6 or more, with the following modifiers applied to the die roll:

- +1 if the ship's name is italicized on the Ship Data Sheet.
- +1 if firing into the same or an adjacent hex.
- +1 if the target ship is dead in the water.
- +1 if the target ship is towing or being towed (11.2).

Roll two dice for each hit and consult the Gunnery Damage Table to determine the effect.

Example: Viribus Unitus and Prinz Eugen enter combat with Courbet and Jean Bart. The Central Powers player has the initiative and when the ships come within three hexes decides Viribus Unitus will fire on Courbet and Prinz Eugen will fire on Jean Bart. The Central Powers player rolls 8 dice for Viribus Unitus' primary battery, resulting in two 1's, one 2, two 3's, one 4 and two 6's. Viribus Unitus has scored 2 hits.

Once the initiative player has completed his gunnery, his or her opponent repeats the procedure. As gunnery results take effect simultaneously, any damage (8.0) caused during the initiative player's gunnery does not alter non-initiative abilities until the start of the subsequent torpedo combat step.

Example: Courbet receives a primary hit during the first gunnery combat step with Viribus Unitus. The hit is marked on the Ship Data Sheet, but Courbet may still fire with all eight of her primary factors during this step. During the next step, however, she is reduced to seven primary factors.

7.6 Range.

- *Primary.* Primary guns may fire at targets up to three hexes away (count the hex occupied by the target, but not the hex occupied by the firing ship). Primary guns will damage any area of an enemy ship they hit.
- *Secondary.* Secondary guns may fire at targets up to two hexes away (count the hex occupied by the target, but not the hex occupied by the firing ship). Secondary guns will damage any area of an enemy ship unless it is protected by heavy armor.

- *Tertiary.* Tertiary guns may fire at targets in an adjacent or the same hex only. Tertiary guns will only damage areas of an enemy ship without armor.

7.61 Very Large Guns. Warships (not including French ships) with a primary gunnery factor of 11 or more, and the British battle cruiser *Furious*, have 16" guns (18" guns in the case of *Furious*) and may fire at a range of four hexes on the tactical map. When firing at four hexes, primary gunnery factors are halved (round any fractions up).

7.62 Obsolete Warships. Pre-dreadnought battleships (B), coast defense ships (CD) and armored cruisers (AC/CA) usually lacked modern fire control equipment and high-elevation guns. These ships have a maximum range of two hexes for their primary guns with the exception of the German AC01 *Blücher*, AC13 *Scharnhorst* and AC14 *Gneisenau*, the Russian AC01 *Rurik*, and all Russian pre-dreadnoughts in scenarios taking place in 1917.

7.7 Torpedo Combat.

During a torpedo combat step, ships with torpedo tubes may fire torpedoes at enemy ships in the same or an adjacent hex. The torpedo and gunnery steps are resolved separately; thus, a ship which had its torpedo mount destroyed by gunfire may not fire torpedoes in the subsequent torpedo combat step.

7.71 Procedure. Roll a number of dice equal to the firing ship's torpedo factor (as with gunfire, all torpedoes fired from a single ship must be fired at the same target). A hit is scored on a result of 6 or more, with the following modifiers applied to the die roll: All modifiers are cumulative.

- +1 if the target is a capital ship or an F-numbered transport.
- +1 if the target is dead in the water.
- +1 if the target ship is towing or being towed (11.2).
- +1 if the target is in the same hex as the firing ship.

- -1 if the firing ship is a capital ship.

- -1 if the torpedoes are fired from a hull mount (within a box on the Ship Data Sheet. Note that most battleships will suffer a -2 modifier to the die roll).

Roll two dice and consult the Torpedo Damage Table to determine the effect of each torpedo hit.

Example: A Russian Bespokoiny-class destroyer attacks the Goeben with torpedoes at a range of 1 hex. The Allied player rolls 3 dice, rolling a 6, a 4 and a 1. Goeben has her full movement factor but is a large target, so the Allied player adds one to each die roll. He has scored 1 hit and consults the Torpedo Damage Table. He rolls 2 dice, obtaining a 6 for one hull hit. The Central Powers player marks off one hull box on Goeben.

7.72 Movement. A ship that has lost all of its movement factors may not make a torpedo attack.

7.73 Reloads. A ship may only make one torpedo attack during the game unless it rearms (12.7). Once it has used its torpedo factors, mark this on the hit record sheet. A ship with more than one torpedo factor may not "save" some for later use.

7.74 Destroyed Torpedoes. A ship may not make a torpedo attack if its torpedo mount has been destroyed, even if it has more than one torpedo factor.

8.0 Damage

The Ship Data Sheet contains boxes for each area of the ship that may be damaged by enemy fire. As they are damaged the boxes are marked off from left to right. Once all boxes in a section are marked off, that section is destroyed and further hits there are usually recorded as hull hits. Once all hull boxes are marked off the ship is sunk.

8.1 Armor.

Areas of a ship's record on the Ship Data Sheet that are shaded are protected by armor. There are two types of armor: heavy (boxes shaded gray)

Type and ID		Gunnery Strengths				Fuel Capacity (Coal)			
Ship	Name & VP	Primaries	Secondaries	Tertiaries	Torp.	Move	Hull	Fuel	
BB01	Franz Josef 83	□□□□ □□□□	□□□□	□□	2	1	□□□□□□ □□□□□□	○○○○ ○○○○	

Sample Record from Ship Data Sheet

and light (diagonal stripes in the boxes). Boxes with no shading or stripes are not protected by armor.

8.2 Penetration.

Hits obtained by torpedoes or primary gunnery will damage (penetrate) any type of armor. Hits obtained by secondary gunfire penetrate light, but not heavy, armor. Hits obtained by tertiary gunfire only affect areas protected by no armor. If secondary or tertiary gunfire obtains a hit on an armored portion of an enemy ship that it cannot penetrate, the hit is ignored.

Example: Hamidieh fires her secondary factor at *Tri Svititelia*, rolling a "6" and scoring one hit. The Central Powers player then rolls two dice for a "5." Consulting the Gunnery Damage Table, the players find that this results in a hull hit. Since heavy armor protects *Tri Svititelia*'s hull, the shot bounces off the ancient tub's tough hide and the result is ignored.

8.3 Excess Damage.

Primary hits on an area with light or no armor may result in extra damage. Roll one additional die for each hit (not for each box destroyed). On a result of 4 through 6, another of the same type hit is recorded. Excess Damage does not apply when rolling on the Critical Damage Table (8.7). If Plunging Fire (8.8) occurs, do not check for Excess Damage. Excess Damage must be applied to the same ship; it cannot damage another ship of a multiple-ship counter (9.0).

8.4 Torpedo Mounts.

Hull-mounted torpedoes (shown within a box on the Ship Data Sheets) carry the same armor protection as the ship's hull. Deck-mounted tor-

pedoes (those with no box around them) have no armor protection. Note that hull-mounted torpedoes are not as accurate in combat (7.71) as those in deck mounts.

8.5 Dead in the Water.

If a ship loses all of its movement factors it may not move unless towed (11.2). A player may choose to voluntarily sink (scuttle) any of his ships at any time. On the Tactical Map a towed ship (and the ship towing it) may only move on the player's final movement step (#17 or 18) of each round (though the towing ship may break the tow).

8.51 Speed Loss. A ship with more than one-half her hull boxes crossed off is reduced one speed level (2+ to 2, 2 to 1, 1 to 1 slow). Ships that suffer a "lose one speed level" or "lose one movement" damage result are reduced one speed level. Ships with a speed of "1 slow" that are reduced one speed level are left dead in the water and may not move unless towed (11.2).

8.52 Foundering. A ship with more than 75% of her hull boxes crossed off is in danger of foundering. At the conclusion of each Move Fleets phase, roll one die for each such ship. On a result of 6 the ship suffers an additional hull hit. Add one to the die roll if the ship moved two sea zones in the last Move Fleets phase, and the following modifiers for the current weather condition: +1 if Squall, +2 if Storm, +3 if Gale. Add one to the result if the ship has a Low-Freeboard indicator (box half full of water on counter).

8.6 Referred Pain.

If a ship that started the game with

no primary armament receives a primary hit, the hit is recorded as a secondary hit. If a ship started the game with no secondary armament, a hit there is recorded as a tertiary hit (thus, a primary hit on a ship with only tertiary armament is recorded as a tertiary hit). If all of a ship's primary armament is destroyed, however, a hit there becomes a hull hit, not a secondary hit. Additional secondary hits become hull hits after all secondary armament is destroyed (provided that the gun type can penetrate the target ship's hull armor), but additional tertiary hits are ignored after all tertiary armament is destroyed.

8.61 If a ship started the game with primary or secondary armament, but no tertiary armament, any tertiary hits are ignored. If a ship with no guns at all receives a tertiary hit, the hit becomes a hull hit. All other armament hits to a ship with no guns are ignored.

8.62 If a ship with no torpedoes receives a torpedo mount hit, the hit is ignored. One torpedo mount hit on a ship with torpedoes destroys all of its torpedo factors, even if the ship has more than one torpedo factor.

8.7 Critical Damage.

When a gunnery or torpedo hit results in a critical hit, roll two dice and consult the Critical Damage Table. Tertiary gunfire hits do not cause critical damage; ignore these results. Armor protects against critical damage unless the result specifies otherwise.

8.8 Plunging Fire.

If a hit scored by primary guns at three or four hexes leads to a result of 10 on

the Gunnery Damage Table, a second hull box is destroyed. No additional damage is caused by such hits to ships with their hull boxes enclosed by a box on the Ship Data Sheet. Plunging fire damage must be applied to one ship; it cannot damage another ship of a multiple-ship counter (9.0).

Note: Warships of this era had thickly protected sides but thin deck armor, as few guns had the range to send their shells “plunging” onto an enemy’s deck. In the years just before the First World War longer-range weapons became common, with Russian shipbuilders (using experience gained in their war against the Japanese) the first to recognize and correct the problem, followed later by the British and Americans. Most warships were more vulnerable at longer ranges.

9.0 Multiple-Ship Counters

Some counters represent several small ships of the same class. Warship counters have several silhouettes. Transport counters have a single silhouette.

9.1 Ship Assignments.

The scenario instructions list the number of ships of each class available. Any number of counters of the appropriate class may be used to represent them, up to the number provided in the counter mix. The owning player decides at the start of the scenario how many ships each counter will represent. One multiple-ship counter may represent up to three warships or four merchant ships. Each multiple-ship counter’s space on the Ship Data Sheet shows three warships or four merchant ships. Cross out unused hit records to show how many ships the counter represents. Once a ship is assigned to a counter its assignment may not be changed.

9.2 Lone Ships.

If a multiple-ship counter represents only one ship, it is treated like any other ship counter.

9.3 Combat.

In combat each multiple-ship counter is treated as a single ship for placement and must move as one ship. When a multiple-ship counter

is within sighting range of an enemy ship on the tactical map or when the fleet is attacked by an airship, aircraft or submarine, the opponent is told how many ships the multiple-ship counter represents. Its ships may fire at separate targets if the owning player wishes. A multiple-ship counter is treated as a single target. If hit by enemy fire or torpedoes the owning player distributes hits among the counter’s ships in any way he or she sees fit.

Example: The Allied player attacks the Austrian cruiser *Saida* with all 3 ships of a *Beagle*-class destroyer counter. He therefore has 3 tertiary gunnery factors (1 for each destroyer) and 3 torpedo factors (1 for each destroyer).

9.4 Speed.

All ships in a multiple-ship counter move at the speed of the slowest ship represented by the counter. Thus if one ship is struck dead in the water, no ship in the counter may move unless the stricken ship is sunk or towed. Players may voluntarily sink (scuttle) such a ship at any time. Ships may be towed (11.2) by ships from their own multiple-ship counter or by another of the owning player’s ships.

9.5 Fuel.

Multiple-ship counters are treated as one ship for purposes of fuel consumption (12.1) and refueling (12.3). Note that a multiple-ship counter only has one set of fuel boxes on the Ship Data Sheet for the counter, not one for each ship.

10.0 Merchant Shipping

Some scenarios direct one or both players to attack enemy merchant shipping. There are two kinds of merchant ships, those represented by the generic transport counters provided in the game (usually large troop transports) and those located through the Merchant Location Table (usually sailing ships or small tramp steamers).

10.1 Transport Counters.

Transports (all are multiple-ship counters, labeled “merchant” in some

series games) are treated like any other ship in the game, and may be located and attacked. Their sinking or safe arrival is usually worth a large number of victory points. Transports have one or two hull boxes each, are never armored and are never armed.

10.2 Merchant Location Table.

Only fleets on a raid mission may use this table (abbreviated MLT). Write “Search 1” or “Search 2” on the Log Sheet when writing orders, depending on how many movement factors are expended in the sea zone.

10.21 Search Speed. Ships with a speed of 1 must be present in the sea zone they wish to search at the start of the turn and may not exit the sea zone. Those with a speed of 2 may move one sea zone and search either the zone they leave or the zone they enter (not both) using the “1” column on the MLT, or may remain in place and use the “2” column.

10.22 Sea Routes. Major and minor sea routes, representing important shipping channels, are marked on the operational map. Sea zones crossed by a major sea route have a merchant density number of four, those adjacent to a major sea route have a merchant density number of two. Sea zones crossed by a minor sea route have a merchant density number of three, those adjacent to a minor sea route have a merchant density number of one.

10.23 Procedure. Players may roll the die once on the MLT for each of their warships (any ship with a gunnery or torpedo factor) assigned a raid mission which are located in a sea zone with an enemy merchant density number. Add one to the die roll during a night turn.

10.24 Results. Match the result to the appropriate column on the MLT. The result is the number of merchant ships, each worth 1/2 a victory point, destroyed. If any merchant ships are destroyed, the player must place the raiding fleet’s counter on the operational map and reveal to his or her opponent the number of merchant ships destroyed and their location, but

he or she is not required to reveal the identity of the ship which sank them.

Merchant Location Table

Die	Density			
	1	2	3	4
1	-/1	1/1	1/2	2/2
2	-/-	-/1	-/1	1/2
3	-/-	-/-	-/1	1/1
4	-/-	-/-	-/-	-/1
5	-/-	-/-	-/-	-/1
6	-/-	-/-	-/-	-/-

Result: The number of ships located with 1 movement/ 2 movement points expended in the sea zone.

11.0 Special Rules

11.1 Shore Bombardment.

Some scenarios require one or both players to bombard certain enemy coastal zones. To bombard a coastal zone, the ships performing the mission must remain there for one full turn without combat or movement (write "shell" on the log sheet). The bombarding player must announce which zone is under attack and the number (but not identity or type) of ships taking part.

A fleet that attempts to bombard is not permitted to bombard if a bombarding ship moves, fires or suffers damage during tactical combat (11.1).

11.2 Towing and Repair.

11.21 Towing. A ship dead in the water through battle damage (losing its movement factors) or by running out of fuel may be towed by another friendly ship. Capital ships may tow anything. Light ships may only tow other light ships. Non-warships may only tow other non-warships.

11.22 Speed. The damaged ship and the towing ship move at a rate of one sea zone every third turn. If contact is made with enemy forces and battle resumes, neither ship may fire during the first combat segment one of the ships could normally fire.

11.23 Combat. A ship under tow may move on the player's final move-

ment step (#17 or 18) of each round (though the towing ship may break the tow). The ship towing it must occupy the same hex.

11.24 Multiple-Ship Counters. If any of the ships represented by a multiple-ship counter is left dead in the water the others may tow it, moving one sea zone every third turn. A ship represented by a multiple-ship counter may be towed by another ship, but all ships represented by the counter suffer the same movement and combat penalties.

11.25 Organization. A ship under tow and the ship towing it may be formed into a new fleet if a fleet counter is available. This fleet must be given an abort mission. The fleets do not suffer the normal speed reduction for creating a new fleet (5.25).

11.26 Breaking a Tow. During any movement step in the Tactical Sequence, a ship may stop towing another ship if the towing ship would otherwise be allowed to move. The ship being towed still may not move, but the towing ship is no longer restricted (and is no longer tied to the towed ship).

11.27 Emergency Repairs. A player may attempt to restore movement to a ship struck dead in the water through battle damage (not by running out of fuel). At the end of each tactical impulse sequence, and once each turn for ships in fleets with abort missions which were not involved in battle, the owning player rolls one die for each ship unable to move. On a result of 1 the ship may now move at speed "1 Slow." On a result of 5 or 6 the damage is so great that repair is not possible and no further attempts may be made. A damaged ship still capable of movement may not be repaired (repair cannot yield a speed faster than 1 Slow speed).

11.3 Ports.

Ships that are in or that enter a sea zone containing a friendly port may enter the port.

11.31 Port Battle. A ship in a minor port may be attacked by enemy ships. There is no contact die roll if the

player whose ships are attacking the port wishes a battle. The player with ships in port never has the tactical initiative (7.21) and may not move his ships during combat resolution. They suffer the target modifier for being dead-in-the-water. The attacking ships may not enter the hex occupied by the ships in port or any hex adjacent to them. Torpedo attacks (7.7) may not be made against ships in a port.

11.32 Port Entry. Ships in a port may re-enter sea zones during a later turn. The first sea zone they enter must be the one containing the port.

11.33 Major Bases. Major ports have certain defensive abilities due to coastal artillery, minefields and light forces not represented in the game. Submarines (15.0) and MTBs (18.0) may not be placed in a sea zone containing an enemy major base. Fleets may not enter a sea zone containing a major base they are not allowed to use (enemy or neutral).

11.4 Night.

Night turns are indicated by shaded spaces on the Log Sheet. Sighting range (7.37) is reduced at night, contact between enemy fleets is less likely and it is more difficult to land aircraft (14.52). Some turns are twilight turns (turns 4, 10, 16, 22, etc.). These turns are treated as night turns for scenarios taking place in November, December, January and February (or those noted simply as "Winter") and as day turns in all other scenarios.

11.5 Unloading.

Some scenarios require merchant ships and warships acting as transports to load or unload cargo. All transports and warships acting as transports begin a scenario already loaded unless the instructions specify otherwise. Unloading or loading cargo takes three consecutive turns (write "load" or "unload" on the log sheet). A ship may not move or engage in any form of combat (including shore bombardment) during a turn in which it unloads. If it leaves the sea zone where it is unloading, or if it moves, fires or is sunk during tactical combat,

the unloading is canceled and may not be resumed. Any victory points for unloading are lost.

11.6 National Cooperation.

When rolling the die to determine tactical initiative, subtract 1 from the result for each nationality beyond one present in the Allied fleet. Add 1 to the result for each nationality beyond 1 present in the Central Powers fleet. German ships may be treated as ships of any nationality. Canadian and Australian ships are treated as British ships.

Example: The Allied player enters combat with a fleet including French, British, Italian and Russian ships and rolls a 6. He subtracts three from the result, which would give the tactical initiative to the Central Powers player unless other modifiers (leaders or Central Powers nationalities) applied.

11.7 Weather.

The scenario instructions indicate the starting weather condition for each scenario.

11.71 Weather Determination. During the weather phase, the Central Powers player rolls one die to see if the weather condition changes. On a result of 6, the weather condition is increased by one level (for example, from level 1, which is Clear, to level 2, which is Mist). On a result of 1, the weather condition is decreased by one level. In scenarios taking place in November through March, the weather condition is increased on a result of 5 or 6. Also see rule 11.74.

11.72 Weather Zones. Some games in the series may direct players to make separate die rolls for weather conditions in different parts of the operational map.

11.73 Conditions and Effects.

6. Gale.

- Any aircraft or airship on the map is destroyed.
- Each player rolls two dice for each of his AYS, DDs and TBs at sea; on a result of 12 the ship is sunk.
- Surviving DDs and TBs have their speed reduced to 1.

- Ships may not fire their secondary or tertiary guns.

- Ships with the Low-Freeboard indicator (box half full of water on counter) may not fire any of their guns.

- No torpedo attacks, including those made by submarines, may be made.

- Aircraft (14.0) may not take off, land or spot enemy fleets.

- Visibility on the tactical map is limited to one hex.

- Subtract two from the die roll for all contact attempts (5.4).

- Add three to the foundering die roll (8.52).

5. Storm.

- Aircraft and airships may not attack.

- Airships may not spot enemy fleets (17.3) or assist in making contact (5.4).

- Subtract three from aircraft takeoff and landing die rolls (14.0).

- Airships, destroyers and torpedo boats have their speed reduced to 1.

- Ships may not fire their secondary or tertiary guns.

- Ships with the Low-Freeboard indicator (box half full of water on counter) may not fire any of their guns.

- No torpedo attacks, including those made by submarines, may be made.

- Visibility on the tactical map is limited to two hexes.

- Add two to the foundering die roll (8.52).

- Subtract one from the die roll for all contact attempts (5.4).

4. Squall.

- Aircraft and airships may not attack.

- Aircraft and airships may not spot enemy fleets (17.3) or assist in making contact (5.4).

- Subtract two from aircraft takeoff and landing die rolls (14.0).

- Airships, destroyers and torpedo boats have their speed reduced to 1.

- Ships may not fire their secondary or tertiary guns.

- Ships with the Low-Freeboard indicator (box half full of water on counter) may not fire any of their guns.

- No torpedo attacks, including those made by submarines, may be made.

- Visibility on the tactical map is limited to two hexes.

- Add one to the foundering die roll (8.52).

- Subtract one from the die roll for all contact attempts (5.4).

3. Fog.

- Airships may not attack and may only spot enemy ships in the same sea zone.

- Subtract one from aircraft takeoff and landing die rolls (14.0).

- Visibility on the tactical map is limited to two hexes.

- Subtract one from the die roll for all contact attempts (5.4).

2. Mist.

- Daylight visibility on the tactical map is limited to three hexes.

1. Clear.

- No effect.

11.74 Regional Variations. In scenarios taking place on the Mediterranean map, the weather condition is decreased by one level on a result of 1, 2 or 3. If a 6 is rolled, roll the die a second time. The weather condition is increased by one level only if this second result is a 4 through 6.

In scenarios taking place on any Pacific Ocean map, the weather condition is decreased by one level on a result of 1 or 2. If a 6 is rolled, roll the die a second time. The weather condition is increased by one level only if this second result is a 3 through 5; increase by two levels if the result is a 6.

There is no additional modification for scenarios on Pacific Ocean maps taking place in November through March.

Advanced Rules

12.0 Fuel and Endurance

Each ship has a fuel capacity noted on the Ship Data Sheet. During the Orders

Phase, each player must check his or her ships' fuel consumption.

12.1 Consumption.

Fuel status is updated on the Ship Record Sheet for each individual ship. Check off 1 fuel box for every 12 sea zones a ship enters. If a ship enters 2 sea zones in one turn, count each as 3 zones (for a total of 6 for the turn). Note any remainder alongside the fleet's column on the Log Sheet; this is counted toward the next fuel box marked off.

Example: The Central Powers player sends the Austrian cruiser *Novara* on a raid into the Mediterranean Sea, the only ship in Fleet 1. For the first five turns the cruiser moves one sea zone each turn, but on the sixth through ninth the cruiser moves two. On turn seven the Central Powers player would mark off one fuel box for *Novara* and write "5" (the remainder, since $1 + 1 + 1 + 1 + 1 + 6 + 6 = 17$) alongside the Turn Seven line for TF 1. On turn nine he would mark off another fuel box for *Novara*, writing "5" ($5 + 12$) alongside the Turn Nine line for Fleet 1 as the remainder.

Players may find it easiest to merely keep track of fuel consumption for the ship in each fleet that has the fewest fuel boxes. Obviously, additional notes will be necessary if the fleet divides, combines or refuels some of its ships.

12.11 If a ship does not move while at sea, it expends fuel as though it entered one sea zone.

12.12 Ships do not expend fuel while refueling or while in port.

12.13 Ships with the Sail-Capable indicator (sail depiction on counter) may move one sea zone every other turn without expending fuel.

12.2 Running Out of Fuel.

Once all of a ship's fuel boxes have been crossed off, it is dead in the water. It may not move, but may be towed (11.2). A ship must have enough fuel to conduct its scheduled movement.

12.3 Refueling.

A player may restore one of a coal-burning ship's fuel boxes for every complete turn the ship spends in a friendly port (one the player's ships are allowed to use) or three of an oil-burning ship's fuel boxes. Note "Fuel" on the Log Sheet. Note that some scenarios restrict ports in which a ship may refuel. Any number of ships may refuel in the same port at the same time.

Example: *Novara*, with one fuel box remaining, enters Cattaro on Turn Ten. On Turn Eleven the Central Powers player erases the mark in one of *Novara*'s crossed-out fuel boxes. On Turn Twelve he erases another. On Turn 13 *Novara* leaves Cattaro with three fuel boxes available.

12.4 Combat Restrictions.

A ship may not move or engage in any form of combat (including bombardment) during the turn in which it refuels (including from a collier) or rearms. If attacked by enemy forces, it gains no fuel or torpedoes.

12.5 Colliers.

Coal-burning ships (white fuel circles on the Ship Data Sheet) may refuel from colliers. If a collier is available, a player may restore one of a ship's fuel boxes and mark off one of the collier's for every complete turn the ship spends in a coastal sea zone with the collier. Note "Coal" on the log sheet. Colliers may not enter any sea zone containing an enemy port.

12.51 Limitations. A collier may only refuel one ship at a time. Multiple colliers could each refuel one different ship in the same coastal zone at the same time. A ship may not refuel from more than one collier at the same time.

12.52 Re-Stocking. A collier may refuel in a friendly port like any other ship, at twice the usual rate (two boxes per turn).

12.53 Collier Counters. Use transport counters to represent colliers. The scenario instructions will direct whether the collier is "fast" (speed 1) or "slow" (speed 1 slow). Each counter represents one collier: it is not a multiple-ship counter.

12.54 American Efficiency. In scenarios taking place after 1920, ships may refuel from American colliers at three times the usual rate (three boxes per turn) and American colliers may refuel in a friendly port at six times the usual rate (six boxes per turn).

12.6 Oilers.

Oil-fired ships (gray fuel circles on the Ship Data Sheet) may refuel from oilers. If an oiler is available, a player may restore three of a ship's fuel boxes and mark off three of the oiler's for every complete turn the ship spends in a coastal sea zone with the oiler. Note "oil" on the log sheet. Oilers may not enter any sea zone containing an enemy port.

12.61 Limitations. An oiler may only refuel one ship at a time. Multiple oilers could each refuel one ship in the same coastal zone at the same time. A ship may not refuel from more than one oiler at the same time.

12.62 Re-Stocking. An oiler may refuel in a friendly port like any other ship, at twice the usual rate (six boxes per turn).

12.63 Oiler Counters. Use fast transport counters to represent oilers. Each counter represents one oiler: it is not a multiple-ship counter.

12.64 Oilers in Combat. When an oiler is hit by gunfire or torpedoes in combat, the owning player rolls one die. On a result of 6, the oiler explodes and sinks.

12.7 Re-Arming.

Ships that have used their torpedoes in combat (7.73) may restore their torpedo factor if they spend three turns in port.

13.0 Mine Warfare

Minefields may be placed along zone boundaries. Some are placed at the beginning of the scenario (see scenario instructions); others may be sown during the course of play.

13.1 Minefield Location.

Note minefields on the Log Sheet, writing down the two zones bordering the minefield. A player is not

required to inform his opponent of the location.

Example: The Central Powers player places a minefield northeast of Constantinople. On his log sheet under the "Minefields" column he writes "O 56/O 57."

13.2 Entering a Minefield.

When an enemy fleet marker crosses a mined sea zone boundary, the player who placed the mines informs his opponent. The player who moved the fleet stops moving it and for each ship in the fleet rolls two dice and consults the Minefield Table.

13.21 Procedure. Resolve each mine hit by rolling one die and consulting the Mine Damage Table.

13.22 Friendly Fire. Minefields do not affect fleets belonging to the player who placed them.

13.23 Mines in Combat. Ships which crossed a sea zone boundary as a result of leaving the tactical map (7.33) also must have possible mine hits resolved.

13.24 Aftermath. After the player moving his or her fleet has resolved possible mine hits for one-fourth of the ships in the fleet (round any fractions up), he or she may stop moving the fleet and re-plot its movement for this turn and the following turns (unless the fleet crossed the boundary when leaving the tactical map).

13.3 Laying Mines.

Ships capable of laying mines are noted in the scenario instructions. Note that a ship's minelaying capability may not be the same in every scenario.

13.31 Mission Statement. To place a minefield, a ship must be part of a fleet with a minelaying or a raid mission and must remain in a sea zone for four turns. Note "mine" on the log sheet for those turns. If the ship does not move, fire (including bombardment) or suffer damage during those turns, the player may note one of that sea zone's six boundaries as containing one minefield. The minefield does not become active (affect passing enemy ships) until the next turn.

13.32 Extent. All of a sea zone's

boundaries may be mined.

13.33 Extra Mines. Additional minefields may be placed along a boundary already containing a minefield.

13.34 Prohibitions. Minefields may be placed in any sea zone within two sea zones of a sea zone that contains land (not an island). Count the sea zone that the minefield occupies, but not the sea zone the land occupies to determine the distance. An island is land that is present in only one sea zone. All other land is coastal.

13.35 Activation. A player placing a minefield may delay its activation. Note the game-turn (any turn after that during which it was placed) on which it becomes active. An inactive minefield has no effect on enemy ships.

13.36 Infiltration. Minefields may be placed along the boundaries of a sea zone containing a major base.

13.4 Minelayers in Combat.

When a minelayer (or another ship acting as a minelayer) is hit by gunfire or torpedoes in combat, the owning player rolls one die. On a result of 6, the minelayer explodes and sinks.

13.41 Panic. A player may order a minelayer (or another ship acting as a minelayer) to jettison its mines; its fleet's mission must be changed to abort and it may lay no more minefields in the current scenario but is not subject to exploding if hit in combat (except through the usual damage results). A ship may not jettison mines during combat.

13.42 Definitions. A warship is only considered a minelayer for purposes of this rule if it is on a minelaying mission and the scenario instructions state that it is capable of laying mines. Minelayers (type ML) are always subject to this rule.

13.5 Auxiliary Minelayers.

Some scenarios direct that merchant ship counters be used to represent auxiliary minelayers. These may be used as multiple-ship counters to represent more than one minelayer. Auxiliary minelayers have all the characteristics of the merchant ship

counter used to represent them (and may explode in combat).

13.6 Sweeping Mines.

A minesweeper may be used to remove minefields. Only mine-sweepers and those ships noted in the scenario instructions as capable of sweeping mines may remove mines.

13.61 Mission Statement. To detect or attempt to remove a minefield, the minesweeper must be part of a fleet with a Mine Sweeping mission.

13.62 Detection. Before a minefield may be removed, it must first be detected (minefields placed by the same side are always detected; you do not have to detect a minefield to sweep your own mines). To detect an enemy minefield in a sea zone, the minesweeper must remain in the sea zone for an entire turn. Note "detect" on the log sheet for the turn. If the minesweeper does not move, fire (including bombardment) or suffer damage during that turn, the opposing player must indicate which borders of the sea zone contain minefields, and how many minefields are present.

13.63 Sweeping. After a minefield is detected, a minesweeper may attempt to sweep it. The minesweeper must remain in a sea zone bordering the minefield for two full turns. Note "sweep" on the log sheet for the turn. If the minesweeper does not move, fire (including bombardment) or suffer damage during those turns, the owning player rolls one die for each minesweeper attempting to sweep mines at the conclusion of the second turn. On a result of 1 the minesweeper is destroyed by exploding mines. On a result of 2 or 3, there is no effect. On a result of 4, 5 or 6 one minefield (sweeping player's choice) is removed.

14.0 Aircraft

Seaplane carriers (CVS) and aircraft carriers (CV) may launch their aircraft to scout enemy forces.

14.1 Launch.

14.11 Seaplane launches must be plotted on the log sheet (write "Launch" for the turn in which the seaplane is

to be launched).

14.12 Roll one die for each aircraft counter launched. On a roll of 1, the plane crashes on takeoff and is removed from play. Subtract two from the die roll if attempting to take off at night. Add one to the die roll when taking off from an aircraft carrier (CV).

14.13 If the launch is successful, place the seaplane counter in the sea zone containing the carrier.

14.14 A seaplane carrier may not move on the turn it launches its aircraft. An aircraft carrier may move and then launch aircraft in the same turn.

14.2 Flight.

Aircraft are moved after all fleet movement is complete and are not plotted, but moved as the owning player desires. On the turn following launch, the aircraft may be placed on a sea zone within four zones of the point where it was launched. On the following turn it may be moved one zone, or remain in place. This movement is not plotted on the log sheet.

14.3 Recon.

If an aircraft enters a sea zone containing an enemy fleet, the enemy player must reveal the number of ships included and how many are capital and how many are light ships. He may declare other classifications to be either capital or light ships as he wishes.

Example: A Russian seaplane enters a sea zone containing a Central Powers fleet of the *Goeben*, *Berk-i-Satvet* and *Peyk-i-Sevket*. The Central Powers player informs his opponent that the fleet contains one capital and two light ships.

14.4 Flight Paths.

An aircraft may enter zones containing only land (but may not leave the playing area).

14.5 Recovery.

On the third turn after launch, the aircraft must return to its carrier. The carrier must be within four zones of the aircraft (if not, the aircraft is lost). A carrier (either type) may not move on

the turn it recovers its aircraft.

14.51 Aircraft recovery must be plotted on the log sheet (write "Recover" on the log sheet for the turn in which the aircraft is to land).

14.52 The owning player rolls one die. On a roll of 1 or 2, the aircraft crashes on landing and is removed from play. Subtract 3 from the result if attempting to land at night.

14.53 The aircraft may be launched again four turns later.

14.6 Missions.

Carriers may only conduct air operations (launch and recover their aircraft) if their fleet has a raid, intercept or bombardment mission.

15.0 Submarines

Some scenarios include submarines.

15.1 Submarine Plotting.

Before play begins, the player notes the location of each of his or her submarines on the log sheet. Write the number of the sea zone the submarine occupies in the "patrol zone" column. A patrol zone may be selected anywhere except coastal zones within two zones of an enemy port. Once assigned to a patrol zone, the submarine may not move.

15.2 Submarine Contact.

If an enemy fleet moves into a submarine patrol zone, during daylight turns only, the submarine's owner may attempt to make contact. The owner rolls one die for each submarine present, and contact is made on a result of 5 or 6. The enemy player need only inform the submarine's owner of the number and classification (capital, light or other) of ships present, not their identity. The submarine's owner may elect to let the enemy fleet pass unmolested (and not disclose the submarine's presence).

15.3 Submarine Torpedoes.

Each submarine has one torpedo factor in a hull mount.

15.4 Submarine Attack.

Once contact is made, the submarine may launch a torpedo attack. Each submarine's attack is resolved separately if more than one is present.

If any destroyers (DD), torpedo boats (TB) or minesweepers (MS) are present, they may attack the submarine first - one die is rolled for every three DDs, TBs or MSs present. The submarine is destroyed before it can attack on a result of 5. On a result of 6 it is destroyed after the attack. There is no effect for any other result.

15.41 Target Selection. If the submarine is not destroyed before attacking, its owner now randomly draws one of the fleet's ship counters. He or she may choose the classification, but not the individual ship or type. For example, if a German submarine attacks a fleet of two dreadnoughts, two pre-dreadnoughts and two gunboats, the Central Powers player may choose to attack a capital ship, but would pick one of the four capital ship counters (two dreadnoughts and two pre-dreadnoughts) randomly.

15.42 Resolution. One die is rolled for each submarine. A hit is scored on a roll of 6 or more. Add one to the die roll if the target is a capital ship or an F-numbered merchant ship) or if the target has no movement factors. Damage is resolved on the Torpedo Damage Table.

15.5 Limitations.

Submarines may not attack one another.

15.6 Submarine Aces.

Some scenarios direct that certain submarines are captained by skilled, energetic commanders. Submarines with ace commanders make contact on a die roll of 4, 5 or 6 and add one to their torpedo attack die roll.

15.7 Sinking a Submarine.

Each enemy submarine is worth four victory points (see scenario book) if sunk.

16.0 Leaders

Some scenarios include energetic and capable fleet commanders of special ability.

16.1 Flagship.

If a leader is available, as directed by the scenario instructions, write his name on the fleet status sheet next to one of his side's ships. This is his flag-

ship. The leader may not change ships during the course of the game, and if his flagship is sunk he is removed from play as well (even a surviving admiral is considered ineffective, due to casualties among his staff, loss of communications equipment and general confusion).

16.2 Effects.

When determining contact, either player may declare the presence of a leader and add 1 to the die roll (5.44). When determining tactical initiative, subtract 1 from the die roll if a Central Powers leader is present and add 1 to the result if an Allied leader is present (7.1). Otherwise, a leader has no direct effect in combat.

17.0 Airships

Some scenarios make airships available to either or both players. At the start of the scenario, place all airships of that nationality in an opaque container. The owning player then randomly draws the number of airship counters specified and places them as the scenario instructions direct.

17.1 Movement.

An airship may move a number of zones per turn as indicated on its counter. Its movement is plotted as for a fleet with an intercept mission.

17.2 Flight Paths.

An airship may enter any zones, even those containing only land.

17.3 Recon.

If an airship enters a sea zone containing or adjacent to an enemy fleet, the enemy player must reveal the number of ships included and how many are capital and how many are light ships. He may declare other classifications to be either capital or light ships as he wishes.

17.4 Endurance.

An airship must return to its base (noted in the scenario instructions) within 60 turns or it is lost. Airships may not refuel within the scope of the game.

18.0 Motor Torpedo Boats

Some scenarios include motor torpedo boats (MTBs).

18.1 Patrol Zones.

Before play begins, the player notes the location of each of his MTBs using his Log Sheet. Simply write the boat's name in the "submarine" column and the zone number in the "patrol zone" column. A patrol zone may be selected in any coastal zone within six sea zones of a friendly port. Once assigned to a patrol zone, the MTB may not move.

18.2 Contact.

If an enemy fleet moves into an MTB patrol zone, the boat's owner rolls one die for each MTB present, making contact on a result of 3 through 6. If contact is made, the enemy player must reveal the identity of all ships present.

18.3 MTB Torpedoes.

Each MTB has two torpedo factors in a deck mount.

18.4 MTB Attack.

Once contact is made, the boat's owner selects a target ship for each MTB boat present and rolls one die for each boat to see if he has surprised the enemy. On a result of 4, 5 or 6 the boat has surprised the enemy and may make a torpedo attack on the target ship. On a result of 2 or 3 the target ship may fire all of its guns at the MTB boat, which is destroyed by any hit. On a result of 1 every enemy ship in the fleet may fire at the MTB.

All of a ship's guns may fire at an MTB, but hit on a roll of 6 (add one to the result for ships with names italicized on the Data Sheet). If the MTB boat survives the enemy fire, it may make a torpedo attack on the target ship.

18.5 Italian Valor.

Add one to the die roll for torpedo attacks made by Italian MTBs.

Example: Two Italian MTBs make contact with the Austrian battleships *Tegetthoff* and *Szent Istvan*. Each MTB targets one battleship. The Allied player rolls a 3 for first MTB, allowing the *Tegetthoff* to fire first. The Central Powers player rolls 12 dice (for the *Tegetthoff's* 8-3-1 gunnery) rolling six 6s, two 5s, three 4s and one 1. The MTB is hit six times and

vaporized. The Allied player rolls a 6 for the next MTB, surprising the *Szent Istvan*. The Allied player now rolls two dice for his torpedo attack, with a result of 5 and 4, both of which hit the *Szent Istvan* since it is a large target and the torpedoes were fired by an Italian MTB. Each results in critical damage, totaling 11 hull hits and sinking the dreadnought.

18.6 Restrictions.

MTBs may not attack or be attacked by submarines and may not use the Merchant Location Table. They may attack transports.

19.0 Optional Rules

19.1 Tactical Set Up.

The initiative player may always set up his or her ships at a distance from the non-initiative player's ships equal to the current maximum sighting range. They still must be deployed to reflect their entry into the tactical map from the appropriate sea zone.

19.2 Secondary Penetration.

When a secondary gun registers a hit on an area of the target ship protected by heavy armor, there is a chance the hit may penetrate (and cause damage). The firing player rolls one die a second time to see if damage is inflicted.

- A secondary hit inflicted on heavy armor at a range of one or less hexes will penetrate and cause damage on a result of 4-6.

- A tertiary hit inflicted on light armor at a range of zero hexes (firing from the same hex as the target) will penetrate and cause damage on a result of 4-6.

19.3 Separation.

During the orders phase, a player may divide the ships of a multiple-ship counter if another counter of the same type is available.

Example: One ship of a Russian *Bespokoyny*-class destroyer counter is damaged and its speed drops to 1. The counter represents three ships, two of them undamaged. The Russian player puts another *Bespokoyny*-class counter in play, assigning the damaged ship to it.

Critical Damage Table

(hits by secondary gunfire only penetrate heavy armor on a roll of 8)

<i>dice roll</i>	<i>hit type</i>
2	6 Hull, 3 Primary, lose one movement†
3	3 Primary
4	Leader Killed
5	2 Primary
6	2 Hull
7	2 Secondary
8	2 Hull (secondary destroys one heavy armor hull box)
9	1 Primary
10	1 Hull, lose one movement
11	3 Hull
12	5 Hull, 5 Primary, lose all movement

† *British BC explodes and sinks in scenarios taking place before 1917.*

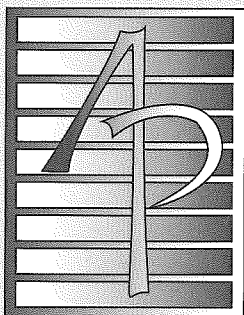
Torpedo Damage Table

<i>dice roll</i>	<i>hit type</i>
2	Critical Damage
3	2 Hull
4	No Damage
5-6	1 Hull
7	2 Hull
8	1 Hull
9	Primary
10	2 Hull, lose 1 movement
11	3 Hull, lose all movement
12	Critical Damage

Gunnery Damage Table

<i>dice roll</i>	<i>hit type</i>
2	Critical Damage
3	Torpedo Mount
4	Secondary
5	Hull
6	Secondary
7	Primary
8	Tertiary
9	Primary
10	Hull†
11	2 Hull, lose one movement
12	Critical Damage

† *If Plunging Fire (8.8) add second hull hit.*



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Second Edition Rules

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Minefield Damage

die roll

1-2
3
4
5
6

damage

1 hull
2 hull
3 hull, lose one movement
5 hull, lose all movement
ship sinks

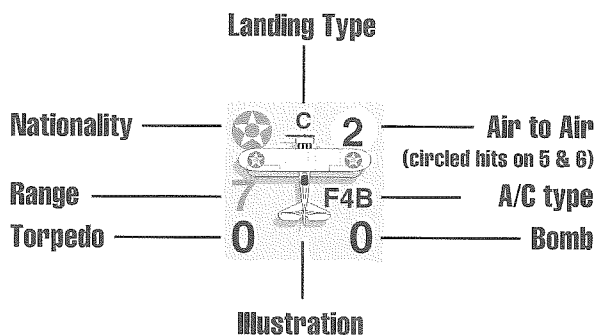
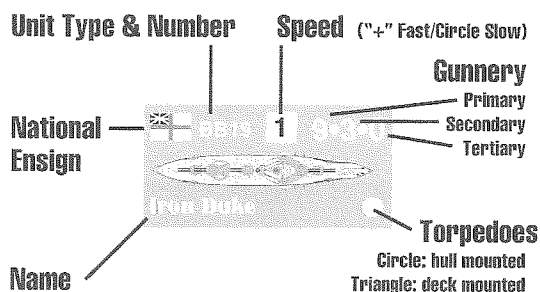
Minefield Table

Ship is damaged on result of 11+

Modifiers:

+1 for each additional minefield (maximum of +5)
+2 for ship moving speed class 2

Counter Key



Gunnery Die Roll Modifiers

- +1 firing into the same or an adjacent hex.
- +1 target is dead in the water
- +1 target is towing or being towed (11.2).
- +1 firing ship's name is italicized on the Data Sheet.

Torpedo Die Roll Modifiers

- +1 target is capital ship or F-numbered transport
- +1 target is dead in the water
- +1 target is towing or being towed (11.2)
- +1 target in same hex as firing ship
- -1 firing ship is capital ship
- -1 torpedo fired from hull mount

Avalanche Press, Ltd.

GREAT WAR AT SEA

U.S. NAVY PLAN GOLD

American Plans to Fight the French in the 1920s

Scenarios and Hit Records

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Introduction

During the early decades of the 20th century, American naval staff officers prepared a series of war plans for possible conflicts with other nations. Each potential foe received a color code: Orange for Japan, Red for Britain, Black for Germany, Silver for Italy and Gold for France, among many others.

Plan Orange received detailed attention, Plans Black and Red some details, and the others varying lesser degrees. Plan Gold, the war plan to fight France, consisted mostly of a study of invading Martinique using the Atlantic Fleet's Marines. France and the United States had traditionally warm ties, symbolized by the French gift of the Statue of Liberty in 1886. But as recent years have shown quite starkly, nations have no friends, only interests.

GREAT WAR AT SEA: U.S. NAVY PLAN GOLD is based on the American outline for a naval war with France in the Caribbean basin. What madness would incite conflict between the Western world's beacons of liberty is hard to fathom, but had it come to pass, this game shows what challenges the U.S. Navy (and others) believed it would face.

Game Rules

U.S. NAVY PLAN GOLD uses the GREAT WAR AT SEA system rules, except as noted below. The following sections replace, modify, or expand on those in the GREAT WAR AT SEA rulebook.

Components

U.S. NAVY PLAN GOLD includes this scenario book (which includes ship data sheets), one 36" x 24" operational map, one tactical map, 70 one-inch-long and 140 one-half-inch-square playing pieces, two fleet formation sheets and two aircraft carrier holding box cards. Avalanche Press, Ltd. grants game-owners permission to copy charts and tables as required to play the game.

Special Rules

Sequence of Play

Insert a new Air Operations Phase after the Move Fleets Phase. The sequence of play now proceeds as follows:

- Weather Phase (includes air mission plotting)
- Orders Phase
- Move Fleets Phase
- Air Operations Phase

During the Air Operations Phase, players conduct air searches (19.7) followed by any strike missions (19.8), in the following sequence:

- Check for Contact
- Tactical Phase
- Aircraft Return Phase

Aircraft Carrier Damage

If an aircraft carrier (CV or CVL) has lost more than 25% of its gunnery and hull boxes combined (for example, if French CV01 Bearn loses its secondary gunnery box plus two hull boxes) OR is dead in the water, OR is under tow, its aircraft may not take off (they may land). If aircraft are aboard an aircraft carrier at the time it suffers damage, the owning player rolls one die. On a result of 5 or 6 one air unit step is eliminated (owning player's choice). Aircraft unable to take off from a damaged CV are removed when the ship enters a friendly port. The owning player places them as described in 20.15.

American Methods

Large American warships employed many more labor-saving devices than those of other navies (the U.S. Navy invented the

mechanical dough-mixer and potato-peeler, for example). This plus the American practice of heating living spaces required power even when in port. Therefore, American BBs and BCs expend fuel while in port (an exception to 12.12), but not while refueling.

However, the greater efficiencies gained plus cross-training and an emphasis on individual initiative had other benefits. Subtract one from the die-roll when an American BB or BC attempts emergency repairs (11.27). Also, the American player may restore two of a coal-burning ship's fuel boxes, and five of an oil-burning ship's fuel boxes, for every complete turn it spends in a friendly port (12.3).

Caribbean Weather

In scenarios taking place in winter and spring, the weather condition decreases by one level on a die-roll result of 1 or 2. If a 6 is rolled, roll the die a second time. On a result of 1 or 2 the weather condition does not change. On a 3 through 5 the weather condition increases by one level. On a 6 it increases by two levels.

In scenarios taking place in summer and fall, the weather condition decreases by one level on a die-roll result of 1. If a 6 is rolled, roll the die a second time. On 1 through 4 the weather condition increases by one level. On a 5 or 6 it increases by two levels.

Coastal Contact

Fleets in coastal or island zones within two zones of enemy-controlled ports (or French or Weimar fleets in any coastal zone of Florida) are automatically spotted by enemy forces, and the fleet's player must report the number of capital and light ships in the fleet, and whether there are any aircraft carriers or transports with the fleet. Fleets spotted by coastal contact may be hit by enemy airstrikes (20.6).

Combat Rounds

A "round of combat" (used to describe the length of some battle scenarios) is one completion of the tactical sequence (all 20 steps).

Crippled Ships

During tactical combat, a player may separate an individual ship counter from a group once the ship counter has lost at least half its largest type of guns or half its hull boxes, or if it has suffered a reduction in speed.

Days and Days

Many scenarios in PLAN GOLD are very long compared to other games in the series. Therefore, the game's special rules sometimes refer to a "day," a new concept not addressed in the series rules. A day in game terms constitutes six turns: three daylight, one twilight and two night turns. Thus a scenario's first "day" would be turns 1 through 6, the second day would be turns 7 through 12 and so on.

Fuel Use

Unlike other GREAT WAR AT SEA games, use of the Fuel and Endurance rules (12.0) is mandatory in U.S. NAVY PLAN GOLD. Scenarios and victory conditions are carefully balanced to take into account the relatively low fuel capacity of French ships.

Merchant Shipping Density Tables

Unlike other games in the GREAT WAR AT SEA series, U.S. NAVY PLAN GOLD has no Shipping Routes printed on the map. Instead, large areas of the map have different densities of American and French merchant shipping, per the tables below:

American Merchant Shipping Densities:

Florida coastal zones and Florida Keys zones: 4
All other zones from rows A through L numbered 25 or less: 3
At or within one zone of Q 27: 4
All zones from rows M through Z numbered 25 or less: 2
Within 10 zones of Colón (AM15): 4
All other zones from rows AA through AO numbered 30 or less: 3
All zones from rows AA through AK numbered 31 to 40: 2
All other zones: 1

French Merchant Shipping Densities:

Within 10 zones of Colón (AM15): 3
All other zones from rows AA through AO numbered 40 or less: 2
Within 10 zones of Fort de France (AB54): 3
All other zones: 1

Scenario special rules will specify which players may search for merchant shipping (10.2) and which merchant shipping density tables they use.

Neutral Ports

Unless scenario instructions state otherwise, Central Powers fleets may enter the following neutral ports at any time and attempt to refuel there:

Port au Prince (T31)
Kingston (V22)
Willemstad (AH38)
Cartagena (AL24)
Maracaibo (AJ32)
Caracas (AK41)

Roll one die each time a Central Powers fleet enters a neutral port. On a result of 1 or 2, no ship in the fleet may refuel at that port for the rest of the scenario. On a result of 3 or 4 all ships in the fleet may refuel there for up to 12 turns. On a result of 5 or 6 all ships in the fleet may refuel there for up to 18 turns. If Central Powers transports are plotted to unload at or near a port in an attempt to capture it, Central Powers ships may not refuel there until after it is captured and the Central Powers player has made a successful roll to capture the port's fuel stores (see 24.33).

Release (Leaving Port)

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).

Short-Range Primaries

The American armored cruiser Seattle (AC11) and the scout cruisers Syracuse (CS10) and Knoxville (CS11) have Primary guns that may fire at a maximum range of only two hexes.

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). See scenario special rules.

Supply Mission

French and Weimar colliers and oilers may undertake a new mission, "Supply." They do not use fleet markers unless they are part of a fleet that includes warships. If they are on their own, the owning player notes the location of his or her colliers and oilers on the map at the start of the game, and keeps them off the map just as with Raiding fleets that have been removed from the map

(5.2). The player plots their movements normally. If one or more colliers or oilers crosses paths with or ends up in the same zone as on-board enemy fleets, roll for contact normally and place the appropriate transport counter(s) on the operational map if contact is made. Also place the transport counters on the board if colliers or oilers are located by enemy submarine (23.3) or air search (20.52). If a collier or oiler survives any combat resulting from the contact, leave it on the map and move it as plotted. Remove it from the map at the beginning of the Move Fleets Phase of the second turn after it loses contact with all enemy forces (remove the transport counter from the board before it moves). The owning player always has the option to place Supply Mission ships on the board at any time if desired.

Very Large Guns

All American dreadnoughts (BB) carry larger than average guns. This allows them to fire their Primary gunnery factors at a range of up to four hexes on the tactical map. Primaries firing at a four-hex range fire at half-strength (round fractions up).

Victory Points

Victory Points (VPs) are awarded at the end of play for achieving objectives as noted in the scenario instructions and for sinking or damaging enemy ships. Each ship has a VP value shown on the ship data sheet, and that VP value is awarded to the opponent when the ship is sunk. Players receive additional VPs as follows:

- 2 VPs for each hull box crossed off an enemy aircraft carrier (CV or CVL), dreadnought (BB), or battlecruiser that is not sunk at the end of the game.
- 1 VP for each hull box crossed off any other enemy warship that is not sunk at the end of the game.
- 2 VPs for each enemy aircraft unit destroyed.
- 6 VPs for each enemy airship destroyed.

20.0 Air Operations

Aircraft counters in U.S. NAVY PLAN GOLD represent aircraft capable of attacking enemy aircraft, ships and ports. Each piece represents a group of 10 to 12 aircraft.

20.1 Aircraft Basing.

Combat Aircraft counters include designations of their base type, as follows:

C: Carrier
L: Land

20.11 Carrier aircraft may take off from and land on friendly aircraft carriers (CV or CVL) or ports. When landing at ports, treat carrier aircraft as if they were Land aircraft. They may still return to a friendly carrier if available and in range.

20.12 Land aircraft may only take off from and land at ports (not on carriers).

20.13 Each aircraft carrier has holding boxes on its carrier card, and aircraft based on a carrier are placed in its holding boxes when not flying missions. The boxes represent the maximum number of aircraft that may operate from the ship. Each box on a carrier may hold two steps of aircraft.

20.14 If a carrier is sunk, all aircraft in the carrier's holding boxes at the time it is sunk are destroyed.

20.15 If a carrier is sunk while its planes are flying a mission, the planes may do one of the following:

- If a friendly port is within range, they may land there. They may land on another friendly carrier later in the game if it is within range and has space available in its holding boxes.
- They may land on another carrier if it is within range and has

space available in its holding boxes.

20.16 Type-L aircraft may only land on or take off from a friendly port. Any number may operate from the same port.

20.17 Scenario set-up instructions indicate the number of steps (not aircraft pieces) of each type of aircraft available.

20.2 Combat Aircraft

Combat aircraft usually have values greater than zero in two or more of the following four factors (see the key on the back of the GREAT WAR AT SEA rulebook):

- **Air-to-Air:** The number of dice the aircraft rolls when attacking enemy aircraft. Every 6 rolled is a hit. Aircraft whose air-to-air factor is printed on a circle hit on every result of 5 or 6.
- **Range:** The number of zones that the aircraft may move per turn, or the maximum range from the aircraft's base at which it may search for enemy fleets (20.5) or perform combat air patrol (20.4).
- **Torpedo Factor:** The number of dice the aircraft rolls when attacking enemy ships with torpedoes. Every 6 rolled is a hit.
- **Bombing Factor:** The number of dice the aircraft rolls when attacking enemy ships or ports with bombs. Every 6 rolled when attacking ships is a hit. Aircraft whose bombing factor is printed on a circle hit ships on every result of 5 or 6. All aircraft performing ground attack hit on a 5 or 6.

20.3 Takeoff and Landing

Roll one die when an aircraft takes off or lands, applying the following modifiers to the result:

- Fog (3) weather: -1
- Squall (4) weather: -2
- Storm (5) weather: -3
- Night turn: -3 for landing (take-off is prohibited)

Aircraft taking off from or landing at an airbase are eliminated on a modified result of -1 or less. Aircraft taking off from or landing on a carrier are eliminated on a modified result of 0 or less.

Aircraft return is the very last action of each turn. All aircraft may fly again on the turn after they return to base.

20.4 Air Missions

Combat aircraft missions must be plotted in advance. Plotting of CAP and Search missions is performed in the Weather Phase of the first daylight turn of each day. Aircraft are committed to the mission for the entire day, landing at the end of the last daylight turn. Aircraft on Search missions roll each turn to find enemy fleets. Players plot strike missions immediately after locating enemy fleets by air search.

Plot air missions in secret on a spare sheet of paper. Aircraft may be assigned any mission unless they're incapable of performing it (for example, planes without torpedo or bombing factors cannot perform a Strike mission). The missions are as follows:

- **Search:** In the Weather Phase of the first daylight turn of each game day (after the weather roll has been made), players designate which of their aircraft will fly Search missions that day. Place carrier-based Search aircraft on their carrier counter. Place land-based search aircraft on the map at their base port, and indicate that they're assigned to a Search mission. Search aircraft are committed to the Search mission for the entire day, landing at the end of the last daylight turn. Aircraft on Search missions roll each turn during the Air Operations Phase to find enemy fleets (20.5).
- **Strike:** If friendly Search aircraft locate enemy fleets, or if enemy fleets are located by coastal contact, the friendly player may plot Strike missions for his or her aircraft that are not currently on Search or CAP missions (20.6). Strike aircraft may only be com-

mitted to attack enemy fleets that have been spotted in the current turn (depending on the airstrike die-roll, they may actually hit it on the next turn, 20.61). Strike missions are plotted during the Air Operations Phase after all air searches are complete. Strike aircraft may move a number of zones equal to their range on the turn they take off. On the next turn they must return to the base from which they came, or any other friendly base in range at which they are eligible to land (L aircraft can't land on a carrier).

- **Combat Air Patrol (CAP):** In the Weather Phase of the first daylight turn of each game day (after the weather roll has been made), players designate which of their aircraft will fly CAP missions that day. They are committed to the CAP mission for the entire day, landing at the end of the last daylight turn. CAP aircraft protect friendly fleets and ports from enemy airstrikes (21.1). The owning player selects one friendly fleet or port for each CAP aircraft unit to protect (it doesn't have to be the fleet containing the CAP aircraft's carrier). It may only protect that one fleet or port during the current game day. Only a fleet or port that is no farther away from the CAP aircraft's base than the CAP aircraft's range may be protected by it. Place the CAP aircraft counter in the fleet box of the fleet it wishes to protect, or on the map at the port. If the fleet moves outside the CAP aircraft's range, remove the CAP aircraft counter from the fleet box and place it back at its base. The CAP aircraft may not fly again that day.

20.5 Air Search

Search is conducted during the Check for Contact step of the Air Operations Phase.

20.51 Players resolve search attempts on the Air Search Table (see back of this scenario book). Select a port where friendly Search aircraft are based, and check to see if any enemy fleets are within the range of aircraft searching out of the port. For each such fleet, total the number of steps of search aircraft at the selected port that have the range to reach the fleet, and find that number in the "Aircraft Steps" column on the Air Search Table. Check the number in the same row in the "Roll to Locate" column, and roll one die. If the number rolled is equal to or greater than the "Roll to Locate" number, the searching aircraft spot the enemy fleet. Repeat this procedure for each enemy fleet within range of each friendly port where search aircraft are based.

If the fleet is spotted by air search, the player owning the fleet reports the number of capital and light ships in the fleet, and whether any aircraft carriers or transports are with the fleet.

Example: Three steps of D.27 aircraft and two steps of GL.22 aircraft are searching out of Fort de France in clear weather. One American fleet is six zones away from Fort de France and another is eight zones away. The French player rolls one die for each fleet and consults the Air Search Table. He rolls a 4 for the fleet that's 6 zones away, and since five French air steps have the range to reach it, he spots the fleet. He rolls a 3 for the fleet that is eight zones away, and since only two air steps (the GL.22s) have the range to reach it, he does not spot the fleet.

20.52 The searching player may also attempt to locate enemy fleets with Raid or Supply missions that are not on the operational map (5.2). The searching player selects a friendly port and tells the enemy player how many aircraft steps are searching out of that port and their range. He then rolls one die, and the enemy player consults the Air Search Table and places his Raid fleet or colliers/oilers on Supply missions on the map if the search is successful. If the ships spotted are a Raid fleet, he tells the searching player how many capital and light ships are in the fleet and whether any aircraft carriers and/or transports are with it.

20.53 If more than one enemy fleet occupies the same sea zone, the searching player resolves air searches separately for each fleet.

20.54 If an enemy fleet is spotted by air search this turn, add two to the die-roll for friendly fleets attempting to contact it on the surface next turn (5.4).

20.6 Airstrike

Strike missions can be influenced by range-to-target and other factors.

20.61 The owning player rolls one die when he launches a strike. On a result greater than the range between the aircraft's base and the target fleet the strike hits the fleet this turn and returns to base on the subsequent turn. On any other result the strike both hits the fleet and returns to base on the next turn, and if the target fleet moves beyond the range of the strike aircraft next turn, then they return to base without striking the fleet. A strike may not hit a fleet during a night turn; if the roll indicates a strike will hit a fleet on a night turn, the strike aircraft return to base without striking the fleet.

20.62 When the strike aircraft arrive at the sea zone containing the fleet they are plotted to strike, the aircraft-owning player rolls one die. If the result is 1 through 5, the strike attacks the fleet. On a result of 6, the strike does not find the fleet and returns on the next turn without attacking. Add one to the die-roll if the current weather condition is Fog.

20.63 Strikes from separate airbases or fleets arrive individually and are engaged one at a time by any defending CAP and anti-aircraft fire (21.31). If CAP aircraft are present over the fleet, proceed to the air-to-air step (21.1). If no CAP aircraft are present the strike aircraft proceed directly to attacks against enemy ships (21.3).

21.0 Air Combat

21.1 Air-to-Air Combat

Combat between opposing aircraft occurs when Strike mission aircraft attack a fleet or port protected by CAP mission aircraft. The Strike mission player can either keep all his or her aircraft together in a unified attack force, or divide them into an attack force and an escorting force. The players then conduct air-to-air combat as follows:

1. Resolve combat between the escorting and CAP forces. The CAP player first announces which of his or her aircraft will attack which enemy aircraft. Each aircraft unit may attack only one enemy aircraft unit. One CAP aircraft unit must be allocated to attack each escort aircraft unit before a second CAP aircraft may be assigned to attack an escort, two CAP must attack each escort aircraft before three can attack one, etc.

2. Once the CAP player has chosen targets, he or she rolls one die for each air-to-air factor. Each result of 6 (5 or 6 for aircraft with air-to-air factors printed on a circle) scores one hit on an escort aircraft unit.

3. The strike player now allocates his or her escorting aircraft to attack CAP aircraft and rolls dice for the attacks, using the same procedure as above.

4. Each hit reduces the target aircraft unit by one step (see Aircraft Damage, 21.2). Since air combat results take effect simultaneously, a strike aircraft destroyed or reduced by CAP may still return fire at its original strength before being reduced or removed from play.

5. Once combat is resolved between CAP and escort aircraft, or if there is no escort, those CAP aircraft that were not hit by escort aircraft may attack the attack force using the same procedure, except that the attack force may not return fire.

6. Once the CAP aircraft have resolved their fire against the attack force, surviving attack force aircraft may attack enemy ships (21.3).

21.2 Aircraft Damage

Each hit on an aircraft piece reduces the unit by one step. Most but not all aircraft pieces have two steps. The front is the full-strength side, and an aircraft piece on its full-strength represents two steps of aircraft. The back is the reduced-strength side, and an aircraft piece on its reduced-strength side represents one step of aircraft. An aircraft piece with only one side represents one step of aircraft.

The first hit on a two-step aircraft unit causes it to flip to its reduced-strength side, and the second hit removes it from the map. The first hit to a one-step aircraft unit eliminates it.

21.3 Air-to-Ship Combat

After all air-to-air combat is complete, all ships in the fleet under attack are placed on the tactical map face-up. The strike player may choose to abort the strike and not attack the fleet after the ships are revealed.

21.31 Combat between the aircraft and ships is conducted as follows:

1. Each attack aircraft that did not function as an escort is placed on the ship it wishes to attack. There is no limit to how many aircraft may attack the same ship.

2. Each capital ship has an anti-aircraft (AA) factor of two. Each light ship has an AA factor of one. Total the AA factors of all the ships in the fleet that the airstrike player has targeted. If the number of targeted ships is less than eight, the fleet player may add the AA factors of additional ships until he has reached eight ships in total. He or she then divides the sum of all the selected ships' AA factors by three. The result (round any fraction up) is the number of AA shots the fleet gets against the attacking planes.

3. The fleet player allocates each AA shot against attacking aircraft units as he or she pleases, except that each aircraft must be fired on once before any may be fired on twice, etc. Once the fleet player has allocated AA, he or she rolls a number of dice against each attacking aircraft equal to the number of shots allocated against it. Every six rolled is a hit and eliminates one aircraft step from the targeted air unit.

4. Once damage from AA fire has been applied to attacking aircraft, the attacking player decides whether each surviving aircraft unit will attack with its torpedo or bomb factors (it can't attack with both). He or she then rolls one die for each attacking torpedo and bomb factor and adds any applicable die-roll modifiers from the list below. Every modified result of six or more is a hit on the targeted ship.

21.32 Die-Roll Modifiers

Apply the following modifiers to both bomb and torpedo attacks:

- +1 if target is a capital ship or fast transport
- +1 if target has a speed of 1 Slow
- +2 if target is dead in the water

21.4 Torpedo and Bomb Damage

Torpedo hits are resolved by rolling on the Torpedo Damage Table (as with ship-launched torpedoes). Bomb hits are resolved by rolling on the Gunnery Damage Table.

21.41 Bomb hits are considered Primary gunnery hits (they penetrate all armor except as noted below).

21.42 Bomb hits receive no bonus for plunging fire, and do not penetrate hull armor that is immune to plunging fire (8.8).

21.43 A bomb hit on light or no armor may cause excess damage (8.3).

21.5 Ground Attack

Aircraft and airships may attack enemy ports where aircraft are based. A port under air attack may take three AA shots at EACH attacking aircraft and airship. Attacking aircraft may only use bomb factors to attack a port. After applying any damage to the attacking aircraft from any defending AA or CAP aircraft, the attacking player rolls one die for each bomb factor on the surviving attack aircraft. Every result of 5 or 6 is a hit. Each hit destroys one step of enemy aircraft based at that port.

21.6 Shelling Airfields

Ports in coastal or island zones may be bombarded by warships. Roll one die for each Primary factor bombarding. Every result of 6 is a hit and destroys one step of aircraft based at that port.

21.7 Restrictions

Only aircraft actually on the ground at a port may be destroyed by ground attack or bombardment, not those out on Search, CAP or Strike missions at the time.

22.0 Airships

Airships are treated as combat aircraft, but are not assigned to air missions. Airships are placed on the operational map and do not require fleet markers.

22.1 Airship Damage

Airships are two-step units. Two hits are necessary to destroy an airship. A destroyed airship is worth six victory points to the destroying player.

22.2 Spotting an Airship

Airships may be spotted by enemy aircraft just like a fleet. They are also automatically spotted by enemy ships that end their movement in the same zone as the airship. Ships may not fire on an enemy airship unless the airship attacks them.

22.3 Attacking an Airship

Aircraft may attack enemy airships under two conditions:

- CAP aircraft may attack enemy airships that attack the fleet or port they protect.
- A Strike may be plotted against a spotted enemy airship just like an enemy fleet, but airships can only be attacked in air-to-air combat.

22.4 Airship Missions

22.41 Airships are always considered to be on an Intercept mission for plotting purposes (5.2), and they may attack enemy fleets. Resolve an attack by an airship against an enemy fleet as a Strike mission.

22.42 Airships spot enemy fleets per rule 17.3 in the Great War at Sea system rulebook. If an airship spots an enemy fleet, orders for the future movement of the airship and any friendly fleets in the same zone as the airship may be replotted.

22.43 If an airship spots an enemy fleet, it may shadow the fleet for as long as the airship-owning player desires and as long as the airship's endurance allows. Place the airship piece on the enemy fleet marker; it moves wherever the fleet moves (a Raid fleet shadowed by an airship may not be removed from the map).

22.5 Airship Endurance

Airship endurance in U.S. NAVY PLAN GOLD is the same as in rule 17.4 of the GREAT WAR AT SEA system rulebook, but they may return to any friendly port.

23.0 Submarine Flotillas

Submarine markers represent a group of submarines in an area, called a flotilla.

23.1 Flotillas

Each flotilla may be assigned up to six submarines. Note the number of submarines assigned to each flotilla on the player log sheet.

23.2 Submarine Deployment

Submarine flotillas may begin play out of sight of the opposing player. Record their location on the player log sheet, after all enemy fleets have set up on the board. A flotilla may be located anywhere on the map except coastal zones within two zones of an enemy port, or in or adjacent to sea zones where enemy fleets have set up. The first time a flotilla attempts to sight an enemy fleet, place its marker on the operational map in the zone currently recorded for it on the log sheet. Leave it there until the submarine flotilla moves (23.5).

23.3 Submarine Reconnaissance

A flotilla may attempt to sight enemy fleets, as follows:

The submarine player chooses an enemy fleet, totals the number of submarines in the searching flotilla, and subtracts the range between the flotilla and the fleet. If rolling to contact a moving fleet, the submarine player may choose any zone it moved into or through for the contact roll. He or she then rolls one die. If the result is less than or equal to the number of submarines in the flotilla minus the range to the fleet, the subs spot the enemy fleet.

23.31 If the fleet is sighted by submarines, the fleet-owning player reports the number of capital and light ships in the fleet and whether any aircraft carriers or transports are in the fleet.

23.32 Submarine flotillas that do not attempt to sight on-board enemy fleets may attempt to contact off-board enemy Raid and Supply fleets. The flotilla-owning player specifies which submarine flotilla is searching, rolls one die, and adds half the result to half the number of subs in the flotilla (round all fractions up). He tells the opposing player the total result, and if there are any enemy offboard fleets within a radius from the subs equal to the modified die-roll result, the enemy player must place one of those offboard fleets (his choice) on the board.

Example: The Allied player has a flotilla of four subs that has not contacted any on-board Axis fleets this turn. He rolls a 3 on one die, and adds half the die-roll result ($3 / 2 = 1.5$, rounded up to 2) to half the number of subs in the fleet ($4 / 2 = 2$). He tells the Central Powers player that his total search die-roll result is 4. There is an offboard German Raid fleet three zones away from the sub flotilla, and an offboard German oiler with a Supply mission six zones away from the sub flotilla. The Central Powers player must put the Raid fleet's counter on the board. He cannot put the oiler's counter on the board instead (even though he'd prefer to) because it is more than 4 zones away from the subs.

23.4 Submarine Combat

23.41 After a fleet is sighted by submarines, the submarine player announces whether the submarines will attack the fleet, and which size of ships the submarines will attack (capital or light). Submarines attack in accordance with rule 15.4 of the Great War at Sea system rules, but in US Navy Plan Gold the submarine can only be attacked if it attacks the enemy fleet. It is destroyed only on a modified roll of 6 or more. If the submarine is destroyed, roll the die a second time and add any modifiers for DDs, TBs or MSs present. On a modified result of 1 through 4 the submarine can attack before it is destroyed. On a modified result of 5 or more the submarine is destroyed before it can attack.

23.42 No more than two submarines may attack the same ship in

the same turn.

23.5 Submarine Movement

Flotillas may be moved by the owning player. Remove the flotilla at the beginning of a turn and keep it out of play for the next 7 days (42 game turns). After this, the flotilla may be assigned a new sea zone and need not be revealed to the opposing player until it searches again.

23.6 Submarine Transfer

Submarines may transfer between flotillas that are located in the same sea zone.

24.0 Amphibious Operations

In U.S. NAVY PLAN GOLD, one or both players often must attempt to unload troops to capture enemy-controlled ports or islands.

24.1 Preparatory Bombardment

Transports may not begin unloading in a coastal zone until the zone has been bombarded by at least two battleships or battle cruisers.

24.2 Transports

The unloading of transports in U.S. NAVY PLAN GOLD represents the establishment of a beachhead and the assault landing of troops and supplies. Every loaded large transport carries two points of troops. Every loaded small transport carries one point of troops.

24.21 Unloading

After 12 turns of unloading, the owning player rolls one die for each transport. On each result of 1, the transport has successfully unloaded all its troops. After 18 turns the owning player rolls again for each transport still unloading; on a result of 1 or 2 the transport has completed unloading. After 24 turns the owning player rolls again; on a result of 1 through 3 the transport has completed unloading, after 30 turns on a result of 1 through 4 and so on. After 42 turns all transports will have unloaded unless enemy forces sink them first.

24.22 Reloading

Unless scenario special rules say otherwise, transports that have unloaded may return to their port of origin, reload, and then be plotted to perform another transport mission to the same or another destination. Reloading takes three turns, which count toward the six turns the transport fleet must remain in port to receive a new mission (5.22).

24.3 Port and Island Capture

To capture an enemy port, a player must unload at least 15 troop points at or within two zones of the port. To capture any enemy-owned island smaller than nine zones, a player must unload at least 15 troop points anywhere on the island. If a player captures an island, he or she also captures any port(s) on that island. Islands of nine zones or larger cannot be captured – only the individual ports there can be captured, and must be captured individually.

24.31 Base Changes

Ships in port that belong to the side that originally owned the port must leave the port on the turn after it is captured. Aircraft based at the port at the time it is captured are destroyed. Only the capturing side's ships may use the port after it is captured.

24.32 Recapture

Captured islands and ports can be recaptured by enemy forces, and port capture can be delayed or prevented if opposing forces unload at the island or port (24.4).

24.33 Fuel Capture

Once a port is captured, the invading player rolls one die. On a result of 5 or 6 the invading forces capture the port's fuel stores, and the invading player can refuel ships there for the rest of the game. On any other result, defending forces destroy the port's fuel stores, and nobody can refuel at that port for the rest of the game.

24.4 Ground Combat

If both players successfully unload transports on the same small island (one of less than nine zones) or within two zones of the same port, the island or port is contested. Each player should record how many points he or she has unloaded at each such location. If both players have troops there at the end of a turn, then each player rolls a number of dice equal to the number of his or her troops. Every result of six eliminates one enemy troop point. The players should keep track of losses due to combat, and increases due to new transports unloaded. Aerial bombing and naval bombardment do not eliminate troops (troops can dig in).

At each contested small island or port, the players keep rolling dice for ground combat at the end of each turn until one side's troops have been eliminated, or until the scenario ends. If the originally owning player is the one with troops remaining after ground combat ends, he or she retains control. If the invading player is the one with troops remaining, he or she takes control only if he or she has at least 15 troop points there (or can bring the total up to 15 before the end of the game). If a small island or port remains contested at the end of the scenario, the invading player takes control of it only if he or she has at least 15 more troop points there than the originally-owning player. If not, the original owner keeps control.

Scenarios

BATTLE SCENARIO ONE

Lines of Battle

SPRING 1925

The First World War taught naval planners that battleships were too expensive to actually risk in combat. But for a war fought on paper, like Plan Gold, battleships had one true purpose – to fight other battleships.

Time Frame: Daylight

Weather Condition: 1 (Clear)

French (Central Powers) Forces

- | | |
|--------------------------|----------------------|
| • BB08 Béarn | • BB09 Flandre |
| • BB10 Gascoigne | • BB11 Languedoc |
| • BB12 Normandie | • BB14 Lyon |
| • BB15 Lille | • BB16 Duquesne |
| • BB17 Tourville | • CL11 Duguay Trouin |
| • CL12 Lamotte-Picquette | • CL13 Primaguët |
| • DL02 Jaguar | • DL03 Lynx |
| • DL04 Tigre | • DL05 Chacal |
| • DL06 Léopard | • DL07 Panthère |

American (Allied) Forces

- | | |
|-------------------------|--------------------------|
| • BB45 Colorado | • BB46 Maryland |
| • BB47 Washington | • BB48 West Virginia |
| • BB49 S. Dakota | • BB50 Indiana |
| • BB52 N. Carolina '18 | • BB53 Iowa '18 |
| • BC01 Lexington '16 | • BC02 Constellation '16 |
| • BC03 Constitution '16 | • CS12 Norfolk |
| • CS13 Jacksonville | • CS14 Shreveport |
| • CS15 Canton | • 14 x Clemson-class DD |

Special Rules

Initiative: The American player has the initiative and sets up in the hexes at the west (left) edge of the map (not the shaded,

numbered hexes). The French player sets up in the shaded hexes at the center of the board.

A Tradition of Victory: American ships may not leave the tactical map.

Victory Conditions: The scenario lasts four combat rounds. The American player wins if he or she sinks at least two French BBs and scores twice the victory points the French player scores. The French player wins if he or she sinks at least one American BB and the Americans don't win. Any other result is a draw.

BATTLE SCENARIO TWO

Revanche

SPRING 1925

Weimar Germany's Admiral Wolfgang Zenker wanted to build a super-cruiser with 12-inch guns that could destroy with impunity enemy cruisers armed only with 8-inch weapons. Such a vessel would have been a formidable opponent, but one with a number of weaknesses due to her flimsy protection.

Time Frame: Daylight

Weather Condition: 1 (Clear)

Weimar German (Central Powers) Forces

- BC01 Jachmann
- CL01 Weimar

American (Allied) Forces

- CL24 Pensacola
- CL25 Salt Lake City
- CS22 Virginia Beach
- CS23 Lubbock

Special Rules

Initiative and Set-up: The German player has the initiative and sets up in the single shaded hex on the east (right) edge of the map. The American player may set up two ships per hex in the central shaded area (rather than the normal four ships minimum per hex).

A Tradition of Victory: American ships may not leave the tactical map.

Length of Battle: The game continues for four rounds of combat or until all ships of one side have been sunk, whichever comes first.

Victory Conditions: The German player wins if at least two American ships are sunk and the German battle cruiser has not been sunk or left dead in the water. The American player wins if the German battle cruiser is sunk, regardless of American losses. Any other result is a draw.

BATTLE SCENARIO THREE

Battle Cruisers

SPRING 1925

The U.S. Navy intended its battle cruisers to scout ahead of the battle fleet, while the French saw theirs as heavily armed commerce raiders. Neither nation built the ships, and so neither Navy had to find out which intention, if either, would come to pass.

Time Frame: Night

Weather Condition: 1 (Clear)

French (Central Powers) Forces

- BC01 Fulminant
- BC02 Tonnerre
- DD29 Bourrasque
- DD30 Typhon
- DD31 Simoun
- DD32 Orage
- DD33 Tramontane
- DD34 Ouragan

American (Allied) Forces

- BC01 Lexington '16
- BC02 Constellation '16
- CS16 Erie
- CS17 Ogden
- 5 x Clemson-class DD

Special Rules

Initiative: The French player has the initiative and places his or her ships two hexes from the northeast (upper right) edge of the map. The American player places his or her ships in the shaded hexes in the center of the board.

A Tradition of Victory: American ships may not leave the tactical map.

Length of Battle: The game continues for four rounds of combat or until all ships of one side have been sunk, whichever comes first.

Victory Conditions: To win, a player must sink at least one enemy BC and score more victory points than the enemy player. If neither player fulfils these conditions, the game is a draw.

BATTLE SCENARIO FOUR

Contre-torpilleurs

SUMMER 1925

The Great War saw far more surface action between light forces without the presence of bigger ships than planners had foreseen. During the war, most navies began to plan and some to build much bigger destroyers and light cruisers for this purpose. In the 1920s, all navies expected that smaller units would see more combat than capital ships.

Time Frame: Daylight

Weather Condition: 2 (Mist)

French (Central Powers) Forces

- CL11 Duguay Trouin
- CL12 Lamotte-Picquette
- CL13 Primaguet
- DL02 Jaguar
- DL03 Lynx
- DL04 Tigre
- DL05 Chacal
- DL06 Léopard
- DL07 Panthère

American (Allied) Forces

- CS12 Norfolk
- CS13 Jacksonville
- CS14 Shreveport
- 8 x Clemson-class DD

Special Rules

Initiative: The French player has the initiative and sets up in any hexes on the southwest (lower left) edge of the map (not the numbered, shaded hexes). The American player sets up in the shaded hexes at the center of the map.

A Tradition of Victory: American ships may not leave the tactical map.

Length of Battle: The game continues for four rounds of combat or until all ships of one side have been sunk, whichever comes first.

Victory Conditions: To win, a player must sink at least two enemy cruisers and score more victory points than the enemy player. If neither player wins the game is a draw.

BATTLE SCENARIO FIVE

Sea Chihuahuas (and a couple of big dogs ...)

SUMMER 1925

The French concept of a large, heavily armed commerce raider represented a large element of risk; only a very few such ships could be built. Operating alone, they would be vulnerable not

only to enemy battleships, which they could outrun, but enemy destroyers, which could match their speed.

Time Frame: Daylight
Weather Condition: 1 (Clear)

French (Central Powers) Forces
• BC06 Audacieuse

Mexican-American (Allied) Forces
Mexico-bound Convoy
• CD01 Anahuac (Mexican)
• 2 x Wickes-class DD
• 10 x Small Transport

Patrol Group One
• BC13 Insurgent
• 5 x Clemson-class DD

Patrol Group Two
• CS10 Syracuse
• 5 x Clemson-class DD

Patrol Group Three
• CS11 Knoxville
• 6 x Clemson-class DD

Special Rules

Initiative and Set Up: The Mexican-American player has the initiative and sets up first. The Mexico-bound convoy sets up in the shaded hexes at the center of the map. The three Patrol Groups set up separately in any three shaded hexes on the map edges. The French player then sets up in any numbered hex of the shaded hexagon.

A Tradition of Victory: American ships may not leave the tactical map.

Length of Battle: The game continues for four rounds of combat or until all ships of one side have been sunk, whichever comes first.

Short-Range Primaries: Syracuse (CS10) and Knoxville (CS11) have Primary guns that can fire at a maximum range of only two hexes.

Victory Conditions: In addition to VPs scored for sinking Allied warships, the French player scores 8VPs for each transport sunk. The French player wins if he or she scores at least 40 VPs and Audacieuse is not sunk or left dead in the water. Any other result is a Mexican-American victory.

BATTLE SCENARIO SIX

Single Battleship

SUMMER 1925

Most nations foresaw battleships coming into action in at least squadron strength, but convoy escort duty would have deployed them singly. How the lightly-protected but heavily-armed commerce raiders projected by both France and Germany would have handled such a tactical problem is difficult to estimate; during the Second World War German raiders ran from even very slow and old battleships. French captains would not have been so cowardly.

Time Frame: Daylight
Starting Weather Condition: 2 (Mist)

French (Central Powers) Forces
• BC05 Indomptable
• BC06 Audacieuse

American (Allied) Forces

• BB45 Colorado • 4 x Wickes-class DD
• 24 x large transport

Special Rules

Initiative and Set Up: The French player has the initiative. Each battle cruiser must set up in a separate shaded hex on the map edge, and may not set up in adjacent edges. The Americans set up in the shaded hexes at the center of the map.

A Tradition of Victory: American ships may not leave the tactical map.

Length of Battle: The game continues for four rounds of combat or until all ships of one side have been sunk, whichever comes first.

Victory Conditions: Each transport is worth 12 VPs if sunk. The French player wins if he or she scores at least 60 VPs and neither BC is sunk or struck dead in the water. The American player wins if he or she sinks at least one BC. Any other result is a draw.

OPERATIONAL SCENARIO ONE

French Invasion

SPRING 1922

Defending key United States possessions from enemy invasion, in particular the Panama Canal, obsessed American war planners. The canal represented an enormously valuable strategic asset, but also a liability as it tied hemispheric defense plans to one location. U.S. Navy paper exercises involved just about every imaginable enemy attacking the canal, including France.

Time Frame: 100 turns
Starting Weather Condition: 1 (Clear)
Starting Turn: French player's choice

French Forces

At Fort-de-France (AB54):

• BB08 Béarn	• BB09 Flandre
• BB10 Gascoigne	• BB11 Languedoc
• BB12 Normandie	• BB14 Lyon
• BB15 Lille	• BB16 Duquesne
• BB17 Tourville	• CL04 Colmar
• CL05 Mulhouse	• CL06 Strasbourg
• CL07 Metz	• CL08 Thionville
• DL01 Amiral Sénès	• DL02 Jaguar
• DL03 Lynx	• DL04 Tigre
• DL05 Chacal	• DL06 Léopard
• DL07 Panthère	• DD29 Bourrasque
• DD30 Typhon	• DD31 Simoun
• DD32 Orage	• DD33 Tramontane
• DD34 Ouragan	• DD35 Cyclone
• DD36 Tempête	• DD37 Mistral
• DD38 Tornade	• DD39 Sirocco
• DD40 Trombe	• GB01 Amiens-3
• GB02 Amiens-4	• GB03 Amiens-5
• MS01 Granit-1	• MS02 Granit-2
• 30 x large transport	• 50 x small transport
• 8 x GL.22	

At Port-Louis (X52):

• CL01 Tancrede	• CL02 Triomphante
• CL03 Victorieuse	• Airship Dixmude
• 2 x GL.22	

Set up offboard, in any all-sea zones. All have Supply missions:
• 2 x Fast Collier (use Large Transport counters)
• 2 x Slow Collier (use Small Transport counters)

Submarines
• Flotilla 1: 2 x submarine

- Flotilla 2: 1 x submarine

American Forces

At Key West (G11):

- BB49 S/ Dakota
- BB52 N. Carolina '18
- BC01 Lexington '16
- BC03 Constitution '16
- CS13 Jacksonville
- CS15 Canton
- 15 x Clemson-class DD
- 6 x PW-5
- BB50 Indiana
- BB53 Iowa '18
- BC02 Constellation '16
- CS12 Norfolk
- CS14 Shreveport
- AO01 Pecos
- 6 x Wickes-class DD
- 2 x MB-2

At Guantánamo Bay (Q25):

- BC13 Insurgent
- CL24 Pensacola
- CS10 Syracuse
- 6 x Clemson-class DD
- BC14 Macedonian
- CL25 Salt Lake City
- CS11 Knoxville

At Colón (AM15):

- BB45 Colorado
- BB47 Washington
- AC04 Pittsburgh
- AC11 Seattle
- CS17 Ogden
- CS19 Cambria
- ML02 Tahoe
- 8 x PW-5
- BB46 Maryland
- BB48 West Virginia
- AC08 Frederick
- CS16 Erie
- CS18 Eureka
- AX01 Nereus
- 10 x Wickes-class DD

At Ponce (U42):

- 4 x PW-5
- 8 x MB-2

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine

Special Rules

Rules of Engagement: The American player may not fire on a French ship until the French player has either:

- Attacked an American warship.
- Sunk a merchant ship using the Merchant Location Table.
- Bombarded any coastal or port zone.

The French player has no such restrictions.

French Raiders: The French player (only) may assign Raid missions (5.2) to up to two fleets. Each Raid mission fleet may contain no more than two ships, and may set up off-board. Raid mission fleets may search for merchant ships on the Merchant Location Table (10.2), using the American Merchant Shipping Densities Table to determine the column to use when searching. The French player scores one victory point for every merchant ship sunk.

No Reloading: French transports may not reload in this scenario.

Minelaying: The American minelayer Tahoe (ML02) may lay mines (13.3). Roll two dice each time it leaves port on a minelaying mission, and record the result. The result equals the number of minefields it may lay before returning to port to take on more mines and get a new Minelaying mission.

Victory Conditions: The French player wins if he or she achieves at least three of the following objectives (capture of Colón counts as two objectives). The American player wins if the French player achieves no more than one objective. If the French achieve two objectives, the result is a draw.

- Capture Colón.
- Score more victory points than the American player.
- Score at least 20 victory points on the Merchant Location Table

(each ship sunk = 1VP).

- Capture Ponce or St. Thomas (capturing both does not count as two objectives).
- Bombard at least four Florida and/or Florida Keys coastal zones with at least three battleships or battle cruisers.

Sinking or unloading transports gives no victory points to either player in this scenario – transports serve only to capture ports.

OPERATIONAL SCENARIO TWO

Plan Gold

SPRING 1922

Unlike Plans Orange, Black and Red, Plan Gold did not go into immense detail on how a future war might be fought. Detailed American operational plans only existed for an invasion of the French-held islands of Guadeloupe and Martinique. The fleet would escort a brigade of Marines to each island in turn, overwhelm the garrison and prepare to fend off a French relief fleet coming from Europe. Planners felt they could execute the naval aspects with little trouble, but did not want to enter joint planning with the Army and were mostly concerned with a shortage of Marines.

Time Frame: 160 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: Turn 1

French (Central Powers) Forces

At Fort-de-France (AB54):

- BB08 Béarn
- BB10 Gascoigne
- BB12 Normandie
- 4 x Durand-class DD
- BB09 Flandre
- BB11 Languedoc
- DD41 M. LeBlanc

Reinforcements

Scouting Force (see special rules)

- BC01 Fulminant
- BC03 Revanche
- CL01 Tancrede
- CL03 Victorieuse
- CL12 Lamotte-Picquette
- BC02 Tonnere
- BC04 Dévastation
- CL02 Triomphante
- CL11 Duguay Trouin
- CL13 Primaguet

Battle Force (see special rules)

- BB14 Lyon
- BB16 Duquesne
- DL01 Amiral Sénès
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD35 Cyclone
- DD37 Mistral
- DD39 Sirocco
- BB15 Lille
- BB17 Tourville
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD34 Ouragan
- DD36 Tempête
- DD38 Tornade
- DD40 Trombe

Troop Convoy (see special rules)

- BB18 Vendée
- BB20 Corse
- CL05 Mulhouse
- CL07 Metz
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- 20 x small transport
- BB19 Alsace
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- DD30 Typhon
- DD32 Orage
- 18 x large transport

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 1 x submarine

American (Allied) Forces

Scouting Force (see special rules)

- BC01 Lexington '16
- BC03 Constitution '16
- BC02 Constellation '16
- CS10 Syracuse

- CS11 Knoxville
- CS22 Virginia Beach
- CS23 Lubbock
- 8 x Clemson-class DD

Invasion Force (see special rules)

- BB45 Colorado
- BB46 Maryland
- BB47 Washington
- BB48 West Virginia
- BB49 South Dakota
- BB50 Indiana
- BB52 N. Carolina '18
- BB53 Iowa '18
- CS12 Norfolk
- CS13 Jacksonville
- CS14 Shreveport
- CS15 Canton
- CS16 Erie
- CS17 Ogden
- CS18 Eureka
- CS19 Cambria
- 14 x Wickes-class DD
- 12 x Clemson-class DD
- 7 x Bird-class MS
- 15 x large transport
- 20 x small transport

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 2 x submarine

Special Rules

American War Plans: Before the game begins, the American player must decide how overt or covert war preparations have been. The bolder the pre-war moves, the closer to Martinique and Guadeloupe American fleets may start, but the higher the likelihood that French relief forces will arrive before the U.S. Marines have captured the French-held islands.

The American player selects one of three War Plans from the list below and sets his or her forces up accordingly. The French player then rolls secretly to determine when his or her forces will arrive:

War Plan Gold #1 – Covert Operations: The American Scouting Force starts in Guantánamo Bay (Q25), and the ships of the American Invasion Force may start in either Key West (G11) or Colón (AM15), or both. The French player secretly rolls 4 dice and adds 60 to the result. The total modified result equals the turn on which the French Scouting Force will enter the board.

War Plan Gold #2 – Spring Maneuvers: The American Scouting Force starts in Ponce (U42), San Juan (T43) or St. Thomas (T46), and the American Invasion Force starts in Guantánamo Bay (Q25). The French player secretly rolls 3 dice and adds 20 to the result. The total modified result equals the turn on which the French Scouting Force will enter the board.

War Plan Gold #3 – Monroe Doctrine: The American Scouting Force starts in any sea zone(s) at least 3 zones away from all French ports. The American invasion force starts in Ponce (U42), San Juan (T43) or St. Thomas (T46). The French Scouting Force starts at Port Louis (X52). The French player secretly rolls 2 dice and adds 5 to the result. The total modified result equals the turn on which the French Battle Force will enter the board.

French Reinforcements

Scouting Force: In War Plan Gold #1 and #2 scenarios (see above), the French Scouting Force arrives anywhere on the east board edge having burned seven fuel boxes. Once the French player determines its turn of arrival, he or she plots the zone of entry and the first two turns of the Scouting Force's movement. In War Plan Gold #3 scenarios, the Scouting Force starts fully fueled at Port Louis (X52).

Battle Force: In War Plan Gold #1 and #2 scenarios, the French player rolls one die at the start of each turn starting with the third turn after the French Scouting Force arrives. In War Plan Gold #3 scenarios, the French player rolls one die at the start of each turn beginning with Turn 3. On the first turn when a 6 is rolled, the French Battle Force arrives in any zone on the east board edge, and the French player plots its first two turns of movement. It starts the game having burned two fuel boxes.

Troop Convoy: At the start of the game, the French player pre-plots all the movement of the Troop Convoy from any zone(s) on the east board edge to any land-and-sea zone(s) on the island of Guadeloupe or Martinique, or both. The convoy may start the game split into two fleets to deliver transports to both islands, or it may stay together and go to just one of them if desired. The French player then secretly rolls two dice and records the result. The troop convoy will enter the board that many turns after the French Battle force enters the board. Each ship of the troop convoy has burned two fuel boxes when it arrives.

Reloading Transports: American transports can return to Key West to reload, but there is no guarantee that troops will be available to reload when the transports arrive. Roll one die for each transport that returns to Key West. On a result of 5 or 6 the transport may reload and be given a new transport mission. On any other result it is removed from the game (the French player gets no VPs for transports removed due to lack of reloadable troops). French transports cannot reload.

Resupply: Every five turns after Martinique has been captured by the Americans, two small transports enter play at Miami. Don't use a fleet counter – just place a Small Transport counter (or any other unused 1-Slow small ship counter) on the map to represent the two transports. Movement isn't plotted for them – they must simply move closer to Martinique every turn (the American player moves the transport counter(s) before any other fleet movement takes place) and unload there. The French player scores 8 VPs for each resupply transport sunk before it unloads. If Martinique is recaptured by the French at any time, no new resupply transports appear until the Americans recapture the island, and all resupply transports currently at sea must abort their missions and head back to Miami.

At-Start Minefields: The French player may place six minefields adjacent to zones of Martinique or Guadeloupe.

Victory Conditions: The player who controls Guadeloupe at the end of the game receives 70 VPs, and the player who controls Martinique at the end of the game receives 120 VPs. Each player receives 8 VPs for each enemy small transport sunk before unloading, 12 VPs for each enemy large transport sunk before unloading, and 3 VPs for each enemy transport (of either type) sunk after unloading. The player with the most VPs at the end of play wins.

OPERATIONAL SCENARIO THREE

Portes-Avions

FALL 1923

In the 1920s, naval thinkers remained divided over the proper role of aircraft carriers. Some wanted large ships able to launch powerful airstrikes, but others argued that small carriers could more easily fulfill the aircraft carrier's proper role of carrying out scouting missions. The U.S. Navy studied converting the hulls of Omaha-class cruisers, but eventually decided these ships would be too small for effective use.

Time Frame: 60 turns

Starting Weather Condition: 2 (Mist)

Starting Turn: Turn 1

French (Central Powers) Forces

At Fort-de-France (AB54) and/or Port-Louis (X52):

- BC01 Fulminant
- BC02 Tonnere
- BC03 Revanche
- BC04 Dévastation
- CV01 Béarn
- CL01 Tancrede
- 3 x D.27
- 3 x PL.8
- CL02 Triomphante
- CL03 Victorieuse
- CL04 Colmar
- CL05 Mulhouse
- CL06 Strasbourg
- DL01 Amiral Sènès

- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- DD35 Cyclone
- DD37 Mistral
- DD39 Sirocco
- Airship Dixmude
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD30 Typhon
- DD32 Orage
- DD34 Ouragan
- DD36 Tempête
- DD38 Tornade
- DD40 Trombe
- 5 x GL.22

In any three sea zones at least 10 zones away from all US ports.
All may be given Raid missions and set up off-board:
• 3 x AMC

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine

American (Allied) Forces

At St. Thomas (T46):

- BC01 Lexington '16
- CVL01 Ely
 - 1 x VE7
 - 1 x PT
- CS12 Norfolk
- CS13 Jacksonville
- 9 x Clemson-class DD

At Guantánamo Bay (Q25):

- BC02 Constellation '16
- CVL02 Chapman
 - 1 x VE7
 - 1 x PT
- CS14 Shreveport
- CS15 Canton
- AO01 Pecos
- 12 x Clemson-class DD

At Colón (AM15):

- BC03 Constitution '16
- AC04 Pittsburgh
- AC08 Frederick
- AC11 Seattle
- AX01 Nereus
- 15 x Wickes-class DD

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine
- Flotilla 3: 3 x submarine
- Flotilla 4: 2 x submarine
- Flotilla 5: 2 x submarine
- Flotilla 6: 2 x submarine

Special Rules

French Merchant Raiders: The French player may give Raid missions to all three AMCs. Raiding fleets may search for enemy merchant ships on the Merchant Location Table, using the American Merchant Shipping Densities table to determine the column. The French player scores 1 VP for each merchant ship sunk on the MLT.

Airborne Reconnaissance: If a French Raiding fleet is within the range of any French air unit(s) on a Search mission, the owning player may make a roll on the Air Search table for each port or aircraft carrier where such air units are based. If an air search is successful, the merchant shipping density in the Raiding fleet's zone goes up by one (to a maximum density of 4). The Raiding fleet may then roll on the MLT using the higher column. The maximum merchant shipping density increase for air reconnaissance is +1.

Victory Conditions

The French player wins if he or she achieves any two of the following four objectives:

- French AMCs score a total of at least 20 VPs on the MLT;
- French aircraft hit one American Major Port with at least one bomb factor;
- Either American aircraft carrier is sunk (sinking both counts as two objectives)
- CV01 Bearn is not sunk or struck dead in the water.

The American player wins if the French player does not.

OPERATIONAL SCENARIO FOUR

Debt Collection

FALL 1923

Venezuela's oil riches have not always brought the nation happiness; instead, politicians banking on future oil income have often borrowed huge amounts against this asset. As in most nations, debts left for future governments were seen as essentially meaningless. European warships attacked Venezuela in 1902, and a forward policy by France in the 1920s could well have brought the Republic's battleships to the Spanish Main. America's newly emerging Air Corps and Latin American solidarity probably would not have been enough to defend Venezuelan shores.

Time Frame: 100 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: French player's choice.

French (Central Powers) Forces

At Fort-de-France (AB54):

- BB09 Flandre
- BB11 Languedoc
- BB14 Lyon
- BB16 Duquesne
- BC01 Fulminant
- BC03 Revanche
- CL01 Tancrede
- CL03 Victorieuse
- CL12 Lamotte-Picquette
- DL01 Amiral Sènès
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD30 Typhon
- DD32 Orage
- DD34 Ouragan
- DD36 Tempête
- DD38 Tornade
- DD40 Trombe
- ML01 Cerbère
- 4 x Granit-class MS
- 35 x small transport
- 5 x GL.22
- BB10 Gascoigne
- BB12 Normandie
- BB15 Lille
- BB17 Tourville
- BC02 Tonnere
- BC04 Dévastation
- CL02 Triomphante
- CL11 Duguay Trouin
- CL13 Primaguet
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- DD35 Cyclone
- DD37 Mistral
- DD39 Sirocco
- DD41 M. LeBlanc
- ML02 Pluton
- 24 x large transport
- Airship Dixmude

Within two zones of Sea Zone E 61 (each ship has burned three fuel boxes – therefore, the small transports will not make it to Venezuela without refueling):

- BB18 Vendée
- BB20 Corse
- BB19 Alsace
- CV01 Béarn
 - 3 x D.27
 - 3 x PL.8
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- 8 x Amiens-class GB
- 24 x small transport
- CL05 Mulhouse
- CL07 Metz
- 5 x Durand-class DD
- 10 x large transport

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine

American (Allied) Forces

At Caracas (AK41):

- CD01 Anahuac (Mexican)
- 8 x MB-2
- 4 x PW-5

At Colón (AM15):

- BC13 Insurgent
- BC14 Macedonian

- CVL01 Ely
 - 1 x VE7
 - 1 x PT
- AC08 Frederick
- CL24 Pensacola
- 6 x Wickes-class DD
- AC04 Pittsburgh
- AC11 Seattle
- CL25 Salt Lake City
- 2 x Bird-class MS

At Guantánamo Bay (Q25):

- BC01 Lexington '16
- BC03 Constitution '16
- CS10 Syracuse
- CS22 Virginia Beach
- 12 x Clemson-class DD
- BC02 Constellation '16
- CVL02 Chapman
 - 1 x VE7
 - 1 x PT
- CS11 Knoxville
- CS23 Lubbock
- 3 x Bird-class MS

At Key West (G11):

- BB45 Colorado
- BB47 Washington
- BB49 South Dakota
- BB52 N. Carolina '18
- CS12 Norfolk
- CS14 Shreveport
- CS16 Erie
- CS18 Eureka
- CS20 Orlando
- 9 x Clemson-class DD
- 3 x Bird-class MS
- BB46 Maryland
- BB48 West Virginia
- BB50 Indiana
- BB53 Iowa '18
- CS13 Jacksonville
- CS15 Canton
- CS17 Ogden
- CS19 Cambria
- CS21 Spokane
- 9 x Wickes-class DD

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine

Special Rules

Minelaying: The French minelayers Cerbère (ML01) and Pluton (ML02) may lay mines (see rule 13.3). Roll two dice for each minelayer each time it leaves port on a minelaying mission. The result equals the number of minefields it may lay before returning to port.

Victory Conditions: The French player receives 90 VPs for capturing Caracas and 48 VPs for capturing Maracaibo. If he or she captures just one of the ports, he or she gets one additional VP for every troop point unloaded within two zones of that port. If he or she captures both ports, he or she gets an additional 2 VPs for every troop point unloaded within two zones of both ports. The American player receives 12 VPs for each large and 8 VPs for each small transport sunk before unloading, and no VPs for transports sunk after unloading. The French player wins if he or she captures at least one Venezuelan port and scores more VPs than the American player. Any other result is an American victory.

OPERATIONAL SCENARIO FIVE

Greater Antilles

SPRING 1924

The enormous casualties of the First World War turned much of the French public away from foreign adventures, and Plan Gold unlike the other "Rainbow" plans appears to have had no counterpart among the possible opponent's war plans. The thought of any European government supplanting the corrupt and ineffective local regimes alarmed American planners, who believed it very important to keep foreign fleets out of the Caribbean basin. The banana republics had friends in high places.

Time Frame: 120 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: French player's choice.

French (Central Powers) Forces

At Port-au-Prince (T31):

- CL11 Duguay Trouin
- CL12 Lamotte-Picquette

- CL13 Primaguet
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard

At Port-Louis (X52):

- BC01 Fulminant
- CV01 Béarn
 - 3 x D.27
 - 3 x PL.8
- CL02 Triomphante
- Airship Dixmude
- BC02 Tonnere
- CL01 Tancrede
- CL03 Victorieuse
- 3 x GL.22

At Fort-de-France (AB54):

- BB09 Flandre
- BB11 Languedoc
- BB14 Lyon
- BB16 Duquesne
- BB18 Vendée
- BB20 Corse
- CL05 Mulhouse
- CL07 Metz
- DL01 Amiral Sénès
- DD30 Typhon
- DD32 Orage
- DD34 Ouragan
- DD36 Tempête
- DD38 Tornado
- DD40 Trombe
- ML02 Pluton
- 8 x Amiens-class GB
- 30 x small transport
- BB10 Gascoigne
- BB12 Normandie
- BB15 Lille
- BB17 Tourville
- BB19 Alsace
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- DD35 Cyclone
- DD37 Mistral
- DD39 Sirocco
- ML01 Cerbère
- 4 x Granit-class MS
- 21 x large transport
- 2 x GL.22

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine

American (Allied) Forces

At Key West (G11):

- BB45 Colorado
- BB47 Washington
- BB49 South Dakota
- BB52 N. Carolina '18
- BC01 Lexington '16
- BC03 Constitution '16
- BC14 Macedonian
- AC08 Frederick
- CS10 Syracuse
- CS12 Norfolk
- CS14 Shreveport
- CS16 Erie
- CS18 Eureka
- CS20 Orlando
- CS22 Virginia Beach
- CL24 Pensacola
- AX01 Nereus
- AX03 Mars
- 15 x Wickes-class DD
- 9 x Bird-class MS
- 30 x small transport
- BB46 Maryland
- BB48 West Virginia
- BB50 Indiana
- BB53 Iowa '18
- BC02 Constellation '16
- BC13 Insurgent
- AC04 Pittsburgh
- AC11 Seattle
- CS11 Knoxville
- CS13 Jacksonville
- CS15 Canton
- CS17 Ogden
- CS19 Cambria
- CS21 Spokane
- CS23 Lubbock
- CL25 Salt Lake City
- AX02 Proteus
- AO01 Pecos
- 21 x Clemson-class DD
- 15 x large transport

At any American ports:

- 12 x PW-5
- 10 x MB-2

At any Cuban port(s):

- CD01 Anahuac (Mexican)
- GB01 Cuba
- GB02 Patria

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine

- Flotilla 3: 2 x submarine • Flotilla 4: 2 x submarine
- Flotilla 5: 2 x submarine • Flotilla 6: 2 x submarine

Special Rules

Unrestricted Commerce Warfare: Both players may assign as many fleets as desired to Raid missions. However, each Raid fleet may contain no more than two ships. Raid fleets set up on the board. French raiders may search on the MLT using the American Merchant Shipping Densities table; American raiders may search on the MLT using the French Merchant Shipping Densities table. Each merchant ship sunk on the MLT gives the side that sunk the merchant 1/2 VP.

Airborne Reconnaissance: If a Raiding fleet is within the range of any friendly air unit(s) on a Search mission, the owning player may roll on the Air Search table for each port or aircraft carrier where such air units are based. If any air search is successful, the merchant shipping density in the Raiding fleet's zone goes up by one (with a maximum density of 4). The Raiding fleet may then roll on the MLT using the higher density column. The maximum merchant shipping density increase for air reconnaissance is +1.

Reloading: Transports may return to their port of origin and reload an unlimited number of times. Reloading takes 3 turns, which count toward the six turns the transports must remain in port to receive a new transport mission.

Minelaying: The French minelayers Cerbère (ML01) and Pluton (ML02) may lay mines (see rule 13.3). Roll two dice for each minelayer each time it leaves port on a minelaying mission. The result equals the number of minefields it may lay before returning to port.

Ports: The French player may use all Haitian ports. The American player may use all Cuban ports.

Hemispheric Allies: The American player controls all Cuban and Mexican ships.

Victory Conditions: The player who achieves more of his or her objectives wins. If players achieve the same number of objectives, the result is a draw.

French Objectives

- Capture Guantanamo Bay (Q25 – counts as two objectives)
- Capture any other two ports in Cuba.
- Score more victory points than the American player.
- Score at least 20 points on the MLT.
- Capture Ponce (U42) AND St. Thomas (T46).
- Bombard at least four American coastal zones with at least three battleships or battle cruisers.

American Objectives

- Capture Fort-de-France (counts as two objectives).
- Capture Port-Louis.
- Capture Port-au-Prince.
- Score more victory points than the French player.
- Score at least 20 points on the MLT.

Players do not receive VPs for each transport unloaded – transports serve only to unload troops and capture ports and islands.

OPERATIONAL SCENARIO SIX

Light Forces

SPRING 1924

American plans always featured the threat of a large enemy battle fleet, in order to justify funding for a mighty fleet of its own to oppose it. But the same planners well understood some of the political and operational realities of the time. A European opponent might not risk heavy ships on the other side of the Atlantic. And

possibly more influential, the First World War had taught that mine warfare or raids by light forces were far more common than clashes between battleships.

Time Frame: 60 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: Turn 1

French (Central Powers) Forces

At any eligible ports (see Special Rules):

- Leader Pasteau
- CL11 Duguay Trouin
- CL13 Primaguet
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- ML02 Pluton
- Airship Dixmude
- Leader Garnier
- CL12 Lamotte-Picquette
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- ML01 Cerbère
- 8 x Amiens-class GB

Submarines

- Flotilla 1: 2 x submarine • Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine • Flotilla 4: 2 x submarine

American Forces

At any American ports:

- AC04 Pittsburgh
- AC11 Seattle
- CL25 Salt Lake City
- CS14 Shreveport
- CS16 Erie
- 10 x Wickes-class DD
- 6 x Bird-class MS
- AX02 Proteus
- AO01 Pecos
- AC08 Frederick
- CL24 Pensacola
- CS13 Jacksonville
- CS15 Canton
- ML02 Tahoe
- 10 x Clemson-class DD
- AX01 Nereus
- AX03 Mars

Submarines

- Flotilla 1: 3 x submarine • Flotilla 2: 3 x submarine
- Flotilla 3: 3 x submarine • Flotilla 4: 2 x submarine
- Flotilla 5: 2 x submarine • Flotilla 6: 2 x submarine

Special Rules

Political Infiltration: Prior to beginning play, the French player secretly rolls one die for each of the following neutral nations (don't reveal the result to the American player). On the result shown, French ships may begin play in any port of that nation and use that nation's ports during play.

Cuba: 6

Haiti: 4 through 6

Dominican Republic: 5 or 6

Nicaragua: 5 or 6

Venezuela: 4 through 6

Colombia: 5 or 6

Unrestricted Commerce Warfare: Both players may assign as many fleets as desired to Raid missions. However, each Raid fleet may contain no more than two ships. Raid fleets set up on the board. French raiders may search on the MLT using the American Merchant Shipping Densities table. American raiders may search on the MLT using the French Merchant Shipping Densities table. Each merchant ship sunk on the MLT gives the side that sank her 1/2 VP.

Minelaying: French cruisers may lay mines, as may the minelayers Cerbère (ML01) and Pluton (ML02, see rule 13.3). Roll two dice for each cruiser and minelayer each time it leaves port on a minelaying mission. The result equals the number of minefields it may lay before returning to port.

Minesweeping Gunboats. French gunboats may sweep mines.

Victory Conditions: The French player receives 2 VPs for each French minefield successfully laid adjacent to an American port

(4 VPs if the port is Colón) that has not been swept by the end of play. The American player receives 1 VP for each minefield successfully laid adjacent to a French port (2 VPs if the port is Fort de France) that has not been swept by the end of play. The player with the most VPs at the end of play wins.

OPERATIONAL SCENARIO SEVEN

Liberal Bias

SPRING 1925

Despite a liberal political system and a potentially powerful economy, Weimar Germany remained a political outcast for most of the 1920s. Some within the Reichsmarine hoped for future conflict between their former enemies, and argued that the best use of the new navy's raiders would be to cause as much economic damage as possible in such a war.

Note: This is a three-player scenario.

Time Frame: 120 turns

Starting Weather Condition: 2 (Mist)

Starting Turn: Turn 1

Weimar German (Central Powers) Forces

At St. Thomas (T46):

- Leader Holzer
- Leader Fuchs
- BC02 Stosch
- CL02 Dortmund
- Leader Willert
- BC01 Jachmann
- CL01 Weimar

American (Allied) Forces

At Key West (G11):

- BB45 Colorado
- BB47 Washington
- CL24 Pensacola
- CS12 Norfolk
- CS14 Shreveport
- 20 x Clemson-class DD
- BB46 Maryland
- BB48 West Virginia
- CL25 Salt Lake City
- CS13 Jacksonville
- CS15 Canton

At Guantánamo Bay (Q25):

- BC13 Insurgent
- CS10 Syracuse
- CS22 Virginia Beach
- 8 x Wickes-class DD
- BC14 Macedonian
- CS11 Knoxville
- CS23 Lubbock

At Colón (AM15):

- AC04 Pittsburgh
- AC11 Seattle
- CS13 Jacksonville
- CS15 Canton
- AC08 Frederick
- CS12 Norfolk
- CS14 Shreveport
- 5 x Wickes-class DD

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 5: 2 x submarine
- Flotilla 2: 2 x submarine
- Flotilla 4: 2 x submarine
- Flotilla 6: 2 x submarine

French (Central Powers) Forces

At Fort-de-France (AB54):

- Leader Pasteau
- BB18 Vendée
- BB20 Corse
- BC04 Dévastation
- CL05 Mulhouse
- CL07 Metz
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD37 Mistral
- DD39 Sirocco
- Airship Dixmude
- Leader Garnier
- BB19 Alsace
- BC03 Revanche
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD38 Tornado
- DD40 Trombe
- 4 x GL.22

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine

- Flotilla 3: 3 x submarine
- Flotilla 4: 3 x submarine

Special Rules

Unrestricted Commerce Warfare: All players may assign as many fleets as desired to Raid missions. Each Raid fleet may contain no more than two ships. Raid fleets set up on the board. French raiders may search on the MLT using the American Merchant Shipping Densities table. American raiders may search on the MLT using the French Merchant Shipping Densities table. Weimar German raiders may search using either table. Each merchant ship sunk on the MLT gives the player who sank her 1/2 VP.

At-Start Minefields: The French player may place five minefields adjacent to zones of Martinique or Guadeloupe. The American player may place 10 minefields adjacent to coastal zones at or within two zones of any American port, no more than one minefield per zone boundary.

Danish Virgin Islands: The Weimar German player (only) may use St. Thomas as a port.

Victory Conditions: Each player scores 4 VPs for each enemy Minor Port he bombards with at least one BC or BB, and 6 VPs for each enemy Major Port he bombards with at least one BC or BB. The American player wins if he or she scores more VPs than the French player and at least double the VPs of the Weimar German player. The French player wins if he or she scores more VPs than the American player and at least double the VPs of the Weimar German player. Any other result is a Weimar German victory.

OPERATIONAL SCENARIO EIGHT

Le Crise Orange

SUMMER 1925

American preoccupation with Japan could have allowed a European power to seize new colonies in the Caribbean basin, had Japanese success pulled additional American forces into the Pacific. While not a likely possibility, it was the sort of thing with which American planners had to contend.

Time Frame: 120 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: French player's choice.

French (Central Powers) Forces

On the east edge, at or within two zones of Sea Zone E 61 (each ship has burned three fuel boxes):

- BB08 Béarn
- BB10 Gascoigne
- BB12 Normandie
- BB15 Lille
- BB17 Tourville
- BB19 Alsace
- CL11 Duguay Trouin
- CL13 Primaguet
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- 4 x Granit-class MS
- 30 x large transport
- BB09 Flandre
- BB11 Languedoc
- BB14 Lyon
- BB16 Duquesne
- BB18 Vendée
- BB20 Corse
- CL12 Lamotte-Picquette
- DL01 Amiral Sénès
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD30 Typhon
- DD32 Orage
- DD34 Ouragan
- 8 x Amiens-class GB
- 50 x small transport

At Fort-de-France (AB54):

- BC01 Fulminant
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- DD36 Tempête
- BC02 Tonnere
- CL05 Mulhouse
- CL07 Metz
- DD35 Cyclone
- DD37 Mistral

- DD38 Tornado
- DD40 Trombe
- ML02 Pluton
- 3 x GL.22
- DD39 Sirocco
- ML01 Cerbère
- Airship Dixmude

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine

American (Allied) Forces

At Key West (G11):

- BB46 Maryland
- AC04 Pittsburgh
- AC11 Seattle
- CS16 Erie
- CS18 Eureka
- 15 x Wickes-class DD
- 18 x MB-2
- BB47 Washington
- AC08 Frederick
- CS15 Canton
- CS17 Ogden
- AX02 Proteus
- 10 x PW-5

Reinforcements

At Colón (AM15 — see special rules):

- BB45 Colorado
- BB49 South Dakota
- BB52 N. Carolina '18
- BC01 Lexington '16
- BC03 Constitution '16
- BC14 Macedonian
- CS11 Knoxville
- CS13 Jacksonville
- CS19 Cambria
- CS21 Spokane
- CS23 Lubbock
- CL25 Salt Lake City
- 21 x Clemson-class DD
- BB48 West Virginia
- BB50 Indiana
- BB53 Iowa '18
- BC02 Constellation '16
- BC13 Insurgent
- CS10 Syracuse
- CS12 Norfolk
- CS14 Shreveport
- CS20 Orlando
- CS22 Virginia Beach
- CL24 Pensacola
- AO01 Pecos
- 9 x Bird-class MS

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine
- Flotilla 3: 1 x submarine

Special Rules

American Reinforcements: At the beginning of play, the American player secretly rolls 4 dice and adds 45 to the result. The modified total equals the turn on which the American reinforcements arrive at Colón (AM15).

Minelaying: The French minelayers Cerbère (ML01) and Pluton (ML02) may lay mines (see rule 13.3). Roll two dice for each minelayer each time it leaves port on a minelaying mission. The result equals the number of minefields it may lay before returning to port.

At-Start Minefields: The French player may place five minefields adjacent to zones of Martinique or Guadeloupe. The American player may place 10 minefields adjacent to coastal zones at or within two zones of any American port, no more than one minefield per zone boundary.

No Reloading: French transports may not reload.

Victory Conditions: The French player receives 60 VPs for capturing each of the following ports: Port-au-Prince (T31), Santo Domingo (T36), Maracaibo (AJ32), Caracas (AK41), Bluefields (AG07). The American player receives 8 VPs for each small transport sunk before unloading, 12 VPs for each large transport sunk before unloading, and 3 VPs for each transport of any type sunk after unloading. The player with the most VPs at the end of play wins.

OPERATIONAL SCENARIO NINE

Le Tip and Run

SPRING 1925

In the years after the First World War, no single foreign power could hope to stand up to the United States' economic power in a long war. French planners hoping to reach a decision against the Americans would have had to adopt some version of the Japanese solution to the same problem: seek a climactic battle on their own terms. The Americans, for their part, had only to wait until their greater productive strength came into play. But that plan had one massive weakness: the American public would demand a powerful and immediate response to any attack on American soil, though this political reality was not as well-understood in 1925 as it would be in later years.

Time Frame: 120 turns

Starting Weather Condition: 2 (Mist)

Starting Turn: French player's choice.

French (Central Powers) Forces

At Port-Louis (X52):

- BC03 Revanche
- CL11 Duguay Trouin
- CL13 Primagnet
- BC04 Dévastation
- CL12 Lamotte-Picquette
- Airship Dixmude

At Fort-de-France (AB54):

- BB08 Béarn
- BB10 Gascoigne
- BB12 Normandie
- BB15 Lille
- BB17 Tourville
- BB19 Alsace
- CL01 Tancrede
- CL03 Victorieuse
- CL05 Mulhouse
- CL07 Metz
- DL01 Amiral Sénès
- DL03 Lynx
- DL05 Chacal
- DL07 Panthère
- DD30 Typhon
- DD32 Orage
- DD34 Ouragan
- DD36 Tempête
- DD38 Tornado
- DD40 Trombe
- BB09 Flandre
- BB11 Languedoc
- BB14 Lyon
- BB16 Duquesne
- BB18 Vendée
- BB20 Corse
- CL02 Triomphante
- CL04 Colmar
- CL06 Strasbourg
- CL08 Thionville
- DL02 Jaguar
- DL04 Tigre
- DL06 Léopard
- DD29 Bourrasque
- DD31 Simoun
- DD33 Tramontane
- DD35 Cyclone
- DD37 Mistral
- DD39 Sirocco
- 4 x Granit-class MS

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 3 x submarine
- Flotilla 3: 3 x submarine
- Flotilla 4: 3 x submarine

American (Allied) Forces

At Key West (G11):

- BC01 Lexington '16
- BC03 Constitution '16
- CS22 Virginia Beach
- BC02 Constellation '16
- CS21 Spokane
- 15 x Wickes-class DD

At Guantánamo Bay (Q25):

- BB45 Colorado
- BB47 Washington
- BB49 South Dakota
- BB52 N. Carolina '18
- CS12 Norfolk
- CS14 Shreveport
- CS16 Erie
- CS18 Eureka
- CS20 Orlando
- AO01 Pecos
- BB46 Maryland
- BB48 West Virginia
- BB50 Indiana
- BB53 Iowa '18
- CS13 Jacksonville
- CS15 Canton
- CS17 Ogden
- CS19 Cambria
- CS23 Lubbock
- 21 x Clemson-class DD

Submarines

- Flotilla 1: 3 x submarine • Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine

Special Rules

American Release: The American forces at Guantanamo Bay (Q25) may not leave port until an coastal zone of Florida or the Florida Keys has been bombarded by at least one French BC or BB, or any French warship has been spotted at sea by American forces.

At-Start Minefields: The French player may place 12 minefields adjacent to zones of Martinique or Guadeloupe. The American player may place 4 minefields adjacent to coastal zones at or within two zones of any American port, no more than one minefield per zone boundary.

Political Meddling: If French BBs or BCs bombard ports on the American mainland, public panic will force Congress to demand that the US Navy pull in warships for coastal defense.

Each time at least two French BBs or BCs bombard Miami (E15) or Key West (G11) the U.S. Navy calls in a random warship for coastal defense duties. The American player counts his or her active fleets and rolls the die randomly to choose one, and then takes all ship counters in that fleet and places them in a container. The French player draws one out without looking. That ship must break from its fleet (create an extra fleet counter and box if necessary) and sail directly to the city that was just bombarded at maximum speed. It must then remain there for the rest of the scenario. An unlimited number of ships may be called for coastal defense in this way.

Shock and Awe: French bombardment of more sparsely inhabited (at least by registered voters) US soil will cause public outrage and put pressure on the President to retaliate against French possessions in the Caribbean. Whenever two or more French BCs or BBs bombard any Florida or Florida Keys coastal zone other than Miami or Key West, the American player immediately rolls two dice. Add 1 to the result if this is the second such zone bombarded, +2 if it's the third, etc. If the modified result is 10 or more, the two American BBs or BCs that are currently closest to Puerto Rico and not on Coastal Defense duty must immediately replot their movement to head for Ponce (U42) or San Juan (T42) as quickly as possible. Other ships in the same fleet with the BBs or BCs may accompany them if desired. Once there, they must spend six turns in port so they may be given a bombardment mission (5.2). They must then be plotted to move to either Port Louis or Fort de France and bombard it. If the American player rolls 10 or more twice, he or she must send two separate bombardment missions. If he or she rolls 10 or more three times, he must send three bombardment missions, etc.

Victory Conditions: The French player receives 4 VPs per non-port Florida or Florida Keys coastal zone he or she bombards, 6 VPs for bombarding Miami and 8 VPs for bombarding Key West. The French player does not receive VPs for bombarding the same zone more than once.

The American player receives 8 VPs each time he or she bombards Port Louis and 10 VPs each time he or she bombards Fort de France, but may only give a fleet a bombardment mission if forced to do so per Shock and Awe. At least two BCs or BBs must bombard a zone at the same time or the bombardment doesn't count.

The French player wins if he or she scores more VPs than the American player AND sinks at least two American BBs or BCs. The American player wins if he or she scores more VPs than the French player AND does not lose more BBs and BCs than the French player does. Any other result is a draw.

OPERATIONAL SCENARIO TEN

Counter Attack

SUMMER 1925

Had European enemies managed to seize a foothold in the Caribbean, the U.S. Navy would have been expected to eject them as quickly as possible. Upholding the Monroe Doctrine has been a key policy of every American president since the Founder himself, and it would have been no different for Silent Cal.

Time Frame: 80 turns

Starting Weather Condition: 2 (Mist)

Starting Turn: American player's choice.

French (Central Powers) Forces

At Port-au-Prince (T31) or Santo Domingo (T36):

- | | |
|-----------------------|---------------------|
| • BB08 Béarn | • BB09 Flandre |
| • BB10 Gascoigne | • BB11 Languedoc |
| • BB12 Normandie | • BB14 Lyon |
| • BB15 Lille | • BB16 Duquesne |
| • BB17 Tourville | • BC01 Fulminant |
| • BC02 Tonnere | • CL01 Tancrede |
| • CL02 Triomphante | • CL03 Victorieuse |
| • CL06 Strasbourg | • CL07 Metz |
| • CL08 Thionville | • DL01 Amiral Sènes |
| • DL02 Jaguar | • DL03 Lynx |
| • DL04 Tigre | • DL05 Chacal |
| • DL06 Léopard | • DL07 Panthère |
| • DD29 Bourrasque | • DD30 Typhon |
| • DD31 Simoun | • DD32 Orage |
| • DD33 Tramontane | • DD34 Ouragan |
| • DD35 Cyclone | • DD36 Tempête |
| • DD37 Mistral | • DD38 Tornado |
| • DD39 Sirocco | • DD40 Trombe |
| • 2 x Granit-class MS | |

At Port-Louis (X52):

- Airship Dixmude

Submarines

- Flotilla 1: 3 x submarine • Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine

American (Allied) Forces

At Guantánamo Bay (Q25):

- | | |
|------------------------|------------------------|
| • BB45 Colorado | • BB46 Maryland |
| • BB47 Washington | • BB48 West Virginia |
| • BC13 Insurgent | • BC14 Macedonian |
| • CVL02 Chapman | • CS10 Syracuse |
| • 1 x VE7 | |
| • 1 x PT | |
| • CS10 Syracuse | • CS11 Knoxville |
| • CS16 Erie | • CS17 Ogden |
| • CS18 Eureka | • CS19 Cambria |
| • CS20 Orlando | • CS21 Spokane |
| • CS22 Virginia Beach | • CS23 Lubbock |
| • AC04 Pittsburgh | • AC08 Frederick |
| • AC11 Seattle | • AX01 Nereus |
| • AX02 Proteus | • AX03 Mars |
| • AO01 Pecos | • ML02 Tahoe |
| • 15 x Wickes-class DD | • 9 x Clemson-class DD |
| • 3 x Bird-class MS | • 15 x large transport |
| • 40 x small transport | |

At Colón (AM15):

- | | |
|-------------------------|--------------------------|
| • BB49 South Dakota | • BB50 Indiana |
| • BB52 N. Carolina '18 | • BB53 Iowa '18 |
| • BC01 Lexington '16 | • BC02 Constellation '16 |
| • BC03 Constitution '16 | • CVL01 Ely |
| | • 1 x VE7 |
| | • 1 x PT |
| • CL24 Pensacola | • CL25 Salt Lake City |

- CS12 Norfolk
- CS13 Jacksonville
- CS14 Shreveport
- CS15 Canton
- 12 x Clemson-class DD
- 3 x Bird-class MS
- 18 x large transport

Submarines

- Flotilla 1: 3 x submarine
- Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine
- Flotilla 4: 2 x submarine
- Flotilla 5: 2 x submarine

Special Rules

French Garrisons: Before play begins, the French player secretly rolls four dice for Port au Prince and three dice for Santo Domingo, and records the results. The number rolled for each port is the number of French troop points in the garrison there. American troop points unloaded within two zones of either port must immediately begin fighting the garrison.

Minefields: The French player may place five minefields adjacent to coastal zones of Hispaniola (the island containing Port-au-Prince). The American player may place four minefields adjacent to coastal zones at or within two zones of any American port, no more than one minefield per zone boundary.

Victory Conditions: The American player receives 60 VPs each for capturing Port au Prince and Santo Domingo. The French player receives 12 VPs for each large transport sunk before unloading, 8 VPs for each small transport sunk before unloading, and 3 VPs for each transport sunk after unloading. The American player wins if he or she captures at least one port on Hispaniola and scores more VPs than the French player. The French player wins if he or she scores more VPs than the American player. Any other result is a draw.

OPERATIONAL SCENARIO ELEVEN

Zenker's Cruiser Killer

FALL 1925

Where Germany's Imperial Navy built its battle fleet around a direct challenge to the Royal Navy in the North Sea, the Weimar Republic saw commerce raiding as its best chance to influence a future war in which it would be badly outnumbered. Admiral Wolfgang Zenker projected a diesel-engined "cruiser killer" with a heavy main armament, lightweight armor and enormous range. In a future war with France, this ship would be loosed far from Europe to prey on enemy shipping.

Time Frame: 120 turns

Starting Weather Condition: 1

Starting Turn: German player's choice.

French (Allied) Forces

Patrol Forces (see special rules)

- BB18 Vendée
- BB19 Alsace
- BB20 Corse
- CL01 Tancrede
- CL02 Triomphante
- CL03 Victorieuse
- CL04 Colmar
- CL05 Mulhouse
- CL06 Strasbourg
- CL07 Metz
- CL08 Thionville
- DD29 Bourrasque
- DD30 Typhon
- DD31 Simoun
- DD32 Orage
- DD33 Tramontane
- DD34 Ouragan
- DD35 Cyclone
- DD36 Tempête

At Fort de France (AB54) and/or Port Louis (X52)

- Airship Dixmude
- 10 x GL.22

At Colón (AM15):

- BC01 Fulminant

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 1 x submarine

Weimar German (Central Powers) Forces

Any sea zone at least 10 zones from all French ports. Both ships have Raid missions and may set up off-board.

- Leader Holzer
- BC01 Jachmann
- CL01 Weimar

Any sea zone at least 10 zones from all French ports and at least 10 zones from the fleet above. Both ships have Raid missions and may set up off-board.

- Leader Nagel
- BC02 Stosch
- CL02 Dortmund

Any sea zones at least 10 zones from all French ports. Both ships have Supply missions and may set up off-board.

- 2 x Fast Oiler (use Large Transport counters)

Special Rules

German Raiders: All German warships may be given Raid missions, but no Raid fleet may contain more than two ships. The German player may search for French merchant ships on the Merchant Location Table, and uses the French Merchant Shipping Densities Table. German BCs may bombard an unlimited number of coastal zones (ignore the second paragraph of rule 11.1).

French Patrol Forces: The French player places patrol fleets on the board AFTER the German player writes down his or her ships' starting positions and plots their first two turns of movement. Patrol fleets may set up in any sea zones desired. If a fleet sets up at least 12 zones from either French port, all ships in it start the game with 1 fuel box burned. If it starts at least 24 zones away from either French port it begins with 2 fuel boxes burned, etc.

Victory Conditions: The German player receives 1 VP for each merchant ship sunk on the MLT, and the VPs listed below for bombarding each of following island coastal zones with at least one BC (he or she may receive the VPs for each zone only once):

- Zones X53, Y51, Y52, AA53 and AB53: 4 VPs
- Port Louis (X52): 6 VPs
- Fort de France (AB54): 8 VPs

The French player receives 10 VPs for each French port that is never bombarded by at least one BC during the game. The German player wins if he or she scores at least twice the VPs that the French player scores. The French player wins if he or she scores more VPs than the German player. If neither player wins the result is a draw.

OPERATIONAL SCENARIO TWELVE

Far From Home

FALL 1925

In the 1920s, as in the present, a huge volume of American trade flowed through the Caribbean basin. This would be a prime target for enemy commerce raiders during wartime. American dollars had ended German hyper-inflation and gave the United States an interest in the Weimar Republic's economy; such influence had the potential of boiling over into armed conflict. Neither side could do much to the other through direct military action, but each nation desperately needed its vulnerable overseas trade.

Time Frame: 120 turns

Starting Weather Condition: 2 (Mist)

Starting Turn: Turn 1

Weimar German (Central Powers) Forces

North of row U, in any sea zone at least 10 zones from an American port. Both ships may be given Raid missions and may set up

off-board.

- Leader Truant
- BC01 Jachmann
- CL01 Weimar

South of row U, in any sea zone at least 10 zones from an American port and at least 10 zones from the fleet above. Both ships may be given Raid missions and may set up off-board.

- Leader Nagel
- BC02 Stosch
- CL02 Dortmund

Any sea zones at least 10 zones from all American ports. Both ships have Supply missions and may set up off-board.

- 2 x Fast Oiler (use Large Transport counters)

American (Allied) Forces

At Key West (G11):

- BB45 Colorado
- BB46 Maryland
- BB47 Washington
- BB48 West Virginia
- CS12 Norfolk
- CS13 Jacksonville
- CS14 Shreveport
- CS15 Canton
- 15 x Wickes-class DD

At Colón (G11):

- AC04 Pittsburgh
- AC08 Frederick
- AC11 Seattle
- 12 x Clemson-class DD

At Guantánamo Bay (Q25):

- BC01 Lexington '16
- BC02 Constellation '16
- BC03 Constitution '16
- CS16 Erie
- CS17 Ogden
- CS18 Eureka
- CS19 Cambria
- AO01 Pecos
- 9 x Clemson-class DD
- 6 x MB-2
- 2 x PW-5

At St. Thomas (T46):

- CL24 Pensacola
- CL25 Salt Lake City

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine

Special Rules

German Raiders: All German warships may be given Raid missions, but no Raid fleet may contain more than two ships. The German player may search for American merchant ships on the Merchant Location Table, and uses the American Merchant Shipping Densities Table. German BCs may bombard an unlimited number of ports and coastal zones (ignore the second paragraph of rule 11.1).

Political Meddling: If German BCs successfully bombard coastal zones in Florida (but not the Florida Keys), Congress may demand that the U.S. Navy pull in warships for coastal defense.

Whenever a German BC bombards a Florida coastal zone, the American player immediately rolls two dice. Add 1 to the result if this is the second Florida coastal zone that has been bombarded, add 2 if it's the third zone bombarded, etc. If the modified result is 10 or more, the U.S. Navy calls in a random warship for coastal defense duties. The American player counts his or her active fleets and rolls the die randomly to choose one, and then takes all ships in that fleet and places them in a container. The German player draws one out without looking. That ship must break from its fleet (create an extra fleet counter and box if necessary) and sail directly for the coast of Florida at maximum speed. It must then remain in Florida coastal zones and/or Florida Keys zones for the rest of the scenario. An unlimited number of ships may be called in for coastal defense in this way, and all ships that are called in must join the same coastal defense fleet when they arrive at the Florida coast.

Resurgent Huns! If German BCs successfully bombard San Juan (T43), Ponce (U42), St. Thomas (T46) or Colón (AM15), public fear of renewed German expansionism may force the President to send ground troops to protect American interests there. Whenever a German BC bombards one of those ports, the American player immediately rolls two dice. Add 1 to the result if this is the second port a German BC has bombarded, 2 if it's the third port, and 3 if it's the fourth. If the modified result is 10 or more, the U.S. Army will send a garrison to the most recently bombarded port. The American player secretly rolls four dice and adds 30 to the result. That is the number of turns in the future that a relief force will leave Key West.

On the turn the relief force is scheduled to leave, the American player rolls four dice to determine the number of Large Transports in the relief fleet. Any American warships in Key West at the time may join the transport fleet, which must be given a Transport mission to the port the Germans have bombarded most recently at the time the fleet forms. Once they arrive at their destination port, the transports must stay and unload, and must then sail back to Key West. Only one relief force will be sent per scenario (stop rolling after a modified 10 or more is rolled).

Victory Conditions: The German player receives 1 VP for each merchant ship sunk on the MLT. He or she receives 12 VPs for every loaded large transport sunk, and 3 VPs for every empty transport sunk. He also receives the VPs listed below for bombarding each of the following zones with at least one BC (he may only receive the VPs for each location once):

San Juan (T43): 4 VPs

Ponce (U42): 4 VPs

St. Thomas (T46): 4 VPs

Colón (AM15): 6 VPs

Each Florida or Florida Keys coastal zone: 8 VPs

The American player receives 3 VPs for every large transport unloaded. The German player wins if he or she scores at least 60 VPs AND scores twice as many VPs as the American player. The American player wins if he or she scores more VPs than the German player. If neither player wins the result is a draw.

OPERATIONAL SCENARIO THIRTEEN

Bywater's Fantasy

SPRING 1926

Hector Bywater is probably best known as the journalist who wrote the military fantasy *Great Pacific War*, predicting the course of a future war between Japan and the United States. In the November, 1925 issue of *U.S. Naval Institute Proceedings*, a professional journal for naval officers, Bywater and his co-author Maurice Pendergrast created something of a stir with their tale of a French croiseur de combat loose in the West Indies, sinking both merchant ships and their cruiser escorts. The ship they foresaw would have a large component of seaplanes for scouting, using them to find her prey and then destroying them with her big guns.

Time Frame: 150 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: French player's choice.

French (Central Powers) Forces

At Fort-de-France (AB54):

- BC05 Indomptable
- Airship Dixmude

In any sea zone at least 10 zones away from all American ports. She may be given a Supply mission and set up off-board.

- 1 x Fast Oiler (use Large Transport counter)

In any French or neutral ports
• 10 x GL.22

Submarines

- Flotilla 1: 3 x submarine • Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine • Flotilla 4: 2 x submarine

American (Allied) Forces

At Key West (G11):

- BB45 Colorado • BB46 Maryland
- BB47 Washington • BB48 West Virginia
- CS12 Norfolk • CS13 Jacksonville
- CS14 Shreveport • CS15 Canton
- 15 x Wickes-class DD

At Colón (AM15):

- AC04 Pittsburgh • AC08 Frederick
- AC11 Seattle • CL24 Pensacola
- CL25 Salt Lake City • AO01 Pecos
- 12 x Clemson-class DD

In any sea zones at least 10 zones away from all French ports

Patrol Forces

- BC01 Lexington '16 • BC02 Constellation '16
- BC03 Constitution '16 • CS16 Erie
- CS17 Ogden • CS18 Eureka
- CS19 Cambria • 9 x Clemson-class DD

At Guantanamo Bay (Q25)

- 3 x MB-2

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine

Special Rules

French Raider: BC05 Indomptable sets up on-board and may be given a Raid mission. She may search for American merchant ships on the Merchant Location Table and uses the American Merchant Shipping Densities table.

Airborne Reconnaissance: If Indomptable is within the range of any French air unit(s) on a Search mission, the French player may make a roll on the Air Search table for each port where such air units are based. If any air search roll is successful, the merchant shipping density in Indomptable's zone goes up by one (with a maximum density of 4). Indomptable may then roll on the MLT using the higher density column. The maximum merchant shipping density increase for air reconnaissance is +1.

Foreign Flyers: All neutral ports may be used as airbases by French planes, but Indomptable may only use neutral ports if she makes a successful roll per the Neutral Ports rule.

French Aircraft Carrier Variant: For maximum air support, the following additional forces may also start at Fort de France (AB54):

- CV01 Béarn • CL01 Tancrede
- 3 x D.27
- 3 x PL.8
- CL02 Triomphante • 4 x Durand-class DD

Add the following forces to the American Patrol Forces if using the French Aircraft Carrier Variant:

- BC13 Insurgent • CS10 Syracuse
- CS11 Knoxville • 6 x Clemson-class DD

Victory Conditions: The French player scores 1 VP for every merchant ship sunk on the MLT. The French player wins if he or she scores at least 30 VPs AND scores more VPs than the American player, AND Indomptable is not sunk or struck dead in the water. Any other result is an American victory.

OPERATIONAL SCENARIO FOURTEEN

Bywater, Part Deux

SUMMER 1926

With a big French cruiser destroying merchant shipping with impunity, the obvious American response would be to institute a convoy system. Since their inception in Roman times, convoys have been unpopular with ship owners and masters, as they condemn traffic to the speed of the convoy's slowest ship, place shipping on a limited number of routes and take away many competitive advantages. But the system does usually assure that ships get through to their destination.

Time Frame: 150 turns

Starting Weather Condition: 1 (Clear)

Starting Turn: Turn 1

French (Central Powers) Forces

At Fort-de-France (AB54), Port-au-Prince (T31) or Bluefields (AG07). Ships may start together or separately. Both set up on-board and both may be given Raid missions.

- BC05 Indomptable
- BC06 Audacieuse

In any sea zones at least 10 zones away from all American ports.

They may be given Supply missions and set up off-board:

- 2 x Fast Oiler (use Large Transport counters)

At Port-Louis (X52) or Fort-de-France (AB54):

- Airship Dixmude

Submarines

- Flotilla 1: 3 x submarine • Flotilla 2: 2 x submarine
- Flotilla 3: 2 x submarine • Flotilla 4: 2 x submarine

American (Allied) Forces

Within two zones of Sea Zone AG 14:

Convoy PM 1

- BB45 Colorado • CS13 Jacksonville
- CS14 Shreveport • 6 x Wickes-class DD
- 12 x large transport • 8 x small transport

Within two zones of Sea Zone AA 29:

- Convoy VF 1
- AC04 Pittsburgh • AC08 Frederick
- 3 x Clemson-class DD • 4 x large transport

Within two zones of Sea Zone I 19:

- Convoy MP 1 • BC01 Lexington '16
- CL24 Pensacola • CL25 Salt Lake City
- 6 x Clemson-class DD • 17 x large transport
- 20 x small transport

Within two zones of Sea Zone Z 22:

Patrol Force

- BC02 Constellation '16 • BC03 Constitution '16
- CS18 Eureka • CS19 Cambria
- 6 x Clemson-class DD

At Key West (G11):

- BB46 Maryland • BB47 Washington
- BB48 West Virginia • CS12 Norfolk
- CS15 Canton • 9 x Wickes-class DD

At Colón (AM15):

- BB50 Indiana • BB52 North Carolina
- AC11 Seattle • AO01 Pecos
- 6 x Clemson-class DD

At Guantánamo Bay (Q25):

- CS16 Erie • CS17 Ogden
- 3 x MB-2

Submarines

- Flotilla 1: 2 x submarine
- Flotilla 2: 2 x submarine

Special Rules

French Raiders and American Merchant Density: The French BCs may be given Raid missions and may search for American merchant ships on the MLT. However, due to the institution of the convoy system, American merchant shipping density can never be more than 2 in any zone, even if the American Merchant Shipping Densities table says otherwise.

American Fleet Release: The American ships in Key West (G11), Colón (AM15) and Guantánamo Bay (Q25) may not leave port until after a French BC has sunk a merchant ship on the MLT or attacked an American warship or transport in surface combat.

Convoy Destinations: Convoys PM 1 and VF 1 are headed for Miami. Convoy MP 1 is headed for Colón. All convoys must be given Transport missions (5.2). Once a transport has successfully completed unloading at its destination, it is removed from play so that new convoys may be formed elsewhere (see New Convoys rule).

New Convoy: Beginning on turn 50 the American player rolls one die at the start of each turn ending in a 5 or 0. On the first roll of 6, a new convoy must be formed. He or she then rolls a second die to determine where it starts:

- 1: At Miami, headed for Colón.
- 2 or 3: At Colón, headed for Miami.
- 4: At Maracaibo, headed for Miami.
- 5: At San Juan, headed for Miami.
- 6: At Santiago de Cuba, headed for Colón.

The Allied player rolls four dice to determine the number of transports in the convoy. He or she then rolls one die to determine what kind of transports they are: on a result of 1 through 4 they are Small Transports; on a result of 5 or 6 they are Large Transports (if there are insufficient Large Transport counters available to accommodate the transports in the convoy, then the convoy consists of Small Transports). The convoy has no escorts, but onboard American ships may rendezvous with and join them. The transports are all loaded. Only one new convoy is formed per scenario.

Victory Conditions: The American player receives 3 VPs for each large and 2 VPs for each small transport that unloads at its destination. The French player receives 12 VPs for each large and 8 VPs for each small transport sunk before unloading. The French player receives 1 VP for each merchant ship sunk on the MLT. The player with the most victory points at the end of play wins.

FRENCH CAPITAL SHIPS

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
BB08	Béarn (89)			-		1		
BB09	Flandre (89)			-		1		
BB10	Gascoigne (89)			-		1		
BB11	Languedoc (89)			-		1		
BB12	Normandie (89)			-		1		
BB14	Lyon (105)			-		1		
BB15	Lille (105)			-		1		
BB16	Duquesne (105)			-		1		
BB17	Tourville (105)			-		1		
BB18	Vendée (80)			-		1		
BB19	Alsace (66)					1		
BB20	Corse (70)					1		
BC01	Fulminant (100)			-		2		
BC02	Tonnere (100)			-		2		
BC03	Revanche (86)			-		2		
BC04	Dévastation (86)			-		2		
BC05	Indomptable (55)			-	-	2+		
BC06	Audacieuse (55)			-	-	2+		

FRENCH LIGHT SHIPS 1

Type	Name	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CL01	Tancrède (8)		-		2		
CL02	Triomphante (8)		-		2		
CL03	Victorieuse (8)		-		2		
CL04	Colmar (8)		-	1	2		
CL05	Mulhouse (8)		-	1	2		
CL06	Strasbourg (8)		-	1	2		
CL07	Metz (8)		-	1	2		
CL08	Thionville (9)	-		2	2		
CL11	Duguay-Trouin (14)		-	2	2+		
CL12	Lamotte-Picquette (14)		-	2	2+		
CL13	Primaguet (14)		-	2	2+		
DL01	Amiral Sénès (8)		-	1	2+		

FRENCH LIGHT SHIPS 2

Type	Name	Tertiary	Torp.	Move	Hull	Fuel
DL02	Jaguar (8)	□□□	2	2+	□□	●●●●●●
DL03	Lynx (8)	□□□	2	2+	□□	●●●●●●
DL04	Tigre (8)	□□□	2	2+	□□	●●●●●●
DL05	Chacal (8)	□□□	2	2+	□□	●●●●●●
DL06	Léopard (8)	□□□	2	2+	□□	●●●●●●
DL07	Panthère (8)	□□□	2	2+	□□	●●●●●●
DD29	Bourrasque (6)	□□	2	2+	□	●●●●●
DD30	Typhon (6)	□□	2	2+	□	●●●●●
DD31	Simoun (6)	□□	2	2+	□	●●●●●
DD32	Orage (6)	□□	2	2+	□	●●●●●
DD33	Tramontane (6)	□□	2	2+	□	●●●●●
DD34	Ouragan (6)	□□	2	2+	□	●●●●●
DD35	Cyclone (6)	□□	2	2+	□	●●●●●
DD36	Tempête (6)	□□	2	2+	□	●●●●●
DD37	Mistral (6)	□□	2	2+	□	●●●●●
DD38	Tornado (6)	□□	2	2+	□	●●●●●
DD39	Sirocco (6)	□□	2	2+	□	●●●●●
DD40	Trombe (6)	□□	2	2+	□	●●●●●
DD41	M. LeBlanc (4)	□	1	2+	□	●●●●●
ML01	Cerbère (2)	□	-	1	□	○○○○○
ML02	Pluton (2)	□	-	1	□	○○○○○

FRENCH MULTIPLE-SHIP COUNTERS

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
DD42	Durand-1 (5 VP each)	a	□	2	2+	□	●●●●●●
		b	□	2	2+	□	
		c	□	2	2+	□	
DD43	Durand-2 (5 VP each)	a	□	2	2+	□	●●●●●●
		b	□	2	2+	□	
		c	□	2	2+	□	
GB01	Amiens-3 (2 VP each)	a	□	-	1s	□	●●●●●
		b	□	-	1s	□	
		c	□	-	1s	□	
GB02	Amiens-4 (2 VP each)	a	□	-	1s	□	●●●●●
		b	□	-	1s	□	
		c	□	-	1s	□	
GB03	Amiens-5 (2 VP each)	a	□	-	1s	□	●●●●●
		b	□	-	1s	□	
		c	□	-	1s	□	
MS01	Granit-1 (1 VP each)	a	-	-	1s	□	○○○○○
		b	-	-	1s	□	
		c	-	-	1s	□	
MS02	Granit-2 (1 VP each)	a	-	-	1s	□	○○○○○
		b	-	-	1s	□	
		c	-	-	1s	□	

UNITED STATES CAPITAL SHIPS

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
BB45	Colorado (89)		-			1		
BB46	Maryland (89)		-			1		
BB47	Washington (89)		-			1		
BB48	West Virginia (89)		-			1		
BB49	South Dakota (120)			-		1		
BB50	Indiana (120)			-		1		
BB52	North Carolina '18 (125)			-		1		
BB53	Iowa '18 (125)			-		1		
BC01	Lexington '16 (75)			-		2+		
BC02	Constellation '16 (75)			-		2+		
BC03	Constitution '16 (75)			-		2+		
BC13	Insurgent (40)		-		-	2+		
BC14	Macedonian (40)		-		-	2+		

UNITED STATES LIGHT SHIPS 1

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
AC04	Pittsburgh (15)	-		-		1		
AC08	Frederick (15)	-		-		1		
AC11	Seattle (20)					1		
CS10	Syracuse (12)		-		-	2+		

UNITED STATES LIGHT SHIPS 2

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CS11	Knoxville (12)	☒	-	☒	-	2+	☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS12	Norfolk (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS13	Jacksonville (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS14	Shreveport (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS15	Canton (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS16	Erie (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS17	Ogden (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS18	Eureka (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS19	Cambria (14)	-	☒☒☒☒	-	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS20	Orlando (17)	-	☒☒☒☒☒☒	☐	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS21	Spokane (17)	-	☒☒☒☒☒☒	☐	2	2+	☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS22	Virginia Beach (18)	-	☒☒☒☒☒☒☒☒	-	1	2+	☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CS23	Lubbock (18)	-	☒☒☒☒☒☒☒☒	-	1	2+	☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CL24	Pensacola (24)	-	☒☒☒☒☒☒☒☒☒☒☒☒☒☒	☐	1	2+	☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒
CL25	Salt Lake City (24)	-	☒☒☒☒☒☒☒☒☒☒☒☒☒☒	☐	1	2+	☒☒☒☒☒☒☒☒	☒☒☒☒☒☒☒☒☒☒

UNITED STATES LIGHT SHIPS 3

Type	Name	Tertiary	Torp.	Move	Hull	Fuel
ML02	Tahoe (4)	□□	-	1s	□□	○○○○○○○○
AX01	Nereus (18)	□	-	1s	□□□	○○○○○○○○○○○○○○○○○○○○○○
AX02	Proteus (18)	□	-	1s	□□□	○○○○○○○○○○○○○○○○○○○○○○
AX03	Mars (18)	□	-	1s	□□	○○○○○○○○○○○○○○○○○○○○○○
AO01	Pecos (18)	□	-	1s	□□	●●●●●●●●●●●●●●●●●●

UNITED STATES MULTIPLE SHIPS 1

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
DD58	Wickes-16 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●
		c	□	4	2+	□	
DD59	Wickes-17 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●
		c	□	4	2+	□	
DD60	Wickes-18 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●
		c	□	4	2+	□	
DD61	Wickes-19 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●
		c	□	4	2+	□	
DD62	Wickes-20 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●
		c	□	4	2+	□	
DD63	Clemson-30 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●●●
		c	□	4	2+	□	
DD64	Clemson-31 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●●●
		c	□	4	2+	□	
DD65	Clemson-32 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●●●
		c	□	4	2+	□	
DD66	Clemson-33 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●●●
		c	□	4	2+	□	
DD67	Clemson-34 (8 VP each)	a	□	4	2+	□	
		b	□	4	2+	□	●●●●●●●●●●
		c	□	4	2+	□	

UNITED STATES MULTIPLE SHIPS 2

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
DD68	Clemson-35 (8 VP each)	a	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
		b	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
		c	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
DD69	Clemson-36 (8 VP each)	a	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
		b	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
		c	<input type="checkbox"/>	4	2+	<input type="checkbox"/>	
MS07	Bird-7 (1 VP each)	a	-	-	1s	<input type="checkbox"/>	
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
MS08	Bird-8 (1 VP each)	a	-	-	1s	<input type="checkbox"/>	
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
MS09	Bird-9 (1 VP each)	a	-	-	1s	<input type="checkbox"/>	
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	

WEIMAR GERMAN CAPITAL SHIPS

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
BC01	Jachmann (58)			-		2+		
BC02	Stosch (58)			-		2+		

WEIMAR GERMAN LIGHT SHIPS

Type	Name	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CL01	Weimar (12)		-	1	2+		
CL02	Dortmund (12)		-	1	2+		

MEXICAN CAPITAL SHIP

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CD01	Anahuac (13)		-			1s		

CUBAN LIGHT SHIPS

Type	Name	Tertiary	Torp.	Move	Hull	Fuel
GB01	Cuba (3)	<input type="checkbox"/>	-	1s		
GB02	Patria (2)	<input type="checkbox"/>	-	1s	<input type="checkbox"/>	

EITHER SIDE SHIPS 1

Type	Tertiary	Torp.	Move	Hull	Fuel
AMC-07 (5)	<input type="checkbox"/>	-	1		
AMC-08 (5)	<input type="checkbox"/>	-	1		
AMC-09 (5)	<input type="checkbox"/>	-	1		
AMC-10 (5)	<input type="checkbox"/>	-	1		
AMC-11 (5)	<input type="checkbox"/>	-	1		
AMC-12 (5)	<input type="checkbox"/>	-	1		

EITHER SIDE SHIPS 2

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
F16	Large Transport-01	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F17	Large Transport-02	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F18	Large Transport-03	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F19	Large Transport-04	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F20	Large Transport-05	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F21	Large Transport-06	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F22	Large Transport-07	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F23	Large Transport-08	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F24	Large Transport-09	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F25	Large Transport-10	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F26	Large Transport-11	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
F27	Large Transport-12	a	-	-	1	□□	○○○○○○○○
		b	-	-	1	□□	
		c	-	-	1	□□	
S11	Small Transport-01	a	-	-	1s	□	○○○○○
		b	-	-	1s	□	
		c	-	-	1s	□	
		d	-	-	1s	□	
		e	-	-	1s	□	

EITHER SIDE SHIPS 3

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
S12	Small Transport-02	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S13	Small Transport-03	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S14	Small Transport-04	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S15	Small Transport-05	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S16	Small Transport-06	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S17	Small Transport-07	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S18	Small Transport-08	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S19	Small Transport-09	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	

EITHER SIDE SHIPS 4

Type	Name	Ship	Tertiary	Torp.	Move	Hull	Fuel
S20	Small Transport-10	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S21	Small Transport-11	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	
S22	Small Transport-12	a	-	-	1s	<input type="checkbox"/>	OOOOO
		b	-	-	1s	<input type="checkbox"/>	
		c	-	-	1s	<input type="checkbox"/>	
		d	-	-	1s	<input type="checkbox"/>	
		e	-	-	1s	<input type="checkbox"/>	

FRENCH AIRCRAFT CARRIER

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CV01	Béarn (70)	-	<input checked="" type="checkbox"/>	-	<input type="checkbox"/>	1	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

UNITED STATES AIRCRAFT CARRIERS

Type	Name	Primary	Secondary	Tertiary	Torp.	Move	Hull	Fuel
CVL01	Ely (30)	-	-	<input type="checkbox"/>	-	2	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
CVL02	Chapman (30)	-	-	<input type="checkbox"/>	-	2	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

USA

TABLES

AIR SEARCH TABLE

Aircraft Steps	Roll to Locate
1	6+
2-3	5+
4-5	4+
6-8	3+
9 or more	2+

AIRCRAFT VS. SHIP DIE-ROLL MODIFIERS (all are cumulative)

- +1 if target is capital ship or fast transport
- +1 if target has speed of 1-Slow
- +1 if target is dead in the water

MERCHANT SHIPPING DENSITY

American Merchant Shipping

- Florida coastal zones and Florida Keys zones: 4
- All other zones from rows A through L numbered 25 or less: 3
- At or within one zone of Q27: 4
- All zones from rows M through Z numbered 25 or less: 2
- Within 10 zones of Colón: 4
- All other zones from rows AA through AO numbered 30 or less: 3
- All zones from rows AA through AK numbered 31 to 40: 2
- All other zones: 1

French Merchant Shipping

- Within 10 zones of Colón: 3
- All other zones from rows AA through AO numbered 40 or less: 2
- Within 10 zones of Fort de France: 3
- All other zones: 1

CARIBBEAN WEATHER TABLE

Weather condition changes on weather die-roll as follows:

Winter and Spring

Die-roll	Result
1 or 2	Decrease by one level
3-5	No change
6	Roll again. 1 or 2 = no change. 3 through 5 increase by one level. 6 = increase by two levels.

Summer and Fall

Die-roll	Result
1	Decrease by one level
2-5	No change
6	Roll again. 1 through 4 increase by one level. 5 or 6 increase by two levels.

Great War at Sea Player Log Sheet

Task
Force
Mission

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23
- 24
- 25
- 26
- 27
- 28
- 29
- 30
- 31
- 32
- 33
- 34
- 35
- 36

[illegible]

Minefield

[illegible]

Twilight Turn

Night Turn



Weather Condition

Submarines

[illegible]

GREAT WAR AT SEA

FLEET CARD

1

2

3

4

5

6

7

8

9

10

11

12

13

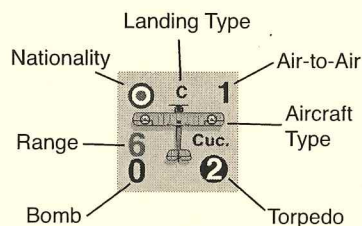
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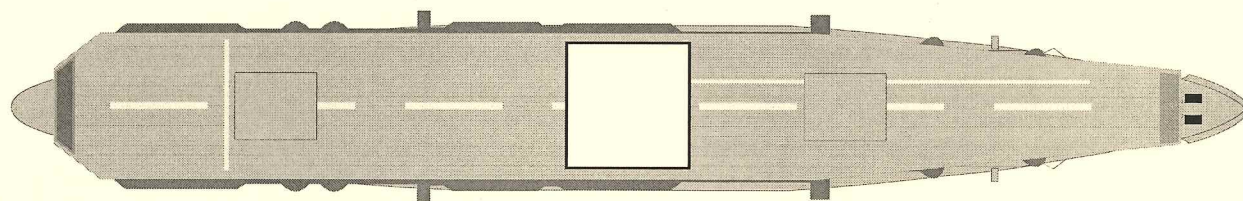
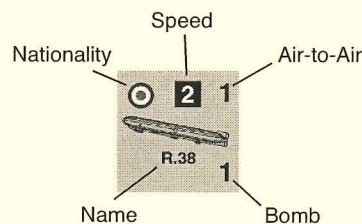
PLAN GOLD CARRIERS

UNITED STATES

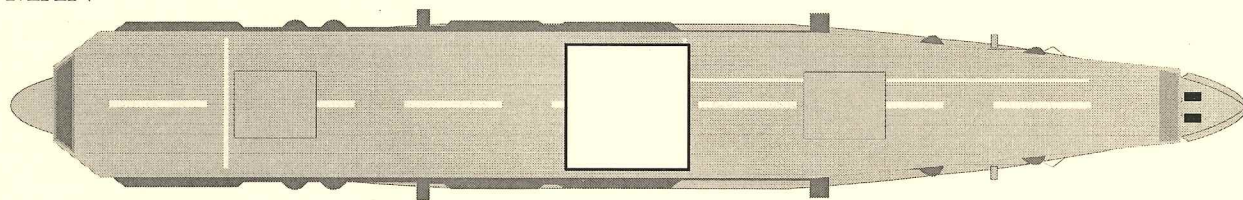
Aircraft Key



Airship Key



CHAPMAN

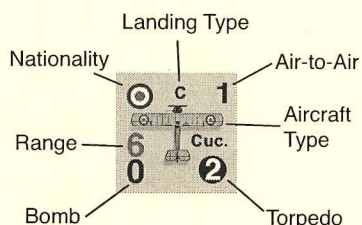


ELY

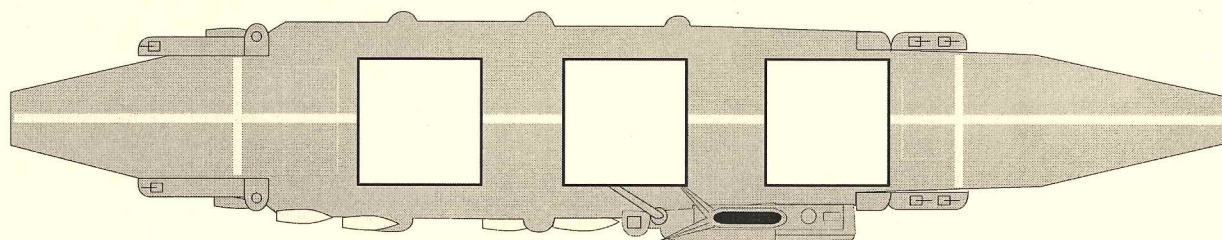
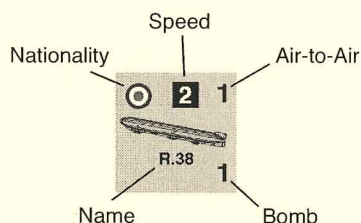
PLAN GOLD CARRIERS

FRANCE

Aircraft Key



Airship Key



BÉARN

Great War at Sea: U.S. Navy Plan Gold

Countersheet 1 - Front

BB08 1 10-6-0 Béarn	BB09 1 10-6-0 Flandre	BB10 1 10-6-0 Gascoigne	BB11 1 10-6-0 Languedoc	BB12 1 10-6-0 Normandie
BB14 1 12-6-0 Lyon	BB15 1 12-6-0 Lille	BB16 1 12-6-0 Duquesne	BB17 1 12-6-0 Tourville	BB18 1 9-5-0 Vendée

BB19 1 7-3-1 Alsace	BB20 1 8-3-1 Corse	BC01 2 10-6-0 Fulminant	BC02 2 10-6-0 Tonnerre	BC03 2 7-5-0 Revanche
BC04 2 7-5-0 Dévastation	BC05 2+ 4-4-0 Indomptable	BC06 2+ 4-4-0 Audacieuse	CV01 1 0-1-0 Béarn	CL01 2 0-2-0 Tancrede

CL02 2 0-2-0 Triomphante	CL03 2 0-2-0 Victorieuse	CL04 2 0-2-0 Colmar	CL05 2 0-2-0 Mulhouse	CL06 2 0-2-0 Strasbourg
CL07 2 0-2-0 Metz	CL08 2 0-0-3 Thionville	CL11 2+ 0-3-0 Duguay Trouin	CL12 2+ 0-3-0 Lamotte-Picquette	CL13 2+ 0-3-0 Primaguet

DL01 2+ 0-1-0 Amiral Sées	BC01 2+ 6-3-0 Jachmann	BC02 2+ 6-3-0 Stosch	CL01 2+ 0-2-0 Weimar	CL02 2+ 0-2-0 Dortmund
BB45 1 11-0-3 Colorado	BB46 1 11-0-3 Maryland	BB47 1 11-0-3 Washington	BB48 1 11-0-3 West Virginia	BB49 1 15-3-0 South Dakota

BB50 1 15-3-0 Indiana	BB52 1 16-3-0 North Carolina '18	BB53 1 16-3-0 Iowa '18	BC01 2+ 9-3-0 Lexington '16	BC02 2+ 9-3-0 Constellation '16
BC03 2+ 9-3-0 Constitution '16	BC13 2+ 5-0-2 Insurgent	BC14 2+ 5-0-2 Macedonian	CS10 2+ 1-0-1 Syracuse	CS11 2+ 1-0-1 Knoxville

CS12 2+ 0-3-0 Norfolk	CS13 2+ 0-3-0 Jacksonville	CS14 2+ 0-3-0 Shreveport	CS15 2+ 0-3-0 Canton	CS16 2+ 0-3-0 Erie
CS17 2+ 0-3-0 Ogden	CS18 2+ 0-3-0 Eureka	CS19 2+ 0-3-0 Cambria	CS20 2+ 0-4-1 Orlando	CS21 2+ 0-4-1 Spokane

CS22 2+ 0-5-0 Virginia Beach	CS23 2+ 0-5-0 Lubbock	CL24 2+ 0-7-1 Pensacola	CL25 2+ 0-7-1 Salt Lake City	CVL01 2 0-0-1 Ely
CVL02 2 0-0-1 Chapman	AC04 1 0-4-0 Pittsburgh	AC08 1 0-4-0 Frederick	AC11 1 1-3-2 Seattle	CD01 1 1-0-1 Anahuac

DL02 2+ 3 Jaguar	DL03 2+ 3 Lynx	DL04 2+ 3 Tigre	DL05 2+ 3 Chacal	DL06 2+ 3 Léopard	DL07 2+ 3 Panthere	DD29 2+ 2 Bourrasque	DD30 2+ 2 Typhon	DD31 2+ 2 Simoun	DD32 2+ 2 Orage
DD33 2+ 2 Tramontane	DD34 2+ 2 Ouragan	DD35 2+ 2 Cyclone	DD36 2+ 2 Tempete	DD37 2+ 2 Mistral	DD38 2+ 2 Tornado	DD39 2+ 2 Sirocco	DD40 2+ 2 Trombe	DD41 2+ 1 M. Leblanc	DD42 2+ 1 Ourag-1

DD43 2+ 1 Durand-2	GB01 1 1 Amiens-3	GB02 1 1 Amiens-4	GB03 1 1 Amiens-5	MS01 1 0 Granit-1	MS02 1 0 Granit-2	ML01 1 1 Corbere	ML02 1 1 Pluton	Dixmude 2 1 Dixmude	D.27 2 0 D.27
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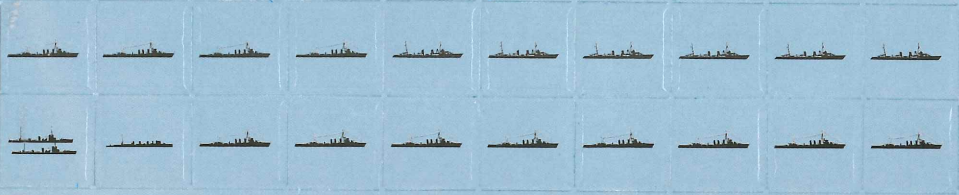
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DD60 2+ 1 Wickes-18	DD61 2+ 1 Wickes-19	DD62 2+ 1 Wickes-20	DD63 2+ 1 Clemson-30	DD64 2+ 1 Clemson-31	DD65 2+ 1 Clemson-32	DD66 2+ 1 Clemson-33	DD67 2+ 1 Clemson-34	DD68 2+ 1 Clemson-35	DD69 2+ 1 Clemson-36
MS07 1 0 Bird-7	MS08 1 0 Bird-8	MS09 1 0 Bird-9	AX01 1 1 Nereus	AX02 1 1 Proteus	AX03 1 1 Mars	AO01 1 1 Pecos	ML02 1 2 Tahoe	GB01 1 1 Cuba	GB02 1 1 Patria

AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport	AMERICAN Transport
TR F16	TR F17	TR F18	TR F19	TR F20	TR F21	TR F22	TR F23	TR F24	TR F25

Transport TR F26	Transport TR F27	Transport TR S11	Transport TR S12	Transport TR S13	Transport TR S14	Transport TR S15	Transport TR S16	Transport TR S17	Transport TR S18
Transport TR S19	Transport TR S20	Transport TR S21	Transport TR S22	Merch Cruiser AMC07	Merch Cruiser AMC08	Merch Cruiser AMC09	Merch Cruiser AMC10	Merch Cruiser AMC11	Merch Cruiser AMC12

WEATHER Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather
 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather	 Weather



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GL.22

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GL.22

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GL.22

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GL.22

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GL.22

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PL.8

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C 0

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PL.8

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D.27

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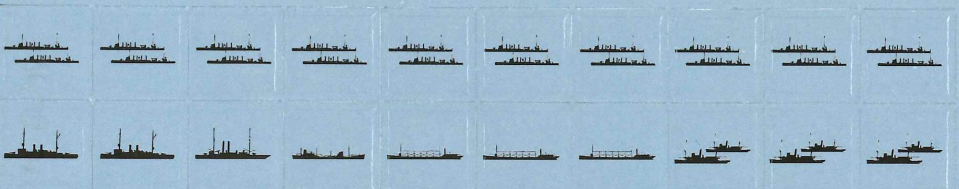
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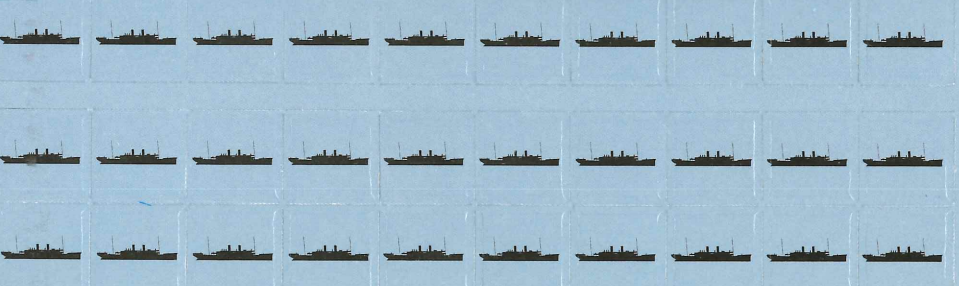
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WEATHER

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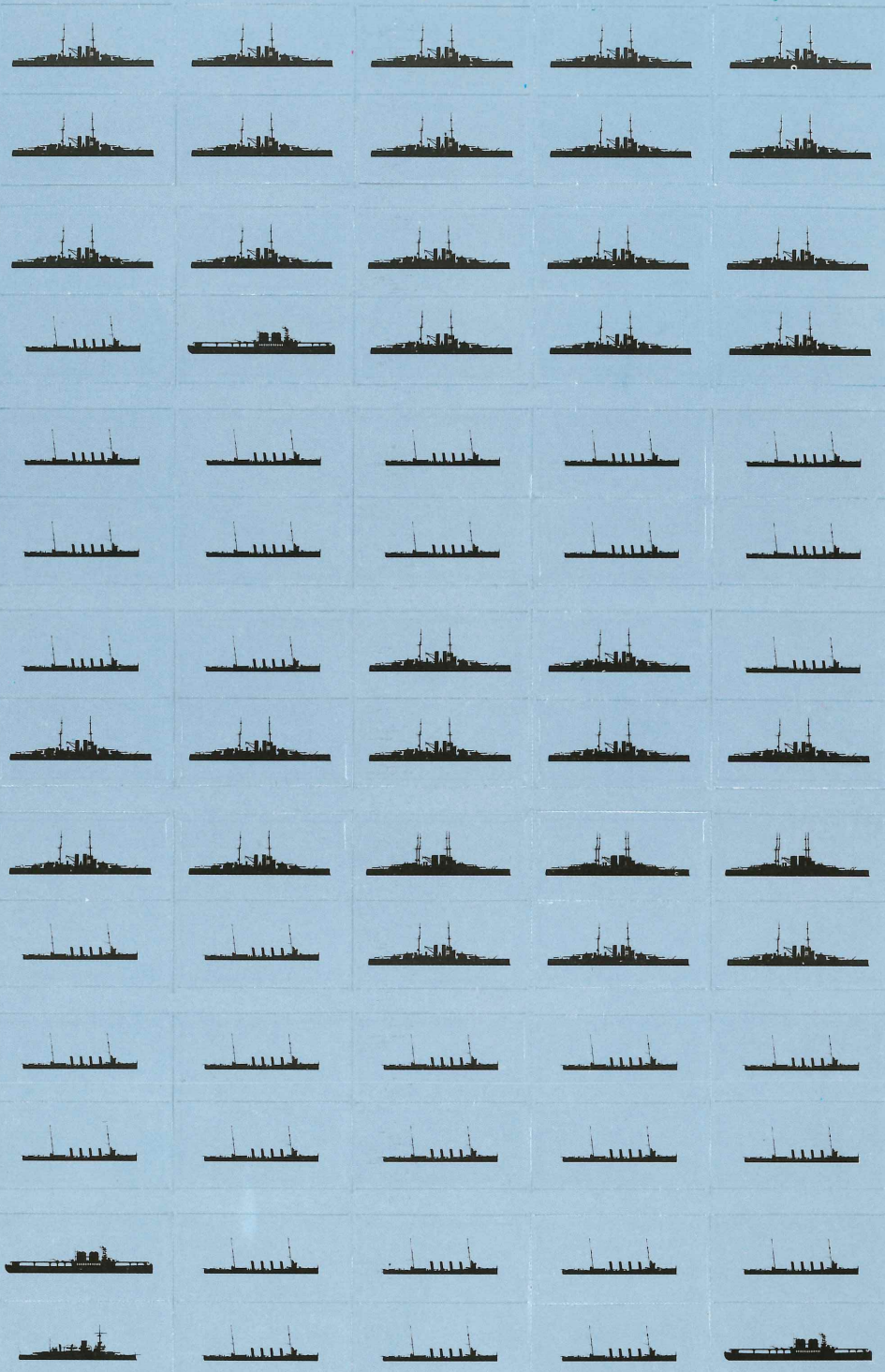
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6

7

8





LEGEND

American Major/Minor Port

French Major/Minor Port

Neutral Major/Minor Port

WEATHER TRACK

CLEAR

MIST

FOG

SQUALL

STORM

GALE



Great War at Sea: Caribbean Map

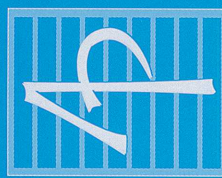
CARIBBEAN WEATHER TABLE

Weather condition changes on weather die-roll as follows:

Winter and Spring		Summer and Fall	
Die-roll	Result	Die-roll	Result
1 or 2	Decrease by one level	1	Decrease by one level
3-5	No change	2-5	No change
6	Roll again. 1 or 2 = no change. 3 through 5 increase by one level. 6 = increase by two levels.	6	Roll again. 1 through 4 increase by one level. 5 or 6 increase by two levels.

AIR SEARCH TABLE

Aircraft Steps	Roll to Locate
1	6+
2-3	5+
4-5	4+
6-8	3+
9 or more	2+



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NAVAL TACTICAL MAP



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NAVAL TACTICAL MAP

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