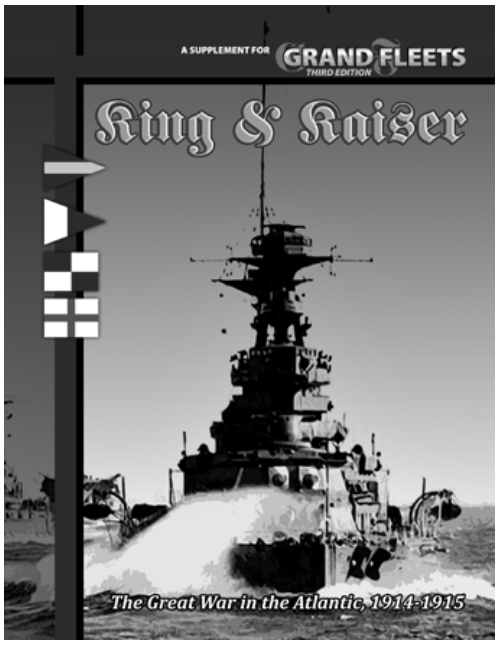
A SUPPLEMENT FOR GRAND FLEETS THIRD EDITION

King & Kaiser



The Great War in the Atlantic, 1914-1915



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GRAND FLEETS: KING & KAISER

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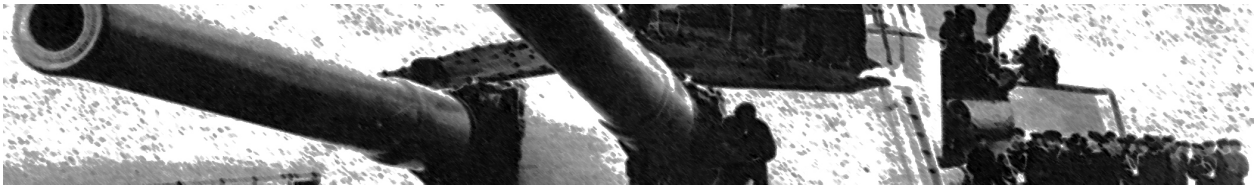


INTRODUCTION

"The great English fleets proved the insuperable obstacle to the ambitious German plans of world dominion. The millions of soldiers landed in France from Great Britain, and its provinces, the millions of Americans transported in safety across the water, and the enormous quantities of supplies put at the disposal of the Allies depended, absolutely, upon the Allied control of the sea routes of the world. With a superior navy a German blockade of England would have brought her to terms in a short period, and France, left to fight alone, would have been an easy victim.

"The British navy saved the world."

—Francis A. Marsh & Richard J. Beamish,
History of the World War (1919)

King & Kaiser*™** is the first scenario book for the third edition of ***Grand Fleets. Within these pages, you will find everything you need to fight out the near-run thing that was the Great War at sea.

While great armies slogged through the Flanders mud and clashed over a sun-dried patch of Anatolian rock, the course of human affairs was directed by the men and machines that steamed the oceans of the world. Across the Atlantic, the Mediterranean, and the North Sea, two powerful navies battled for supremacy, a life-and-death struggle that resonated throughout the twentieth century.

King & Kaiser includes half a dozen scenarios from the early years of World War I. Take on the role of Spee, Beatty, Hipper, or Admiral Sir John Jellicoe: the only man who could lose the war in an afternoon. Also included are 160 individual ship cards from over 50 different classes of the Royal Navy and *Kaiserliche Marine*, along with every major warship in the service of the Austro-Hungarian navy during the Great War.

Do you have what it takes to keep the German threat bottled up at Kiel, making the seas safe for democracy? Or can you break the back of the Grand Fleet and provide for the German Empire her place in the sun?

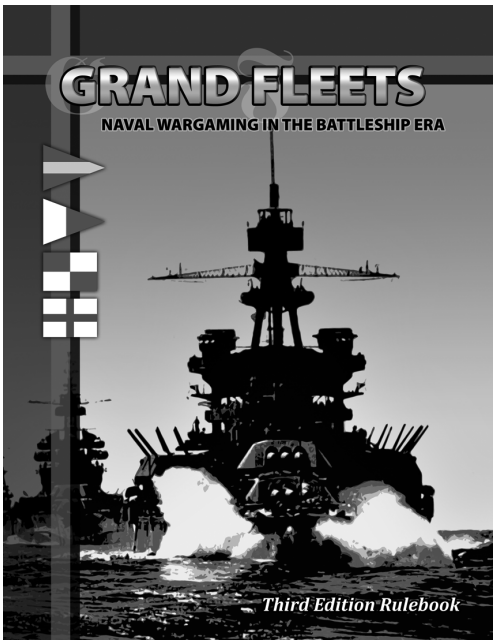
King & Kaiser is not a complete game in itself; the ***Grand Fleets: Third Edition Rulebook*** is required to make use of this product.

What is Grand Fleets?

***Grand Fleets*™** is a tabletop game of naval warfare during the age of the battleship. From the ironclads of the late 1800s to the floating fortresses of World War II, players can take command of the ships that altered the course of history.

In addition to the basic rules for surface actions between 1890 and 1950, ***Grand Fleets*** includes rules for using submarines and aircraft alongside your battlewagons. Advanced rules are also provided for things like RADAR, smoke screens, critical hits, fleet morale, night fighting, and destroyer flotillas.

The rulebook contains 160 ship data cards representing over 50 different classes. Best of all, you'll never have to wait for official publication of your favorite ships: comprehensive, step by step guidelines are provided to generate game stats for any vessel that put to sea during the battleship era.





BRITANNIA RULES THE WAVES

Excerpted from History of the World War, by Francis A. March and Richard J. Beamish (1919)

ESCAPE OF THE GOEBEN

On the day after the declaration of war, the first shots were fired. German minelayers, it is now believed, in disguise, had been dropping mines during the preceding week over a wide area of the North Sea. On the 5th of August, the mine layer *Königen Luise* was sunk by the destroyer *Lance*, and on August 6th the British light cruiser *Amphion* struck one of the mines laid by the *Königen Luise* and was sunk with great loss of life. On August 9th, German submarines attacked a cruiser squadron without causing any damage, and one submarine was sunk.

It was in the Mediterranean, however, that the greatest interest was felt during the first week of the war. Two German warships, the *Goeben* and the *Breslau*, were off the Algerian coast when war broke out. It is probable that when these ships received their sailing orders, Germany depended on the assistance of Italy, and had sent these ships to its assistance. They were admirably suited for commerce destroyers. They began by bombarding the Algerian coast towns of Bona and Phillipe, doing little damage. They then turned toward the coast of Gibraltar, but found before them the British fleet. Eluding the British they next appeared at Messina. There the captains and officers made their wills and deposited their valuables, including signed portraits of the Kaiser, with the German consul. The decks were cleared for action, and with the bands playing they sailed out under a blood-red sunset.

However, they seem to have been intent only on escape, and they went at full speed eastward toward the Dardanelles, meeting in their way only with the British cruiser *Gloucester*, which, though much inferior in size, attacked them boldly but was unable to prevent their escape. On entering Constantinople they were reported as being sold to the Turkish Government, the Turks thus beginning the line of conduct which was ultimately to bring them into the war.

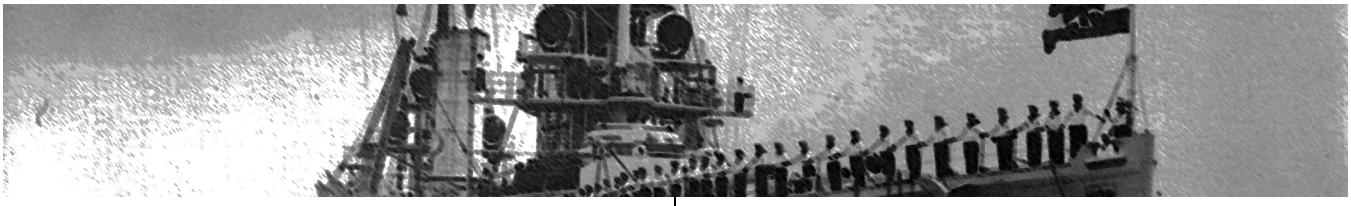
HELGOLAND BIGHT

On the 28th of August occurred the first important naval action of the war, the Battle of Heligoland. From the 9th of August German cruisers had shown activity in the seas around Heligoland and had sunk a number of British trawlers. The English submarines *E-6* and *E-8*, and the light cruiser *Fearless*, had patrolled the seas, and on the 21st of August the *Fearless* had come under the enemy's shell fire. On August 26th the submarine flotilla, under Commodore Keyes, sailed from Harwich for the Bight of Heligoland, and all the next day the *Lurcher* and the *Firedrake*, destroyers, scouted for submarines. On that same day sailed the first and third destroyer flotillas, the battle cruiser squadron, first light cruiser squadron, and the seventh cruiser squadron, having a rendezvous at this point on the morning of the 28th.

The morning was beautiful and clear, so that the submarines could be easily seen. Close to Heligoland were Commodore Keyes' eight submarines, and his two small destroyers. Approaching rapidly from the northwest were Commodore Tyrwhitt's two destroyer flotillas, a little to the east was Commodore Goodenough's first light cruiser squadron. Behind this squadron were Sir David Beatty's battle cruisers with four destroyers. To the south and west of Heligoland lay Admiral Christian's seventh cruiser squadron.

Presently from behind Heligoland came a number of German destroyers, followed by two cruisers; and the English submarines, with the two small destroyers, fled westwards, acting as a decoy. As the Germans followed, the British destroyer flotillas on the northwest came rapidly down. At the sight of these destroyers the German destroyers fled, and the British attempted to head them off.

According to the official report the principle of the movement was to cut the German light craft from home, and engage it at leisure on the open sea.



But between the two German cruisers and the English cruisers a fierce battle took place. The *Arethusa* was engaged with the German *Ariadne*, and the *Fearless* with the *Straßburg*. A shot from the *Arethusa* shattered the fore bridge of the *Ariadne* and killed the captain, and both German cruisers drew off toward Heligoland.

Meanwhile the destroyers were engaged in a hot fight. They sunk the leading boat of the German flotilla and damaged a dozen more. Between nine and ten o'clock there was a lull in the fight; the submarines, with some of the destroyers, remained in the neighborhood of Heligoland, and the Germans, believing that these boats were the only hostile vessels in the neighborhood, determined to attack them.

The *Mainz*, the *Cöln*, and the *Straßburg* came again on the scene, and opened a heavy fire on some of the boats of the first flotilla which were busy saving life. The small destroyers were driven away, but the seamen in the boats were rescued by an English submarine. The *Arethusa* and the *Fearless*, with the destroyers in their company, engaged with three enemy cruisers. The *Straßburg*, seriously injured, was compelled to flee. The boilers of the *Mainz* blew up, and she became a wreck, the *Cöln* only remaining and carrying on the fight.

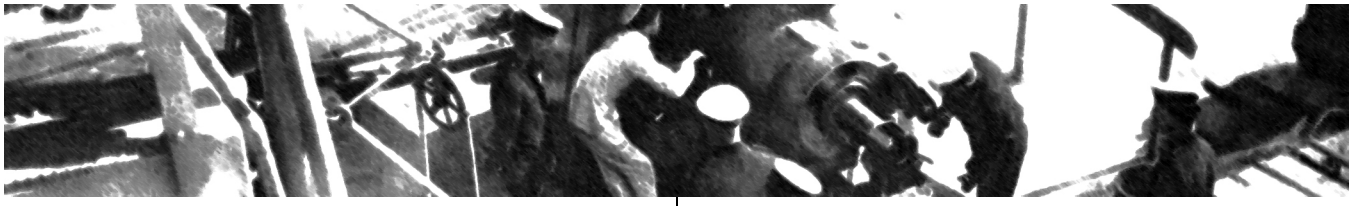
The English destroyers were much crippled, and as the battle had now lasted for five hours any moment the German great battleships might come on the scene. A wireless signal had been sent to Sir David Beatty, asking for help, and about twelve o'clock the *Falmouth* and the *Nottingham* arrived on the scene of action. By this time the first destroyer flotilla was out of action and the third flotilla and the Arethusa had their hands full with the *Cöln*. The light cruisers were followed at 12:15 by the English battle cruisers, the *Lion* came first, and she alone among the battle cruisers seems to have used her guns. Her gun power beat down all opposition. The *Cöln* made for home, but the *Lion*'s guns set her on fire. The luckless *Ariadne* hove in sight, but the terrible 13.5-inch guns sufficed for her. The battle cruisers circled around, and in ten minutes the *Cöln* went to the bottom.

At twenty minutes to two, Admiral Beatty turned homeward. The German cruisers *Mainz*, *Cöln*, and the *Ariadne* had been sunk; the *Straßburg* was seriously damaged. One destroyer was sunk, and at least seven seriously injured. About seven hundred of the German crew perished and there were three hundred prisoners. The British force returned without the loss of a single ship. The *Arethusa* had been badly damaged, but was easily repaired. The casualty list was thirty-two killed and fifty-two wounded. The battle was fought on both sides with great gallantry, the chief glory belonging to the *Arethusa* and the *Fearless* who bore the brunt of the battle. The strategy and tactical skill employed were admirable, and the German admiral, von Ingenohl from that time on, with one exception, kept his battleships in harbor, and confined his activities to mine laying and the use of submarines.

The month of October, 1914, contained no important naval contests. On the 15th, the old British cruiser *Hawke* was torpedoed in the North Sea and nearly five hundred men were lost. On the other hand, on the 17th of October, the light cruiser *Undaunted*, accompanied by the destroyers *Lance*, *Legion* and *Loyal*, sank four German destroyers off the Dutch coast. But the opening of November turned the interest of the navy to the Southern Pacific. When the war began Admiral von Spee, with the German Pacific squadron, was at Kiaochau in command of seven vessels. Among these was the *Emden*, whose adventurous career has been already described. Another, the *Karlsruhe*, became a privateer in the South Atlantic.

CORONEL

Early in August von Spee set sail from Kiaochau with two armored cruisers, the *Gneisenau* and the *Scharnhorst*, and three light cruisers, the *Dresden*, *Leipzig* and *Nürnberg*. These ships were comparatively new, well-armed, and of considerable speed. They set off for the great trade highways to destroy, as far as possible, British commerce. Their route led them to the western coast of South America, and arrangements were made so that they were coaled and provisioned from bases in some of the South American states which permitted a slack observance of the laws respecting the duties of neutrals.



A small British squadron had been detailed to protect British commerce in this part of the world. It was commanded by Rear Admiral Sir Christopher Cradock, a distinguished and popular sailor, who had under his command one twelve-year-old battleship, the *Canopus*, two armored cruisers, the *Good Hope* and the *Monmouth*, the light cruiser *Glasgow*, and an armed liner, the *Otranto*. None of these vessels had either great speed or heavy armament. The equipment of the *Canopus*, indeed, was obsolete. Admiral Cradock's squadron arrived at Halifax on August 14th, thence sailed to Bermuda, then on past Venezuela and Brazil around the Horn. It visited the Falkland Islands, and by the third week of October was on the coast of Chile. The *Canopus* had dropped behind for repairs, and though reinforcements were expected, they had not yet arrived.

One officer wrote, on the 12th of October, "From now till the end of the month is the critical time, as it will decide whether we shall have to fight a superior German force from the Pacific before we can get reinforcements from home or the Mediterranean. We feel that the admiralty ought to have a better force here, but we shall fight cheerfully whatever odds we have to face."

Admiral Cradock knew well that his enemy was superior in force. From Coronel, where he sent off some cables, he went north on the first of November, and about four o'clock in the afternoon the Glasgow sighted the enemy. The two big German armored cruisers were leading the way, and two light cruisers were following close. The German cruiser *Leipzig* does not seem to have been in company. The British squadron was led by the *Good Hope*, with the *Monmouth*, *Glasgow*, and *Otranto* following in order. It was a beautiful spectacle. The sun was setting in the wonderful glory which one sees in the Pacific, and the British ships, west of the German, must have appeared to them in brilliant colors. On the east were the snowy peaks of the Andes. Half a gale was blowing and the two squadrons moved south at great speed. About seven o'clock they were about seven miles apart and the *Scharnhorst*, which was leading the German fleet, opened fire. At this time the Germans were shaded by the inshore twilight, but the British ships must have showed up plainly in the afterglow. The enemy fired with great accuracy. Shell after shell hit the *Good Hope* and the *Monmouth*, but the bad light and inferior guns saved the German ships from much damage. The *Good Hope* was set on fire and at 7:50 exploded and sank. The *Monmouth* was also on fire, and turned away to the western sea. The *Glasgow* had escaped so far, but the whole German squadron bore down upon her. She turned and fled and by nine o'clock was out of sight of the enemy. The *Otranto*, only an armed liner, had disappeared early in the fight. On the following day the *Glasgow* worked around to the south, and joined the *Canopus*, and the two proceeded to the Straits of the Magellan. The account of this battle by the German Admiral von Spee is of especial interest:

"Wind and swell were head on, and the vessels had heavy going, especially the small cruisers on both sides. Observation and distance estimation were under a severe handicap because of the seas which washed over the bridges. The swell was so great that it obscured the aim of the gunners at the six-inch guns on the middle deck, who could not see the sterns of the enemy ships at all, and the bows but seldom. At 6:20 PM, at a distance of 13,400 yards, I turned one point toward the enemy, and at 6:34 opened fire at a distance of 11,260 yards. The guns of both our armored cruisers were effective, and at 6:39 already we could note the first hit on the *Good Hope*. I at once resumed a parallel course, instead of bearing slightly toward the enemy. The English opened their fire at this time. I assume that the heavy sea made more trouble for them than it did for us. Their two armored cruisers remained covered by our fire, while they, so far as could be determined, hit the *Scharnhorst* but twice, and the *Gneisenau* only four times. At 6:53, when 6,500 yards apart, I ordered a course one point away from the enemy. They were firing more slowly at this time, while we were able to count numerous hits. We could see, among other things, that the top of the Monmouth's forward turret had been shot away, and that a violent fire was burning in the turret. The *Scharnhorst*, it is thought, hit the *Good Hope* about thirty-five times. In spite of our altered course the English changed theirs sufficiently so that the distance



between us shrunk to 5,300 yards. There was reason to suspect that the enemy despaired of using his artillery effectively, and was maneuvering for a torpedo attack.

"The position of the moon, which had risen at six o'clock, was favorable to this move. Accordingly I gradually opened up further distances between the squadrons by another deflection of the leading ship, at 7:45. In the meantime it had grown dark. The range finders on the *Scharnhorst* used the fire on the *Monmouth* as a guide for a time, though eventually all range finding, aiming and observations became so inexact that fire was stopped at 7:26. At 7:23 a column of fire from an explosion was noticed between the stacks of the *Good Hope*. The *Monmouth* apparently stopped firing at 7:20. The small cruisers, including the *Nürnberg*, received by wireless at 7:30 the order to follow the enemy and to attack his ships with torpedoes. Vision was somewhat obscured at this time by a rain squall. The light cruisers were not able to find the *Good Hope*, but the *Nürnberg* encountered the *Monmouth* and at 8:58 was able, by shots at closest range, to capsize her, without a single shot being fired in return. Rescue work in the heavy sea was not to be thought of, especially as the *Nürnberg* immediately afterward believed she had sighted the smoke of another ship and had to prepare for another attack. The small cruisers had neither losses nor damage in the battle. On the *Gneisenau* there were two men slightly wounded. The crews of the ships went into the fight with enthusiasm, everyone did his duty, and played his part in the victory."

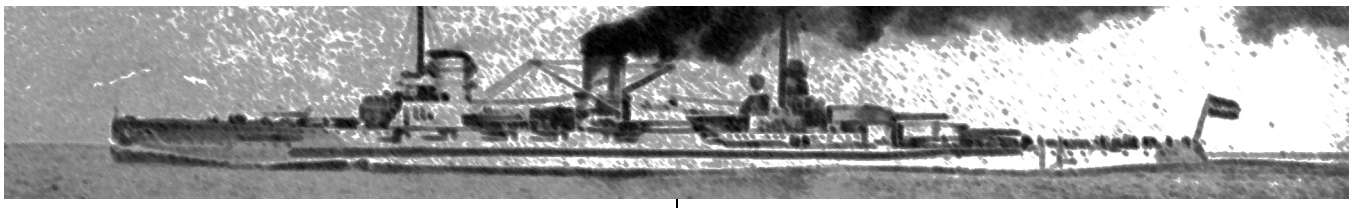
Little criticism can be made of the tactics used by Vice Admiral Spee. He appears to have maneuvered so as to secure the advantage of light, wind and sea. He also seems to have suited himself as regards the range.

Admiral Cradock was much criticised for joining battle with his little fleet against such odds, but he followed the glorious traditions of the English navy. He, and 1,650 officers and men, were lost, and the news was hailed as a great German victory. But the British Admiralty were thoroughly roused. Rear Admiral Sir Frederick Doveton Sturdee, chief of the war staff, proceeded at once with a squadron to the South Atlantic. With him were two battle cruisers, the *Invincible* and the *Inflexible*, three armored cruisers, the *Carnarvon*, the *Kent,* and the *Cornwall*. His fleet was joined by the light cruiser *Bristol* and the armed liner *Macedonia*. The *Glasgow*, fresh from her rough experience, was found in the South Atlantic. Admiral Sturdee then laid his plans to come in touch with the victorious German squadron. A wireless message was sent to the *Canopus*, bidding her proceed to Port Stanley in the Falkland Islands. This message was intercepted by the Germans, as was intended.

THE FALKLAND ISLANDS

Admiral von Spee, fearing the Japanese fleet, was already headed for Cape Horn. He thought that the Canopus could be easily captured at Port Stanley, and he started at once to that port. Admiral Sturdee's expedition had been kept profoundly secret. On December 7th the British squadron arrived at Port Stanley, and spent the day coaling. The *Canopus*, the *Glasgow*, and the *Bristol* were in the inner harbor, while the remaining vessels lay outside. On December 8th, Admiral von Spee arrived from the direction of Cape Horn. The battle that followed is thoroughly described in the report of Vice Admiral Sturdee from which the following extracts have been made:

"At 8:00 AM, Tuesday, December 8th, a signal was received from the signal station on shore. 'A four-funnel and two-funnel man-of-war in sight from Sapper Hill steering north.' The *Kent* was at once ordered to weigh anchor, and a general signal was made to raise steam for full speed. At 8:20 the signal service station reported another column of smoke in sight, and at 8:47 the *Canopus* reported that the first two ships were eight miles off, and that the smoke reported at 8:20 appeared to be the smoke of two ships about twenty miles off. At 9:20 AM the two leading ships of the enemy, the *Gneisenau* and *Nürnberg*, with guns trained on the wireless station, came within range of the *Canopus*, which opened fire at them across the lowland at a range of 11,000 yards. The enemy at once hoisted their colors, and turned away. A few minutes later the two cruisers altered course to port, as though to close the *Kent* at the



entrance to the harbor. But at about this time it seems that the *Invincible* and *Inflexible* were seen over the land, and the enemy at once altered course, and increased speed to join their consorts. At 9:45 AM the squadron weighed anchor and proceeded out of the harbor, the *Carnarvon* leading. On passing Cape Pembroke light, the five ships of the enemy appeared clearly in sight to the southeast, hull down. The visibility was at its maximum, the sea was calm, with a bright sun, a clear sky, and a light breeze from the northwest. At 10:20 the signal for a general chase was made. At this time the enemy's funnels and bridges showed just above the horizon. Information was received from the *Bristol* at 11:27 that three enemy ships had appeared off Port Pleasant, probably colliers or transports. The *Bristol* was therefore directed to take the *Macedonia* under orders and destroy transports.

"The enemy were still maintaining their distance, and I decided at 12:20 PM to attack, with the two battle cruisers and the *Glasgow*. At 12:47 PM the signal to 'Open fire and engage the enemy' was made. The *Inflexible* opened fire at 12:55 PM at the right-hand ship of the enemy, and a few minutes later the *Invincible* opened fire at the same ship. The deliberate fire became too threatening, and when a shell fell close alongside her at 1:20 PM she, the *Leipzig*, turned away, with the *Nürnberg* and *Dresden*, to the southwest. These light cruisers were at once followed by the *Kent*, *Glasgow* and *Cornwall*.

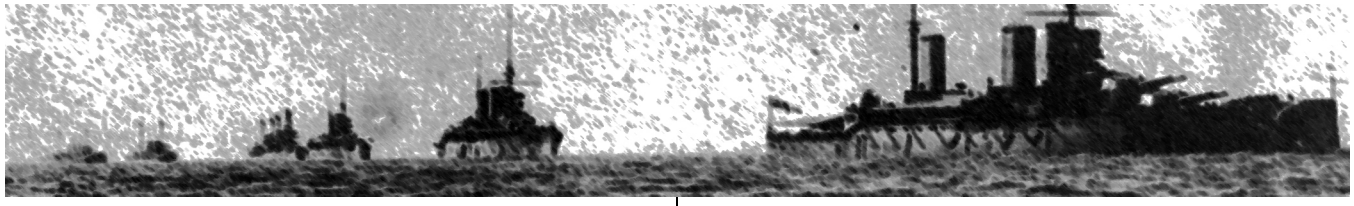
"The action finally developed into three separate encounters. First, the action with the armored cruisers. The fire of the battle cruisers was directed on the *Scharnhorst* and *Gneisenau*. The effect of this was quickly seen, when, with the *Scharnhorst* leading, they turned about seven points to port, and opened fire. Shortly afterwards the battle cruisers were ordered to turn together with the *Invincible* leading. The enemy then turned about ten points to starboard, and a second chase ensued until, at 2:45, the battle cruisers again opened fire. This caused the enemy to turn into line ahead to port and open fire. The *Scharnhorst* caught fire forward, but not seriously, and her fire slackened perceptibly. The *Gneisenau* was badly hit by the *Inflexible*.

"At 3:30 PM the *Scharnhorst* turned about ten points to starboard, her fire had slackened perceptibly, and one shell had shot away her third funnel. Some guns were not firing, and it would appear that the turn was dictated by a desire to bring her starboard guns into action. The effect of the fire on the *Scharnhorst* became more and more apparent in consequence of smoke from fires and also escaping steam. At times a shell would cause a large hole to appear in her side, through which could be seen a dull, red glow of flame.

"At 4:04 PM the *Scharnhorst*, whose flag remained flying to the last, suddenly listed heavily to port, and within a minute it became clear that she was a doomed ship, for the list increased very rapidly until she lay on her beam ends. At 4:17 PM she disappeared. The *Gneisenau* passed on the far side of her late flagship, and continued a determined, but ineffectual, effort to fight the two battle cruisers. At 5:08 PM the forward funnel was knocked over, and remained resting against the second funnel. She was evidently in serious straits, and her fire slackened very much.

"At 5:15 PM one of the *Gneisenau*'s shells struck the *Invincible*. This was her last effective effort. At 5:30 PM she turned toward the flagship with a heavy list to starboard, and appeared to stop, the steam pouring from her escape pipes, and smoke from shell and fires rising everywhere. About this time I ordered the signal 'Cease fire,' but before it was hoisted, the *Gneisenau* opened fire again, and continued to fire from time to time with a single gun. At 5:40 PM the three ships closed in on the *Gneisenau*, and at this time the flag flying at her fore truck, was apparently hauled down, but the flag at the peak continued flying. At 5:50 'Cease fire' was made. At 6:00 PM the *Gneisenau* keeled over very suddenly, showing the men gathered on her decks, and then walking on her side as she lay for a minute on her beam ends before sinking.

"The prisoners of war from the *Gneisenau* report that by the time the ammunition was expended some six hundred men had been killed and wounded. When the ship capsized and sank there were probably some two hundred unwounded survivors in the water, but,



owing to the shock of the cold water, many were drowned within sight of the boats and ships. Every effort was made to save life as quickly as possible, both by boats and from the ships. Life buoys were thrown and ropes lowered, but only a portion could be rescued. The *Invincible* alone rescued a hundred and eight men, fourteen of whom were found to be dead after being brought on board. These men were buried at sea the following day, with full military honors.

"Second, action with the light cruisers. About 1:00 PM when the *Scharnhorst* and the *Gneisenau* turned to port to engage the *Invincible* and the *Inflexible*, the enemy's light cruisers turned to starboard to escape. The *Dresden* was leading, and the *Nürnberg* and *Leipzig* followed on each quarter. In accordance with my instructions, the *Glasgow*, *Kent*, and *Cornwall* at once went in chase of these ships. The *Glasgow* drew well ahead of the *Cornwall* and *Kent*, and at 3:00 PM shots were exchanged with the *Leipzig* at 12,000 yards. The *Glasgow*'s object was to endeavor to outrange the *Leipzig*, and thus cause her to alter course and give the *Cornwall* and *Kent* a chance of coming into action. At 4:17 PM the *Cornwall* opened fire also on the *Leipzig*; at 7:17 PM the *Leipzig* was on fire fore and aft, and the *Cornwall* and *Glasgow* ceased fire. The *Leipzig* turned over on her port side and disappeared at 9:00 PM. Seven officers and eleven men were saved. At 3:36 PM the *Cornwall* ordered the *Kent* to engage the *Nürnberg*, the nearest cruiser to her. At 6:35 PM the *Nürnberg* was on fire forward, and ceased firing. The *Kent* also ceased firing, then, as the colors were still observed to be flying on the *Nürnberg*, the *Kent* opened fire again. Fire was finally stopped five minutes later, on the colors being hauled down, and every preparation was made to save life. The *Nürnberg* sank at 7:27, and as she sank a group of men were waving the German ensign attached to a staff.

"Twelve men were rescued, but only seven survived. The *Kent* had four killed and twelve wounded, mostly caused by one shell. During the time the three cruisers were engaged with the *Nürnberg* and *Leipzig*, the *Dresden*, which was beyond her consorts, effected her escape, owing to her superior speed. The *Glasgow* was the only cruiser with sufficient speed to have had any chance of success, however she was fully employed in engaging the *Leipzig* for over an hour before either the *Cornwall* or *Kent* could come up and get within range. During this time the *Dresden* was able to increase her distance and get out of sight."

Thus was annihilated the last squadron belonging to Germany outside the North Sea. The defeat of Cradock had been avenged. The British losses were very small, considering the length of the fight and the desperate efforts of the German fleet. Only one ship of the German squadron was able to escape, and this on account of her great speed. The German sailors went down with colors flying. They died as Cradock's men had died.

RAIDS ON YARMOUTH & SCARBOROUGH

The naval war now entered upon a new phase. The shores of Great Britain had for many years been so thoroughly protected by the British navy that few coast fortifications had been built, except at important naval stations. Invasion on a grand scale was plainly impossible, so long as the British fleets held control of the sea. With German guns across the Channel almost within hearing it was evident that a raiding party might easily reach the English shore on some foggy night. The English people were much disturbed. They had read the accounts of the horrible brutalities of the German troops in Belgium and eastern France, and they imagined their feelings if a band of such ferocious brutes were to land in England and pillage their peaceful homes. There was a humorous side to the way in which the yeomanry and territorials entrenched themselves along the eastern coast line, but the Germans, angry at the failure of their fleets, determined to disturb the British peace by raids, slight as the military advantage of such raids might be.

On November 2nd a fleet of German warships sailed from the Elbe. They were three battle cruisers, the *Seydlitz*, the *Moltke*, and the *Von der Tann*; two armored cruisers, the *Blücher* and the *Yorck*; and three light cruisers, the *Kolberg*, the *Graudenz*, and the *Straßburg*. They were mainly fast vessels and the battle cruisers carried eleven-inch guns. Early in the



morning they ran through the nets of a British fishing fleet. Later an old coast police boat, the *Halcyon*, was shot at a few times. About eight o'clock they were opposite Yarmouth, and proceeded to bombard that naval station from a distance of about ten miles. Their range was poor and their shells did no damage. They then turned swiftly for home, but on the road back the *Yorck* struck a mine, and was sunk.

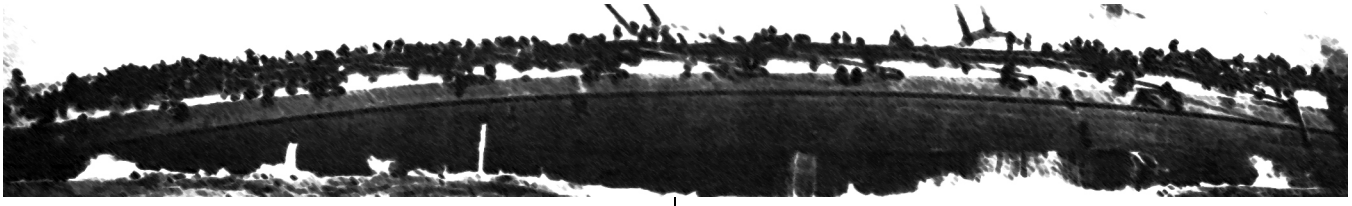
On the 16th of December they came again, full of revenge because of the destruction of von Spee and his squadron. Early in the morning early risers in Scarborough saw in the north four strange ships. Scarborough was absolutely without defense. It had once been an artillery depot but in recent years had been a cavalry station, and some few troops of this service were quartered there. Otherwise it was an open seaside resort. The German ships poured shells into the defenseless town, aiming at every large object they could see, the Grand Hotel, the gas works, the water works and the wireless station. Churches, public buildings, and hospitals were hit, as well as private houses. Over five hundred shells were fired. Then the ships turned around and moved away. The streets were crowded with puzzled and scared inhabitants, many of whom, as is customary in watering places, were women, children and invalids.

At 9:00 PM, Whitby, a coast town near Scarborough, saw two great ships steaming up from the south. Ten minutes later the ships were firing. The old Abbey of Hilda and Cedman was struck, but on the whole little damage was done. Another division of the invaders visited the Hartlepools. There was a small fort, with a battery of old-fashioned guns, and off the shore was a small British flotilla, a gunboat and two destroyers. The three battle cruisers among the German raiders opened fire. The little British fleet did what they could but were quickly driven off. The German ships then approached the shore and fired on the English battery, the first fight with a foreign foe in England since 1690. The British battery consisted of some territorials who stood without wavering to their guns and kept up for half an hour a furious cannonading. A great deal of damage was done; churches, hospitals, workhouses and schools were all hit. The total death roll was 119, and the wounded over 300. Six hundred houses were damaged or destroyed, but there was a great deal of heroism, not only among the territorials, but among the inhabitants of the town, and when the last shots were fired all turned to the work of relief.

Somewhere between nine and ten o'clock the bold German fleet started for home. The British Grand Fleet had been notified of the raid and two battle cruiser squadrons were hurrying to intercept them. But the weather had thickened and the waters of the North Sea were covered with fog belts stretching for hundreds of miles. And so the raiders returned safe to receive their Iron Crosses. The German aim in such raids was probably to create a panic, and so interfere with the English military plans. If the English had not looked at the matter with common sense they might easily have been tempted to spend millions of pounds on seaboard fortifications, and keep millions of men at home who were more necessary in the armies in France. But the English people kept their heads.

Germany, perceiving the indignation of the world at these bombardments of defenseless watering places, endeavored to appease criticism by describing them as fortified towns. But the well-known excellence of the German system of espionage makes it plain that they knew the true condition of affairs. These towns were not selected as fortified towns, but because they were not, and destruction in unfortified towns it was thought would have a greater effect than in a fortified town where it would be regarded as among the natural risks of war.

During the rest of the year of 1914 no further sea fight took place in the North Sea nor was there any serious loss to the navy from torpedo or submarine. But on the first of January, 1915, the British ship *Formidable*, 15,000 tons, was struck by two torpedoes and sunk. The previous day she had left Sheerness with eight vessels of the Channel fleet and with no protection from destroyers. The night was a bright moonlight and for such vessels to be moving in line on such a night without destroyers shows gross carelessness. Out of a crew of 800 men only 201 were saved, and the rescue of this part of the crew was due to the seamanship of



Captain Pillar of the trawler Providence, who managed to take most of those rescued on board his vessel.

DOGGER BANK

On January 24th the German battle cruiser squadron under Rear Admiral Hipper set sail from Wilhelmshaven. What his object was is not known. He had enlarged the mine field north of Heligoland and north of the mine field had stationed a submarine flotilla. It is likely that he was planning to induce the British fleet to follow him into the mine field, or within reach of his submarines. That same morning the British battle cruiser squadron under Vice Admiral Sir David Beatty put to sea.

According to the official report of the English Admiral he was in command of the following vessels; battle cruisers, the *Lion*, *Princess Royal*, the *Tiger*, the *New Zealand*, and the *Indomitable*; light cruisers, the *Southampton*, the *Nottingham*, the *Birmingham*, the *Lowestoft*, the *Arethusa*, the *Aurora* and the *Undaunted*; with destroyer flotillas under Commodore Tyrwhitt. The German Admiral had with him the *Seydlitz*, the *Moltke*, the *Derfflinger*, the *Blücher*, six light cruisers and a destroyer flotilla. The English Admiral apparently had some hint of the plans of the German squadron. The night of the 23rd had been foggy; in the morning, however, the wind came from the northeast and cleared off the mists. An abridgment of the official report gives a good account of the battle, sometimes called the battle of Dogger Bank:

"At 7:25 AM the flash of guns was observed south-southeast; shortly afterwards the report reached me from the *Aurora* that she was engaged with enemy ships. I immediately altered course to south-southeast, increased speed, and ordered the light cruisers and flotillas to get in touch and report movements of enemy. This order was acted upon with great promptitude, indeed my wishes had already been forestalled by the respective senior officers, and reports almost immediately followed from the *Southampton*, *Arethusa*, and Aurora as to the position and composition of the enemy. The enemy had altered their course to southeast; from now onward the light cruisers maintained touch with the enemy and kept me fully informed as to their movements. The battle cruisers worked up to full speed, steering to the southward; the wind at the time was northeast, light, with extreme visibility.

"At 7:30 AM the enemy were sighted on the port bow, steaming fast, steering approximately southeast, distance fourteen miles. Owing to the prompt reports received we had attained our position on the quarter of the enemy, and altered course to run parallel to them. We then settled down to a long stern chase, gradually increasing our speed until we reached 28.5 knots.

"Great credit is due to the engineer staffs of the *New Zealand* and *Indomitable*. These ships greatly exceeded their speed. At 8:52 AM, as we had closed within 20,000 yards of the rear ship, the battle cruisers maneuvered so that guns would bear and the *Lion* fired a single shot which fell short. The enemy at this time were in single line ahead, with light cruisers ahead and a large number of destroyers on their starboard beam. Single shots were fired at intervals to test the range, and at 9:09 the *Lion* made her first hit on the *Blücher*, the rear ship of the German line. At 9:20 the *Tiger* opened fire on the *Blücher*, and the *Lion* shifted to the third in the line, this ship being hit by several salvos. The enemy returned our fire at 9:14 AM, the *Princess Royal*, on coming into range, opened fire on the *Blücher*. The *New Zealand* was also within range of the *Blücher* which had dropped somewhat astern, and opened fire on her. The *Princess Royal* then shifted to the third ship in the line (*Derfflinger*) inflicting considerable damage on her. Our flotilla cruisers and destroyers had gradually dropped from a position, broad on our beam, to our port quarter, so as not to foul our range with their smoke. But the enemy's destroyers threatening attack, the *Meteor* and *M* division passed ahead of us.

"About 9:45 the situation was about as follows: The *Blücher*, the fourth in their line, showed signs of having suffered severely from gun fire, their leading ship and number three were also on fire. The enemy's destroyers emitted vast columns of smoke to screen their battle cruisers, and under cover of this the latter now appeared to have altered course to the northward



to increase their distance. The battle cruisers therefore were ordered to form a line of bearing north-northwest, and proceeded at the utmost speed. Their destroyers then showed evident signs of an attempt to attack. The *Lion* and the *Tiger* opened fire upon them, and caused them to retire and resume their original course.

"At 10:48 AM the *Blücher*, which had dropped considerably astern of the enemy's line, hauled out to port, steering north with a heavy list, on fire, and apparently in a defeated condition. I consequently ordered the *Indomitable* to attack the enemy breaking northward. At 10:54 submarines were reported on the starboard bow, and I personally observed the wash of a periscope. I immediately turned to port. At 10:03 an injury to the *Lion* being reported as being incapable of immediate repair, I directed the *Lion* to shape course northwest.

"At 11:20 I called the *Attack* alongside, shifting my flag to her, and proceeded at utmost speed to rejoin the squadron. I met them at noon, retiring north-northwest. I boarded and hoisted my flag on the *Princess Royal*, when Captain Brock acquainted me with what had occurred since the *Lion* fell out of line, namely, that the *Blücher* had been sunk and that the enemy battle cruisers had continued their course to the eastward in a considerably damaged condition. He also informed me that a Zeppelin and a seaplane had endeavored to drop bombs on the vessels which went to the rescue of the survivors of the *Blücher*."

It appears from this report that as soon as the Germans sighted the British fleet they promptly turned around and fled to the southeast. This flight, before they could have known the full British strength, suggests that the German Admiral was hoping to lure the British vessels into the Heligoland trap. The British gunnery was remarkably good, shot after shot taking effect at a distance of ten miles, and that too when moving at over thirty miles an hour. Over 120 of the crew of the *Blücher* were rescued and more would have been rescued if it had not been for the attack upon the rescue parties by the German aircraft. The injury to the *Lion* was very unfortunate. Admiral Beatty handed over charge of the battle cruisers to Rear Admiral Moore, and when he was able to overtake the squadron he found that under Admiral Moore's orders the British fleet were retiring. The British squadron at the moment of turning was seventy miles from Heligoland, and in no danger from its mine fields. What might have been a crushing victory became therefore only a partial one: the Germans lost the *Blücher*; the *Derfflinger* and the *Seydlitz* were badly injured; but it seems that with a little more persistence the whole German squadron might have been destroyed.

The result was a serious blow to Germany. This engagement was the first between modern big-gun ships. Particular interest is also attached to it because each squadron was accompanied by scouting and screening light cruisers and destroyers. It was fear of submarines and mines, moreover, that influenced the British to break off the engagement. A Zeppelin airship and a seaplane also took part, and perhaps assisted in the fire control of the Germans. The conditions surrounding this battle were ideal for illustrating the functions of battle cruisers. The German warship raid on the British coast of the previous month was still fresh in mind, and when this situation off the Dogger Bank arose the timely interposing of Admiral Beatty's superior force, the fast chase, the long-range fighting, the loss of the *Blücher* and the hasty retreat of the enemy, were all particularly pleasing to the British people. As a result the battle cruiser type of ship attained great popularity.



NEW RULES

ALTERNATE DAMAGE CHECKS

This rule replaces the damage check procedure described on p.14 of the Grand Fleets rulebook. It is strongly recommended that players utilize this rule; however, it is not required. In fact, one player may opt to use this rule while the other may use that provided in the rulebook, as the results, averaged over the course of an entire battle, will be the same.

Players will note that the ship cards in this book are slightly different than those provided with the rulebook. Specifically, some of the ships' hull boxes contain bullets (•). (Also, each ship's last hull box contains an "X", but this is merely to indicate the destruction of the ship.)

When creating your own ship cards, place a bullet in the last box of each of the first two sections of hull boxes, and an "X" in the last box of the third section. Then, halve the number of boxes in each section, rounding up, and place a bullet in that box. For example, the British battleship *Iron Duke* has seven boxes in each section: 7 ÷ 2 = 3.5, rounded up to 4. Therefore, a bullet is placed in the fourth box of each section. If a section only contains one box, that box should contain a single bullet (or an "X").

Whenever a bulleted box is checked off, a damage check is made. Roll three dice, and resolve each separately:

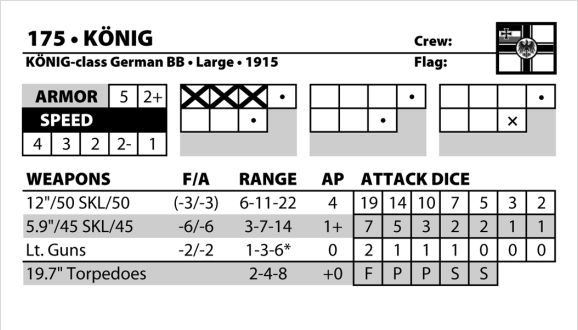
- On a roll of 1-5, check off one attack dice box from the ship's relevant gun battery: *i.e.* a roll of 1 goes to the primary battery; a roll of 2 goes to the secondary battery; *etc*. This includes the ship's anti-air and light gun batteries, but not torpedoes (see below). If there is no relevant battery (*e.g.* a roll of 4 on a ship with only three gun batteries), ignore this result.

  If a gun battery's last attack dice box is checked off, the guns in that battery may no longer be fired.

- On a roll of 5, roll one die per torpedo remaining on the ship: each result of 1 indicates the loss of one torpedo (owning player's choice). If the ship has no torpedoes (or they have all been fired), ignore this result.

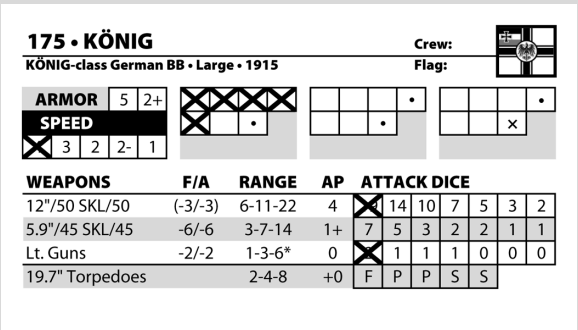
- On a roll of 6, check off one of the ship's speed boxes. If the last speed box is checked off, the ship is dead in the water and can no longer move. Place a "STOP" marker next to its model.

The German battleship König has taken three hits, as shown below.



Two more hits are taken, which results in the loss of one hull box containing a bullet (•). Therefore, a damage check must be made.

Three dice are rolled, coming up 1, 3, and 6. This results in one box being checked off each of the first and third gun batteries, as well as one speed box.



Critical Hits

When making a damage check, if two of the dice come up the same number and the total on all three dice is odd, the ship suffers a critical hit. If all three of the dice come up the same number, the ship suffers two critical hits.



Later in the battle, König makes another damage check; the dice come up 2, 2, and 5. Because two of the dice show the same number (2) and the total on all three dice (9) is odd, König suffers a critical hit. If all three dice had come up 2, König would have suffered two critical hits.

RANGE-BASED ARMOR PENETRATION

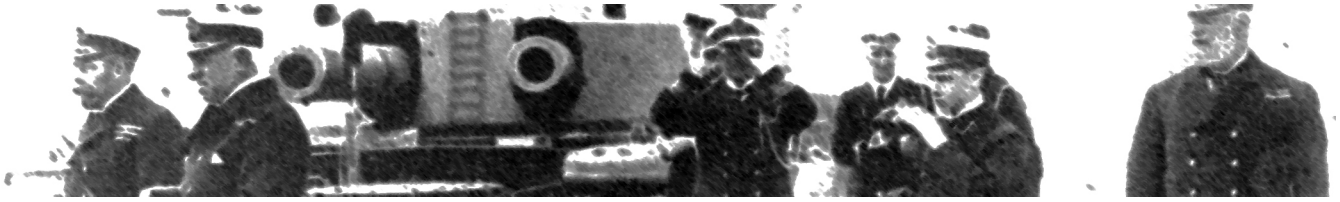
In the basic game, guns retain the same armor penetration (AP) value regardless of the range to the target. In reality, the amount of armor that could be penetrated was inversely related to the shells' striking velocity, which decreased as the range increased. To simulate this effect, the following rule can be applied:

When making an attack at short range, all guns with an AP value of at least 1 have this value increased by +1. Conversely, when making an attack at long range, all guns with an AP of 1, 2, or 3 have this value decreased by -1; guns with an AP of 4 or more decrease this value by -2.

The British battleship Iron Duke has a battery of 13.5"/45 Mk.V guns with an AP of 4. She is attacking the German battleship König, with a belt armor rating of 5. Normally, this would result in a -1 attack modifier; however, if the attack is made at short range, the 13.5" guns' AP value increases to 5, eliminating the penalty. On the other hand, if the attack is made at long range, the AP value drops from 4 to 2, resulting in a -3 attack penalty.

The alterations to the base AP value are summarized in the following table:

AP	Short	Long
0	0	0
1	2	0
2	3	1
3	4	2
4	5	2
5	6	3
6	7	4



THE SIMPLEST CAMPAIGN SYSTEM

The following is intended to produce a "quick-and-dirty" campaign between two or more players. It is ideal for a club or league setup, in which players meet for a couple of games on a regular basis, but don't want to start on anything more complicated.

1) Each player assembles a fleet that totals no more than 1000 victory points (VPs).

2) Determine a player initiative order in any random fashion. Following this order, players alternate being the "active" player.

3) The active player rolls two dice on the table below to determine the size of battle to be fought:

Roll	Battle Size	Fleet Limit/VP Threshold
2-3	Very Small	200/120
4-5	Small	400/240
6-8	Medium	600/360
9-10	Large	800/480
11-12	Very Large	1000/600

4) The next player in initiative order has the first choice of accepting battle with the active player or declining.

   If battle is accepted, the two players play out the battle. The active player is assumed to be the attacker.

   Note that in most cases, the battle's fleet limit will be less than the size of a player's fleet; therefore, only a portion of the fleet will be used in the scenario. If the player's fleet has a VP total less than the scenario's fleet limit, the player does not receive additional forces to make up the difference.

   If battle is declined, the next player in initiative order has the option to accept or decline.

5) The winner of the battle scores a victory. If no other player accepted battle, the active player automatically scores a victory.

6) If a battle was fought, any ships that survive automatically have all speed, weapon, and critical hit damage repaired, and all torpedoes are automatically replenished. However, hull damage is not automatically repaired (see below).

7) The player who lost the battle rolls two dice and multiplies the total by 25. This is the number of replenishment points (RPs) received, which can be used to repair hull damage and/or add new ships to the fleet. Adding a ship requires a number of RPs equal to its VPs.

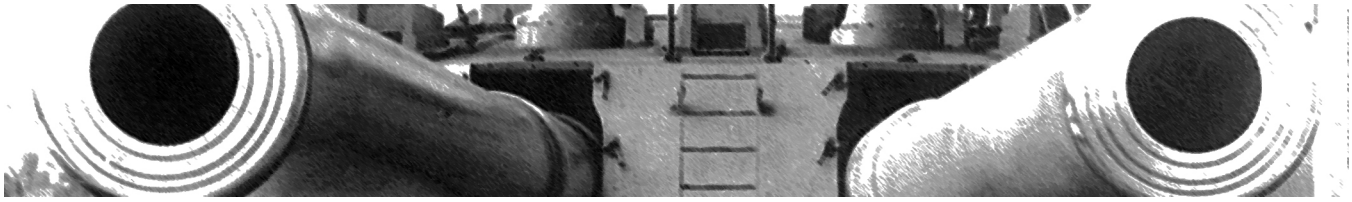
   Repairing a hull point requires a number of RPs equal to the ship's VPs divided by its hull size, rounded up. For example, a hull size 21 ship with a combat rating of 140 would require 7 RPs to repair a single hull point (140 ÷ 21 = 6.67, rounded up).

   Any player that declined battle also receives RPs: roll two dice and multiply the total by 10.

   RPs do not have to be used immediately; they may be "saved" for later use. Players may not use RPs to increase their fleets' total combat rating to more than 1000.

8) Repeat steps 3-7, proceeding through the initiative order. Once all players have had a chance to be the active player, determine a new initiative order and start again.

9) The first player to score a pre-determined number of victories wins the campaign. Alternatively, the campaign may last for a pre-determined number of "rounds", at the end of which the player with the most victories wins.



HISTORICAL SCENARIOS

This section presents six scenarios representing real and imagined naval engagements from the early years of the Great War at sea.

The ships in each scenario have been grouped into divisions which mirror historical reality as closely as possible; however, players are free to rearrange them as desired. Division flagships are indicated by an asterisk (*). Note that the divisions in historical scenarios may not comply with the requirements given on p.7 of the *Grand Fleets* rulebook.

Data cards for ships marked with a section symbol (§) are not included in this book, as they have already been provided in the *Grand Fleets* rulebook.

As with the scenarios in the rulebook, the identities of some destroyers have been altered from historical reality for the sake of convenience.

"GOEBEN IS YOUR OBJECTIVE"

August 4, 1914

> *Watch on mouth of Adriatic should be maintained, but Goeben is your objective. Follow her and shadow her wherever she goes and be ready to act on declaration of war which appears probable and imminent.*
>
> *—Telegram from Winston Churchill, First Lord of the Admiralty, to Admiral Milne, August 2, 1914*

In late July 1914, the German battlecruiser *Goeben* was the fastest and most heavily-armed warship operating in the Mediterranean. Teamed with the light cruiser *Breslau*, she was originally intended to meet with Austrian and Italian ships at the Sicilian port of Messina—after which, the two would descend upon the French transports which soon would be ferrying Allied troops from North Africa to mainland Europe.

By the time hostilities commenced, however, Italy had broken away from Germany and Austria-Hungary, and Emperor Franz Josef's fleet was reluctant to leave its Adriatic port. As a result, Rear Admiral Wilhelm Souchon was left to his own devices, scrounging coal from nearby merchant ships and acting on Admiralty orders to act as he saw fit. After bombarding French facilities at Bone and Philippeville, Souchon's two ships returned to Sicily for supplies.

Again stopping at Messina to stock up on coal, Souchon became aware that he was being shadowed by two British battlecruisers. Initially under orders from Winston Churchill to sink *Goeben* immediately, Admiral Berkeley Milne was forced to put the muzzle back on his Mediterranean Fleet when the Cabinet overruled Churchill and prohibited any offensive action until Britain formally entered the war.

When Souchon set sail, *Indefatigable* and *Indomitable* were gone, acting on the assumption that he would turn west and return to the hunt along the African coast. However, outnumbered and outgunned, Souchon instead decided his only viable option was to run for the Dardanelles and the protection of (still neutral but friendly) Turkey. Only the light cruiser *Gloucester* was present to observe Souchon's departure.

Upon Britain's declaration of war, Admiral Ernest Troubridge, sent by Milne to patrol the Adriatic, was ordered to intercept the German ships. Troubridge steamed south with a force of four armored cruisers and a flotilla of destroyers, which soon fell behind after exhausting their supplies of coal. Concerned that his ships would be no match for *Goeben* in broad daylight, the British Admiral hoped to close before dawn and use the sunrise to his advantage.

Royal Navy Forces

Mediterranean Fleet (Elements)	**175 pts.**
*Defence**	*Minotaur*-class AC
Black Prince	*Duke of Edinburgh*-class AC
Duke of Edinburgh	*Duke of Edinburgh*-class AC
Gloucester	*Bristol*-class CL

Imperial German Navy Forces

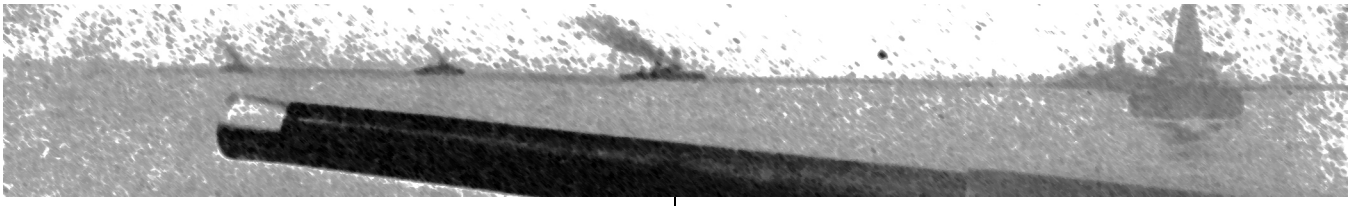
Mediterranean Division	**160 pts.**
*Goeben**	*Moltke*-class BC
Breslau	*Magdeburg*-class CL

Special Rules

There are no special rules in this scenario.

Victory

Either side may claim victory once 100 VPs have been scored. This, in essence, means the British must sink *Goeben* to win.



Historical Outcome

Unfortunately for Troubridge, it became apparent he would be unable to close the range to an acceptable distance before daylight—and without the cover of darkness, in the judgment of Troubridge and his captains, *Goeben* constituted a "superior force", which he had been forbidden to engage. As a result, he called off the pursuit and Souchon, after an inconclusive skirmish with *Gloucester*, managed to escape.

Goeben's arrival in the Black Sea eventually led to Turkey's entry into the war on the side of the Central Powers, cutting off the last possible sea route by which Russia could export grain or receive arms and munitions from her allies.

For his part, Troubridge was accused of negligence, if not outright cowardice; and while he was acquitted at a court-martial held months later, he never completely erased the stain on his reputation.

FIRST HELIGOLAND BIGHT

August 28, 1914

With the onset of war, large-scale patrols of the North Sea began in earnest; however, nothing came of this activity, much to the dismay of British officers, and indeed the public, who had been groomed to expect great victories at sea, and quickly. Unfortunately, the High Seas Fleet simply refused to come out and fight.

In hopes of taking the war to the Germans, and in the process restoring a bit of swagger to the Royal Navy, Commodore Roger Keyes put a plan (devised by himself and Commodore Reginald Tyrwhitt) before Winston Churchill by which a small force of submarines would lure one of the routine German patrols into an ambush.

The First Lord was enthusiastic, but in typical Churchillian fashion, he couldn't resist the urge to tinker. Modifications to the plan caused Keyes and Tyrwhitt to recommend the entire Grand Fleet be brought south from its base at Scapa Flow to support the operation—but this was deemed too risky. Instead, a squadron of older armored cruisers and a pair of battlecruisers detached from Admiral David Beatty's force were approved as supporting elements.

For unknown reasons, the Commander in Chief, Admiral Sir John Jellicoe, was not informed of the plan until days later, and then only in the vaguest of terms. Jellicoe immediately took a dislike to the plan, and specifically to the location selected for the ambush—its proximity to the German coast (and distance from Scapa Flow) meant the High Seas Fleet could easily come to the rescue and turn the tables on the British.

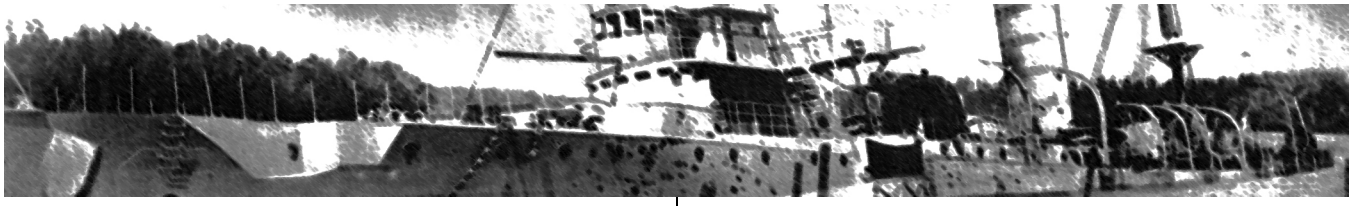
Jellicoe's attempts to gather more information, and his suggestions for potential improvements, were rebuffed: "Cooperation by battle fleet not required," was the reply from Chief of Staff Doveton Sturdee.

The second part of Sturdee's message, "Battle cruisers can support if convenient," gave Jellicoe an excuse to dispatch Beatty and the remainder of his battlecruisers, along with a division of modern light cruisers under the command of Admiral William Goodenough—although he elected not to inform the Admiralty of his actions until after all ships were away.

This, however, was not the end of British communication problems. No one was entirely sure who was in overall command of the operation, and commanders on the scene had no idea what ships were supposed to be present. As a result, British submarines launched torpedoes against friendly surface ships, and Rear Admiral Archibald Moore's battlecruisers nearly opened fire on Goodenough's light cruisers.

Royal Navy Forces

1st Destroyer Flotilla	**165 pts.**
*Fearless**	*Active*-class CL
§ *Goshawk*	*Admiralty I*-class DD
§ *Jackal*	*Admiralty I*-class DD
§ *Phoenix*	*Admiralty I*-class DD
§ *Lapwing**	*Admiralty I*-class DD
§ *Ferret*	*Admiralty I*-class DD
§ *Forester*	*Admiralty I*-class DD
§ *Defender*	*Admiralty I*-class DD
§ *Druid**	*Admiralty I*-class DD
§ *Ariel*	*Admiralty I*-class DD
§ *Sandfly*	*Admiralty I*-class DD
§ *Tigress*	*Admiralty I*-class DD
§ *Acheron**	*Admiralty I*-class DD
§ *Attack*	*Admiralty I*-class DD
§ *Hornet*	*Admiralty I*-class DD
§ *Hydra*	*Admiralty I*-class DD



3rd Destroyer Flotilla	265 pts.
§ *Arethusa**	*Arethusa*-class CL
§ *Laurel*	*Laforey*-class DD
§ *Liberty*	*Laforey*-class DD
§ *Lysander*	*Laforey*-class DD
§ *Laertes*	*Laforey*-class DD
§ *Laforey**	*Laforey*-class DD
§ *Lawford*	*Laforey*-class DD
§ *Louis*	*Laforey*-class DD
§ *Lydiard*	*Laforey*-class DD
§ *Lark**	*Laforey*-class DD
§ *Lucifer*	*Laforey*-class DD
§ *Legion*	*Laforey*-class DD
§ *Landrail*	*Laforey*-class DD
§ *Lookout**	*Laforey*-class DD
§ *Legion*	*Laforey*-class DD
Leonidas	*Laforey*-class DD
Lennox	*Laforey*-class DD

1st Light Cruiser Squadron	120 pts.
§ *Southampton**	*Chatham*-class CL
§ *Birmingham*	*Birmingham*-class CL
§ *Lowestoft*	*Birmingham*-class CL
§ *Nottingham*	*Birmingham*-class CL
Liverpool	*Bristol*-class CL
Falmouth	*Weymouth*-class CL

Cruiser Force "K"	155 pts.
§ *Invincible**	*Invincible*-class BC
§ *New Zealand*	*Indefatigable*-class BC

1st Battlecruiser Squadron	375 pts.
§ *Lion**	*Lion*-class BC
§ *Princess Royal*	*Lion*-class BC
Queen Mary	*Queen Mary*-class BC

Imperial German Navy Forces

I Torpedo Boat Flotilla	95 pts.
Frauenlob	*Gazelle*-class CL
V183, *V184*, *V186*	3×*V180*-class DD
§ *V180*, *V181*	2×*V180*-class DD
G193, *G194*	2×*G192*-class DD
G196, *G197*	2×*G192*-class DD

V Torpedo Boat Flotilla	95 pts.
Stettin	*Königsberg-class CL*
§ *V1*, *V2*	2×*V1*-class DD
§ *V4*, *V5*	2×*V1*-class DD
S13, *S14*	2×*S13*-class DD
§ *G7*, *G8*, *G9*	3×*G7*-class DD
§ *G11*, *G12*	2×*G7*-class DD

I Light Cruiser Division	85 pts.
§ *Cöln**	*Kolberg*-class CL
§ *Kolberg*	*Kolberg*-class CL
Ariadne	*Gazelle*-class CL
§ *Stralsund*	*Magdeburg*-class CL
§ *Straßburg*	*Magdeburg*-class CL

II Light Cruiser Division	45 pts.
§ *Mainz**	*Kolberg*-class CL
Danzig	*Bremen*-class CL
München	*Bremen*-class CL

The twelve ships of the German III Minesweeper Division are not included in this scenario. Also, sources conflict on whether the light cruiser *Hela* was present—we have elected to leave her out. However, a data card for the class is provided in this book for players who wish to add her to the battle.

Special Rules

Initial British forces include the 1st Destroyer Flotilla, while the Germans begin the game with I and V Torpedo Boat Flotillas.

Due to the large number of destroyers involved in this battle, it is highly recommended that players use the advanced rule for multi-ship models (***Grand Fleets*** rulebook, p.18).

The battle is fought in a fog (×3 visibility factor; ***Grand Fleets*** rulebook, p.21).

The Battle of the Bight developed in several stages. To simulate this, each player has access to a number of reinforcements, which can be called upon in "waves" as the battle progresses.

German reinforcements include:

First Wave: I Light Cruiser Division
Second Wave: II Light Cruiser Division



British reinforcements include:

First Wave: 3rd Destroyer Flotilla
Second Wave: 1st Light Cruiser Squadron
Third Wave: Cruiser Force "K"
Fourth Wave: 1st Battlecruiser Squadron

During the End Phase, starting with the British player, each side declares whether the next wave of reinforcements will enter the battle in the following Movement Phase. Only one wave from each side may enter per turn.

When moving reinforcements on to the game board, the controlling player selects any point along the starting edge. Each ship in the selected wave must then spend its first kyd of movement entering the game board from this point, after which it can move freely.

Victory

German reinforcements may enter the game without consequence; however, as soon as a British wave is called in, the German player immediately receives 25% of the total VPs as a victory bonus. For example, if the British player calls in the 3rd Destroyer Flotilla, the German player receives 66 bonus VPs (265÷4=66.25, rounded off).

The game continues until only one side's forces remain on the table, at which time the side with the most VPs is declared the winner.

Historical Outcome

For the price of one heavily-damaged light cruiser, the Royal Navy managed to sink half a dozen German ships and damage six more. Despite the risks involved (not to mention copious errors in planning and execution) the operation had to be considered an unqualified success. In the end, Jellicoe's decision to send Beatty and Goodenough had saved the day and delivered what was, if not another Trafalgar, at least a tangible victory.

Much more important in the long run, however, was the impact the Battle of the Bight had upon the Kaiser's attitude towards his beloved fleet. Seeing how easily the enemy was able to unleash their battlecruisers on unsuspecting German ships ("like elephants walking through a pack of dogs") Wilhelm now determined to keep a much tighter rein on the High Seas Fleet.

Although the German navy continued surface operations in the North Sea, Wilhelm's aversion to further risk ensured that the Royal Navy would retain the initiative for the duration of the war.

What If?

Additional British forces in the area included five armored cruisers:

Cruiser Force "C"	**135 pts.**
*Euryalus**	*Cressy*-class AC
Aboukir	*Cressy*-class AC
Bacchante	*Cressy*-class AC
Cressy	*Cressy*-class AC
Hogue	*Cressy*-class AC

Historically, this squadron was far away from the battle and ultimately played no part in hostilities. However, it is possible the armored cruisers could have arrived instead of Beatty's battlecruisers.

As a variant, replace the 1st Battlecruiser Squadron with Cruiser Force "C".

CORONEL

November 1, 1914

At the outbreak of war, Count Maximilian von Spee was the ranking German officer in the Pacific. Realizing his time was limited, as both the Japanese and British fleets would be looking for him, Spee determined to try and cause as much mayhem as possible before his cruise was cut short, or he was able to return to Germany, whichever came first.

After detaching *Emden* (whose exploits soon became legendary), Spee began his raiding career. Following an abortive attempt to reconquer the occupied German colony at Samoa, and a moderately successful bombardment of the French settlement at Papeete, Spee's armored cruisers, *Scharnhorst* and *Gneisenau*, linked up with three light cruisers and set out across the Pacific, in hopes of disrupting trade along the South American coast.



Meanwhile, the British Admiralty had dispatched Rear Admiral Sir Christopher Cradock to intercept and eliminate the threat posed by Spee's squadron. Upon his arrival at the Falkland Islands in October, Cradock had at his disposal the armored cruisers *Good Hope* and *Monmouth*, the light cruiser *Glasgow*, and an armed merchant cruiser, HMS *Otranto*. Cradock had also been assigned an obsolete battleship, *Canopus*, and was promised an additional armored cruiser, *Defence*.

Although Cradock was not given the tools for the job—his ships, other than *Glasgow*, were of older designs, and his crews inexperienced—he knew he was expected to deal with Spee, whatever the cost. Communication problems did not help; the Admiralty expected *Canopus* and her 12" guns to bolster Cradock's squadron, while the Admiral himself considered the aging battleship to be a liability and left her behind.

Had First Lord Winston Churchill been fully aware of Cradock's intentions (a lapse for which he was as much to blame as anyone), Admiralty expectations may have been lessened—in fact, belated instructions had been relayed for Cradock to wait for Japanese reinforcements. As it was, Cradock was pessimistic about his chances, but had no intention of shirking his responsibilities, planning to fight to the end.

In the fading light on November 1, Spee's force (minus the light cruiser *Nürnberg*, which was still thirty miles to the north at the start of the battle) encountered Cradock several miles to the northwest of the Chilean port of Coronel.

Royal Navy Forces

West Indies Squadron	**115 pts.**
*Good Hope**	*Drake*-class AC
Monmouth	*Monmouth*-class AC
Glasgow	*Bristol*-class CL
Otranto	*Otranto*-class AMC

Imperial German Navy Forces

East Asia Squadron	**162 pts.**
*Scharnhorst**	*Scharnhorst*-class AC
Gniesenau	*Scharnhorst*-class AC
Leipzig	*Bremen*-class CL
Dresden	*Dresden*-class CL

Special Rules

The disparity in experience between the two forces is represented by the use of the "Crew Quality" advanced rule (***Grand Fleets*** rulebook, p.15). All German ships are considered to have "Veteran" crews.

Victory

Because of the disparity in crew quality, the British player receives a 100% VP bonus. For example, if *Scharnhorst* is sunk (50 VPs), the British would receive 100 VPs.

The battle lasts until only one side's ships remain on the board, at which time the side with the most VPs is declared the winner.

Historical Outcome

Despite the fears of Cradock and some in his crew prior to the battle, it is not certain that the British ships were inherently inferior to those of Spee's squadron. In combination, the two sides' armored cruisers were comparable in terms of overall tonnage, weapons range, armor protection, and speed—although the Germans did have a roughly 33% advantage in total weight of shell.

Further, *Glasgow* was of a more modern type than either *Leipzig* or *Dresden*. In more favorable conditions, the British squadron might have had a fighting chance; unfortunately, British inexperience (and German marksmanship) began to tell almost immediately.

Within minutes, one of *Good Hope*'s 9.2" guns had been silenced, and circumstances declined rapidly for the British after that. The final result was the first British defeat at sea in over 100 years. Only *Glasgow* escaped, eventually gaining a measure of revenge by contributing to Spee's defeat at the Falkland Islands.



What If? (Part 1)

Historically, *Canopus* was held in reserve by Cradock, in the belief that her engine troubles would be a liability in combat. If, however, Cradock had been willing to risk bringing her along, *Canopus'* 12" guns could have been a great asset. This was, in fact, the Admiralty's intent when dispatching her to reinforce Cradock in the first place:

> *Naval history afforded numerous good examples of the use of a protective battleship to give security and defensive superiority to a cruiser force—to serve, in fact, as a floating fortress round which the faster vessels could manœuvre, and on which they could fall back.*
>
> *—Winston Churchill, The World Crisis, 1914-1918*

As a variant, assume Cradock did not detach *Canopus* from his force, and include her with the British squadron. This balances out the forces (165 to 162), so the British player no longer receives a VP bonus.

What If? (Part 2)

In September, Cradock had been promised the armored cruiser *Defence* to reinforce his squadron. However, *Defence* was instead assigned to a newly-formed squadron under Rear Admiral A. P. Stoddart.

Ironically, it was the Admiralty's belief that *Canopus* would be with Cradock's force that led them to take this step; in fact, Churchill went so far as to overrule Cradock's on-site decision to reassign *Defence* to his own squadron.

As a variant, assume that Cradock was allowed to add *Defence* to his force (and that she arrived in time for the battle). In this case, also add *Nürnberg* to the German force. This balances out the forces (170 to 177), so the British player no longer receives a VP bonus.

FALKLAND ISLANDS

December 8, 1914

After his decisive victory over British forces at Coronel, Count Maximilian von Spee refueled his ships and pondered his next course of action. News of the loss of SMS *Emden* and the fall of the German naval base at Tsingtao effectively made up his mind for him, and on December 1, Spee's squadron rounded Cape Horn and put in at Pictou Island.

After a few days' rest, Spee decided to raid the Falkland Islands on the way back to Germany, over the objection of his captains, who argued such a raid could have no tactical or strategic benefits. Spee's indecision while still in the Pacific, and his decision to raid the Falklands, were to end up costing his squadron dearly.

As Spee was making his plans, the British were busy assembling another force to exact retribution for the disastrous Battle of Coronel. The battlecruisers *Invincible* and *Inflexible*, commanded by Vice Admiral Charles Doveton Sturdee, departed England for the south Atlantic on November 11.

By the time Sturdee arrived at Port Stanley on December 7, the British force at the Falkland Islands consisted of HMS *Invincible*, *Inflexible*, the armored cruisers *Kent*, *Carnarvon*, and *Cornwall*, the light cruisers *Bristol* and *Glasgow*, the pre-dreadnought battleship *Canopus*, and the armed merchant cruiser *Macedonia*.

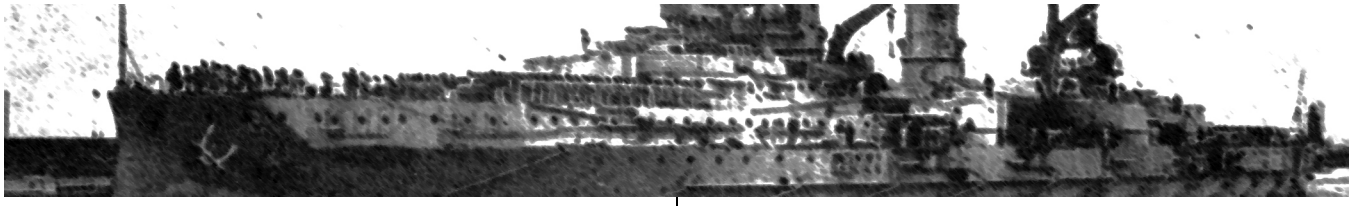
On the morning of December 8, Spee detached SMS *Gneisenau* and *Nürnberg* to attack the wireless station and facilities at Port Stanley.

At approximately 8:30 AM they sighted smoke from HMS *Macedonia* as she returned from morning patrol, soon to be relieved by HMS *Kent*.

To this point, Spee still believed he was facing older, pre-dreadnought ships. Had he chosen to attack immediately, the final outcome might have been very different—the British ships were coaling and easy targets for the Germans. The sinking of even one enemy ship might easily have trapped the rest in harbor.

Again, Spee's decision was made for him, when his ships were surprised by shelling from HMS *Canopus*, which had been grounded out of sight as a means of guarding the harbor entrance. The Germans turned away, and shortly thereafter sighted the distinctive tripod masts of British dreadnoughts.

Their only chance lay in immediate flight, hoping to lose their pursuers in the open ocean. Spee managed to keep his squadron ahead of Sturdee for several hours; however, by 1:00 PM he realized there was little hope. At 1:20, Spee ordered his armored cruisers to turn and engage the enemy, giving his light cruisers an opportunity to escape.



Royal Navy Forces

South Atlantic Squadron	280 pts.
§ *Invincible**	*Invincible*-class BC
§ *Inflexible*	*Invincible*-class BC
Carnarvon	*Devonshire*-class AC
Cornwall	*Monmouth*-class AC
Kent	*Monmouth*-class AC
Glasgow	*Bristol*-class CL

Imperial German Navy Forces

East Asia Squadron	180 pts.
*Scharnhorst**	*Scharnhorst*-class AC
Gniesenau	*Scharnhorst*-class AC
Leipzig	*Bremen*-class CL
Dresden	*Dresden*-class CL
Nürnberg	*Königsberg*-class CL

Special Rules

The British ships are set up first, within 6kyds of one short edge of the game board. The German ships are then placed, with the following restrictions:

1) *Scharnhorst* must be placed within 12kyds of at least one British ship (this represents maximum gun range).

2) *Gneisenau* must be placed within 4kyds of *Scharnhorst*.

3) Each remaining German ship must be placed within 4kyds of either *Scharnhorst* or *Gneisenau*.

German ships are allowed to exit the game board across the edge opposite the British setup area.

All German ships are considered to have "Veteran" crews (***Grand Fleets*** rulebook, p.15).

Victory

If at least two German light cruisers escape across the game board edge opposite the British setup area, ***AND*** at least one British battlecruiser is crippled or sunk, the result is a major victory for the Germans.

If at least two German light cruisers escape across the game board edge opposite the British setup area, ***OR*** at least one British battlecruiser is crippled or sunk, the result is a minor victory for the Germans.

Any other result is a British victory.

Historical Outcome

At the Falklands, the British claimed their revenge for Troubridge's death at the Battle of Coronel. Spee and his two sons were killed, along with 1,800 German sailors. The only German combatant to escape the battle was SMS *Dresden*, which was eventually tracked down and scuttled by her crew in March of the following year.

On the other side, the British suffered less than 30 casualties, and none of their ships was heavily damaged. For avenging the Royal Navy's earlier defeat, Sturdee was made a baronet, and went on to command 4th Battle Squadron at Jutland in 1916.

However, the effect of the battle on the overall course of the war was limited. German commerce raiding was brought to an end, but Spee's squadron had never been expected to survive to begin with—and the fact that two battlecruisers had to be dispatched to hunt down a pair of obsolete armored cruisers may be seen as a moral victory for the Germans.

What If? (Part 1)

Spee's first, and most costly, mistake was delaying his squadron's return home. This resulted in having to face British battlecruisers at the Falklands.

As a variant, assume that Spee headed for home soon after Coronel. This would mean that the German squadron arrived off of the Falklands before the arrival of the British battlecruisers *Invincible* and *Inflexible*.

Use the above listed forces for the Germans, but remove HMS *Invincible* and *Inflexible* from the British forces. In this case, ignore the special setup and victory rules and instead play this game as a standard scenario between balanced forces (180 VPs on each side).

What If? (Part 2)

During the battle, the light cruiser *Bristol* and armed merchant cruiser *Macedonia* didn't engage Spee's squadron, having been delayed in harbor. They later chased down a number of German auxiliaries, sinking two of them (after removing their crews).

As a variant, remove *Inflexible* from the British force. In her place, add the following ships to the British force:



South Atlantic Squadron (Additions)	30 pts.
*Bristol**	*Bristol*-class CL
Macedonia	*Macedonia*-class AMC

"THE FATE OF GERMANY"

December 15, 1914

By the end of 1914, the German surface fleet had been effectively bottled up in port by Admiral Beatty's success at Heligoland Bight—or, more specifically, by the Kaiser's reaction to that success. The High Seas Fleet was under strict instructions to "hold itself back and avoid actions which can lead to greater losses." Over the objections of Chief of Staff Alfred von Tirpitz, Wilhelm insisted on approving in advance all "fleet sallies and greater undertakings".

As a consequence, the German navy devised a strategy to draw out portions of the Grand Fleet, which could then be lured into an ambush and eliminated.

A "test run" at Yarmouth in early November showed that the concept was sound, as ships were able to enter British waters, shell the coastline (to little effect), and retreat to German waters without loss—although SMS *Yorck* was sunk on the return trip when she struck a mine.

Therefore, Rear Admiral Franz von Hipper requested, and received, permission to carry out a more ambitious raid, this time on the towns of Scarborough, Hartlepool, and Whitby. Hipper collected a force of four battlecruisers, an armored cruiser, four light cruisers, and eighteen destroyers, and sailed for England in the early morning hours of December 15.

The British, however, knew about Hipper's plan ahead of time, having already cracked the main German codes. Rather than stop the raid, the Admiralty made the decision to intercept the raiding ships on their return journey. Beatty was put in charge of the operation, with more than two dozen ships assembling 25 miles to the southeast of Dogger Bank…

…creating precisely the type of situation the German navy had been hoping for. Without advance permission from the Kaiser, Admiral Friedrich von Ingenohl had sailed from Wilhelmshaven with nearly the entire High Seas Fleet in support of Hipper, and was now in position to eliminate nearly one-third of the British dreadnought strength.

In the words of Admiral Tirpitz, "Ingenohl had the fate of Germany in his hands."

Royal Navy Forces

2nd Battle Squadron	945 pts.
*King George V**	*King George V*-class BB
Ajax	*King George V*-class BB
Centurion	*King George V*-class BB
Conqueror	*Orion*-class BB
Monarch	*Orion*-class BB
Orion	*Orion*-class BB

1st Battlecruiser Squadron	510 pts.
§ *Lion**	*Lion*-class BC
§ *Princess Royal*	*Lion*-class BC
Queen Mary	*Queen Mary*-class BC
§ *Tiger*	*Tiger*-class BC

British light cruisers and destroyers had been dispersed during the night, attempting to locate Hipper, and are therefore not included in this scenario.

Imperial German Navy Forces

Fleet Flagship	170 pts.
*Friedrich der Große**	*Kaiser*-class BB

I Battle Squadron	1040 pts.
*Ostfriesland**	*Helgoland*-class BB
Helgoland	*Helgoland*-class BB
Oldenburg	*Helgoland*-class BB
Thüringen	*Helgoland*-class BB
*Nassau**	*Nassau*-class BB
Posen	*Nassau*-class BB
Rheinland	*Nassau*-class BB
Westfalen	*Nassau*-class BB

II Battle Squadron	720 pts.
*Preußen **	*Braunschweig*-class BB
Hessen	*Braunschweig*-class BB
Lothringen	*Braunschweig*-class BB
*Deutschland**	*Deutschland*-class BB
Hannover	*Deutschland*-class BB
Pommern	*Deutschland*-class BB
Schlesien	*Deutschland*-class BB
Schleswig-Holstein	*Deutschland*-class BB



III Battle Squadron	680 pts.
*Prinzregent Luitpold**	*Kaiser*-class BB
Kaiser	*Kaiser*-class BB
Kaiserin	*Kaiser*-class BB
König Albert	*Kaiser*-class BB

To maintain at least some level of game balance, German light cruisers and destroyers have been left out of the scenario (63 ships in all).

Special Rules

There are no special rules in this scenario.

Victory

The battle will last for six turns, at which time the side with the most victory points is the winner.

Because of the disparity in forces, the British player receives a 100% VP bonus, while the German player receives only 60% normal VPs. For example, if *Friedrich der Große* is sunk (170 VPs), the British would receive 340 VPs, while sinking *Lion* (125 VPs) would only earn the German player 75 VPs.

Historical Outcome

Winston Churchill later claimed that the danger to British naval supremacy was minimal, since the British battleships and battlecruisers could have used their speed advantage to escape.

However, others (including Commander in Chief John Jellicoe) noted that Beatty was not the sort of man to run from a fight. Like Cradock at the Battle of Coronel, Beatty would almost certainly have done whatever was necessary to avoid "suffer[ing] the fate of poor Troubridge"—and in doing so, may very well have changed the balance of power in the North Atlantic.

In the event, Ingenohl's fears got the better of him, as he was already in violation of the spirit of the Kaiser's standing orders, if not their letter, by sailing the main body of the fleet so far to the west. Unfortunately, he inadvertently threw away the opportunity for which the Germans had been waiting—and nullified the point of raiding the English coast in the first place—by turning away.

"REMEMBER SCARBOROUGH"

December 16, 1914

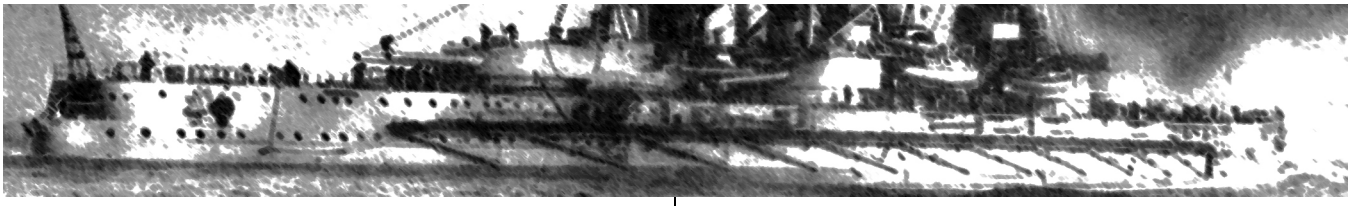
The raid on the English seacoast towns of Scarborough, Hartlepool, and Whitby, led by Rear Admiral Franz von Hipper, was carried out in the morning hours of December 16, 1914. Over 100 civilians were killed, and hundreds more injured. Despite this, the raid had few tangible results—the wireless station just outside Scarborough was undamaged, as was a signaling post at Whitby.

For their part, the residents of Hartlepool fought back (to the Germans' disbelief, it was the only one of the three towns protected by shore batteries), scoring hits on *Moltke*, *Seydlitz*, and *Blücher*.

However, the main objective of the raid had been achieved—a portion of the Grand Fleet was dispatched to intercept the raiders on their return journey. Unfortunately, the tables had been turned; Admiral Friedrich von Ingenohl returned the High Seas Fleet to port before the trap could be sprung, and now Admiral David Beatty was in position to pounce on Hipper, who was left without support.

The good news for Hipper was that the weather, which had started out calm and clear, now took a turn for the worse, making the task of locating his ships that much more difficult. The bad news was that he was hopelessly outmatched. If the British found him, his entire force could be wiped out—somewhat belatedly, the British Admiralty had received information that Ingenohl was at sea, and in response the entire Grand Fleet under Admiral Sir John Jellicoe had been sent from Scapa Flow.

Near mid-day, the light cruiser *Southampton* sighted enemy ships while searching in one of the British minefields, and signaled the location of a single light cruiser and her escorting destroyers to Beatty. Two more light cruisers were subsequently sighted, but their presence was not reported. As a result, Beatty failed to commit himself, and the first threat to Hipper passed without incident.



Moving out of the minefield shortly after noon, the German force was again sighted by British ships; this time it was 2nd Battle Squadron, under the command of Vice Admiral George Warrender. *Stralsund* was the first to recognize the danger, and managed to play for time by flashing a recognition signal, intercepted from *Southampton* during the earlier encounter.

The British soon realized they were facing enemy ships, and Captain Frederic Charles Dryer of *Orion* requested permission to open fire…

Royal Navy Forces

2nd Battle Squadron	**945 pts.**
*King George V**	*King George V*-class BB
Ajax	*King George V*-class BB
Centurion	*King George V*-class BB
Conqueror	*Orion*-class BB
Monarch	*Orion*-class BB
Orion	*Orion*-class BB

3rd Cruiser Squadron	**160 pts.**
*Antrim**	*Devonshire*-class AC
Argyll	*Devonshire*-class AC
Devonshire	*Devonshire*-class AC
Roxburgh	*Devonshire*-class AC

Imperial German Navy Forces

I Torpedo Boat Flotilla	**120 pts.**
§ *Graudenz**	*Graudenz*-class CL
V183, V184, V186	3×*V180*-class DD
§ *V182, V185*	2×*V180*-class DD
§ *Stralsund**	*Magdeburg*-class CL
G193, G194	2×*G192*-class DD
G196, G197	2×*G192*-class DD

IX Torpedo Boat Flotilla	**130 pts.**
§ *Kolberg**	*Kolberg*-class CL
V25, V26, V27	3×*V25*-class DD
V67, V68	2×*V67*-class DD
§ *Straßburg**	*Magdeburg*-class CL
§ *S31*	*S31*-class DD
§ *S32*	*S31*-class DD
§ *S33*	*S31*-class DD
§ *S34*	*S31*-class DD

I Scouting Group	**600 pts.**
§ *Seydlitz**	*Seydlitz*-class BC
§ *Derfflinger*	*Derfflinger*-class BC
§ *Moltke*	*Moltke*-class BC
Von der Tann	*Von der Tann*-class BC
§ *Blücher*	*Blücher*-class AC

Special Rules

Initial German forces include I Torpedo Boat Flotilla and IX Torpedo Boat Flotilla; I Scouting Group does not begin on the game board.

The battle is fought in fog conditions (visibility factor ×3; ***Grand Fleets*** rulebook, p.21).

The German player should roll a die at the end of each turn: on a roll of 4 or more, I Scouting Group will enter during the following Movement Phase along the German edge of the game board.

When moving reinforcements on to the game board, the controlling player selects any point along the starting edge. Each ship in the selected wave must then spend its first kyd of movement entering the game board from this point, after which it can move freely.

Victory

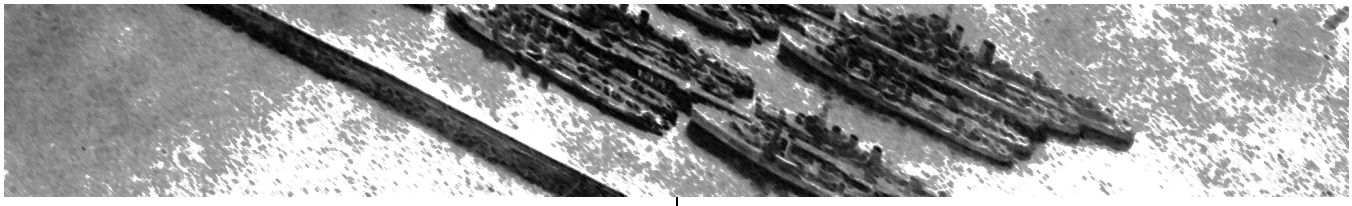
The battle lasts until only one side's forces remain on the board, in which case the side with the most VPs is considered the winner.

Because of the disparity in forces, the German player receives a 70% VP bonus. For example, if *Orion* is sunk (165 VPs), the Germans would receive 281 VPs.

Historical Outcome

In the event, Dryer never received permission to open fire, and the German ships moved away. Warrender sent his armored cruisers to pursue, concerned that his battleships would be too slow, but the Germans vanished into the mist.

Beatty moved south to intercept the German force should it get past Warrender; however, through a combination of clever moves, poor visibility, and blind luck, Hipper managed to evade detection and return to port without a shot being fired against him.



Although the Kaiser was disappointed at what he saw as a lost opportunity, the results of the raid itself were met with enthusiastic approval. Similarly, the British public was enraged at the barbarism of the German raiders, and incensed that pre-war naval expenditures had been insufficient to prevent an attack on home soil.

The fact that the Admiralty knew of the raid in advance and chose not to intervene was wisely concealed until after the war.

What If?

As mentioned above, Warrender initially sent his armored cruisers to intercept the German force, with his battleships following behind.

As a variant, do not place 2nd Battle Squadron on the board to start the game. Instead, the British player should roll a die at the end of each turn: on a roll of 4 or more, 2nd Battle Squadron will enter during the following Movement Phase along the British edge of the game board.

When moving reinforcements on to the game board, the controlling player selects any point along the starting edge. Each ship in the selected wave must then spend its first kyd of movement entering the game board from this point, after which it can move freely.

35 • KP ERZHERZOG RUDOLF

KP ERZHERZOG RUDOLF-class Austrian CB • Small • 1889

Crew:

Flag:



ARMOR	3	2-
SPEED		
3	2	2-	1	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Skoda	(-2/0)	4-8-16	3	3	2	1	1	1	1	0
4.7"/40 Skoda	–/–	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
15.7" Torpedoes		1-2-4	-1	F	P	S	A			

40 • MONARCH

MONARCH-class Austrian CB • Small • 1898

Crew:

Flag:



ARMOR	4	2
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K94	(-2/-2)	3-7-14	2	4	3	2	1	1	1	0
5.9"/40 Krupp	–/–	3-6-12	1	3	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

40 • WIEN

MONARCH-class Austrian CB • Small • 1898

Crew:

Flag:



ARMOR	4	2
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K94	(-2/-2)	3-7-14	2	4	3	2	1	1	1	0
5.9"/40 Krupp	–/–	3-6-12	1	3	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

40 • BUDAPEST

MONARCH-class Austrian CB • Small • 1898

Crew:

Flag:



ARMOR	4	2
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K94	(-2/-2)	3-7-14	2	4	3	2	1	1	1	0
5.9"/40 Krupp	–/–	3-6-12	1	3	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

50 • HABSBURG

HABSBURG-class Austrian BB • Small • 1902

Crew:

Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-1/-3)	3-6-12	2	4	3	2	2	1	1	1
5.9"/40 Krupp	-5/-5	3-6-12	1	5	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

50 • ARPAD

HABSBURG-class Austrian BB • Small • 1903

Crew:

Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-1/-3)	3-6-12	2	4	3	2	2	1	1	1
5.9"/40 Krupp	-5/-5	3-6-12	1	5	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

50 • BABENBERG

HABSBURG-class Austrian BB • Small • 1904

Crew:

Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-1/-3)	3-6-12	2	4	3	2	2	1	1	1
5.9"/40 Krupp	-5/-5	3-6-12	1	5	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

60 • ERZHERZOG KARL

ERZHERZOG KARL-class Austrian BB • Small • 1906

Crew:

Flag:



ARMOR	3	1+
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-2/-2)	3-6-12	2	6	4	3	2	1	1	1
7.5"/42 Skoda	-2/-2	3-6-12	2	7	5	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

60 • ERZHERZOG FRIEDRICH

Crew: **Flag:**

ERZHERZOG KARL-class Austrian BB • Small • 1907

ARMOR	3	1+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-2/-2)	3-6-12	2	6	4	3	2	1	1	1
7.5"/42 Skoda	-2/-2	3-6-12	2	7	5	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

60 • ERZHERZOG FERDINAND MAX

Crew: **Flag:**

ERZHERZOG KARL-class Austrian BB • Small • 1907

ARMOR	3	1+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K97	(-2/-2)	3-6-12	2	6	4	3	2	1	1	1
7.5"/42 Skoda	-2/-2	3-6-12	2	7	5	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

85 • ERZ FRANZ FERDINAND

Crew: **Flag:**

RADETZKY-class Austrian BB • Medium • 1910

ARMOR	3+	2-
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	8	6	4	3	2	1	1
9.4"/45 Skoda	-2/-2	3-7-14	2+	6	4	3	2	1	1	1
3.9"/50 Skoda	-5/-5	3-5-10	1	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

85 • RADETZKY

Crew: **Flag:**

RADETZKY-class Austrian BB • Medium • 1911

ARMOR	3+	2-
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	8	6	4	3	2	1	1
9.4"/45 Skoda	-2/-2	3-7-14	2+	6	4	3	2	1	1	1
3.9"/50 Skoda	-5/-5	3-5-10	1	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

90 • ZRÍNYI

Crew: **Flag:**

RADETZKY-class Austrian BB • Medium • 1911

ARMOR	3+	2-
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	8	6	4	3	2	1	1
9.4"/45 Skoda	-2/-2	3-7-14	2+	6	4	3	2	1	1	1
3.9"/50 Skoda	-5/-5	3-5-10	1	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

150 • VIRIBUS UNITIS

Crew: **Flag:**

TEGETTHOFF-class Austrian BB • Medium • 1912

ARMOR	4	2
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	25	18	12	9	6	4	3
5.9"/50 Skoda	-5/-5	4-8-16	2-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	1
21" Torpedoes		3-6-12	+1	F	P	S	A			

150 • TEGETTOFF

Crew: **Flag:**

TEGETTHOFF-class Austrian BB • Medium • 1913

ARMOR	4	2
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	25	18	12	9	6	4	3
5.9"/50 Skoda	-5/-5	4-8-16	2-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	1
21" Torpedoes		3-6-12	+1	F	P	S	A			

150 • PRINZ EUGEN

Crew: **Flag:**

TEGETTHOFF-class Austrian BB • Medium • 1914

ARMOR	4	2
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	25	18	12	9	6	4	3
5.9"/50 Skoda	-5/-5	4-8-16	2-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	1
21" Torpedoes		3-6-12	+1	F	P	S	A			

150 • SZENT ISTVÁN

TEGETTHOFF-class Austrian BB • Medium • 1915

Crew:

Flag:



ARMOR	4	2
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/45 Skoda	(-2/-2)	4-9-18	3+	25	18	12	9	6	4	3
5.9"/50 Skoda	-5/-5	4-8-16	2-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	1
21" Torpedoes		3-6-12	+1	F	P	S	A			

25 • K&K MARIA THERESIA

K&K MARIA THERESIA -class Austrian AC • Small • 1910/r

Crew:

Flag:



ARMOR	1	0+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/42 Skoda	(-2/-2)	3-6-12	2	2	2	1	1	1	0	0
5.9"/35 Skoda	-4/-4	2-4-8*	1-	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	S	A			

35 • KAISER KARL VI

KAISER KARL VI-class Austrian AC • Small • 1900

Crew:

Flag:



ARMOR	3	1+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K94	(-2/-2)	3-7-14	2	2	1	1	1	0	0	0
5.9"/40 Krupp	-4/-4	3-6-12	1	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

45 • SANKT GEORG

SANKT GEORG-class Austrian AC • Small • 1905

Crew:

Flag:



ARMOR	3	1+
SPEED		
4+	3	2	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 K/01	(0/–)	3-6-12	2	3	2	2	1	1	1	0
7.5"/42 Skoda	(–/-1)	3-6-12	2	4	3	2	1	1	1	0
5.9"/40 Krupp	–/–	3-6-12	1	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • KAISER FRANZ JOSEPH I

FRANZ JOSEPH I-class Austrian PC • Very Small • 1906/r

Crew:

Flag:



ARMOR	0	0
SPEED		
4	3-	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
5.9"/40 Krupp	(-2/-2)	3-6-12	1	2	1	1	1	0	0	0
5.9"/35 Skoda	-3/-3	2-4-8*	1-	3	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15.7" Torpedoes		1-2-4	-1	F	P	S	A			

15 • KAISERIN ELISABETH

FRANZ JOSEPH I-class Austrian PC • Very Small • 1906/r

Crew:

Flag:



ARMOR	0	0
SPEED		
4	3-	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
5.9"/40 Krupp	(-2/-2)	3-6-12	1	2	1	1	1	0	0	0
5.9"/35 Skoda	-3/-3	2-4-8*	1-	3	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15.7" Torpedoes		1-2-4	-1	F	P	S	A			

15 • ZENTA

ZENTA-class Austrian CL • Very Small • 1899

Crew:

Flag:



ARMOR	1-	0+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 Skoda	(-3/-3)	2-4-8	1-	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS					

15 • ASPERN

ZENTA-class Austrian CL • Very Small • 1900

Crew:

Flag:



ARMOR	1-	0+
SPEED		
4	3	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 Skoda	(-3/-3)	2-4-8	1-	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS					

15 • SZIGETVÁR

ZENTA-class Austrian CL • Very Small • 1901

Crew:

Flag:



ARMOR	1-	0+
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 Skoda	(-3/-3)	2-4-8	1-	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS					

10 • ADMIRAL SPAUN

ADMIRAL SPAUN-class Austrian CS • Very Small • 1910

Crew:

Flag:



ARMOR	1	0+
SPEED		
5+	4	3-	2	1+

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-5/-5)	3-5-10	1	3	2	2	1	1	1	0

15 • HELGOLAND

NOVARA-class Austrian CS • Very Small • 1914

Crew:

Flag:



ARMOR	1	0+
SPEED		
5+	4	3-	2	1+

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-5/-5)	3-5-10	1	3	2	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

15 • SAIDA

NOVARA-class Austrian CS • Very Small • 1914

Crew:

Flag:



ARMOR	1	0+
SPEED		
5+	4	3-	2	1+

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-5/-5)	3-5-10	1	3	2	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

15 • NOVARA

NOVARA-class Austrian CS • Very Small • 1915

Crew:

Flag:



ARMOR	1	0+
SPEED		
5+	4	3-	2	1+

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-5/-5)	3-5-10	1	3	2	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S	A				

10 • BALATON

TÁTRA -class Austrian DD • Very Small • 1912

Crew:

Flag:



ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

10 • CSEPEL

TÁTRA -class Austrian DD • Very Small • 1912

Crew:

Flag:



ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

10 • TÁTRA

TÁTRA -class Austrian DD • Very Small • 1912

Crew:

Flag:



ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

10 • LIKA

TÁTRA -class Austrian DD • Very Small • 1913

Crew:

Flag: 

ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

WEAPONS	F/A	RANGE	AP	ATTACK DICE							
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

10 • ORJEN

TÁTRA -class Austrian DD • Very Small • 1913

Crew:

Flag: 

ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

WEAPONS	F/A	RANGE	AP	ATTACK DICE							
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

10 • TRIGLAV

TÁTRA -class Austrian DD • Very Small • 1913

Crew:

Flag: 

ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

WEAPONS	F/A	RANGE	AP	ATTACK DICE							
3.9"/50 Skoda	(-2/-2)	3-5-10	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS			

90 • BRAUNSCHWEIG

BRAUNSCHWEIG-class German BB • Medium • 1904

Crew:

Flag: 

ARMOR	3	2-
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-4/-4	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • ELSASS

BRAUNSCHWEIG-class German BB • Medium • 1904

Crew:

Flag: 

ARMOR	3	2-
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-4/-4	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • HESSEN

BRAUNSCHWEIG-class German BB • Medium • 1905

Crew:

Flag: 

ARMOR	3	2-
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-4/-4	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • PREUßEN

BRAUNSCHWEIG-class German BB • Medium • 1905

Crew:

Flag: 

ARMOR	3	2-
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-4/-4	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • LOTHRINGEN

BRAUNSCHWEIG-class German BB • Medium • 1906

Crew:

Flag: 

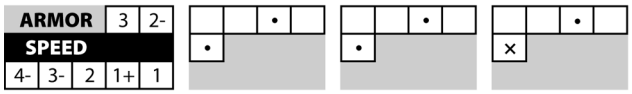
ARMOR	3	2-
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-4/-4	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • DEUTSCHLAND

Crew:

DEUTSCHLAND-class German BB • Medium • 1906 Flag:

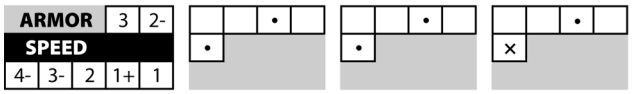


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-6/-6	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	7	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • HANNOVER

Crew:

DEUTSCHLAND-class German BB • Medium • 1907 Flag:

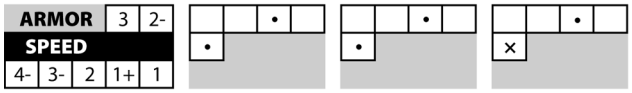


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-6/-6	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	7	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • POMMERN

Crew:

DEUTSCHLAND-class German BB • Medium • 1907 Flag:

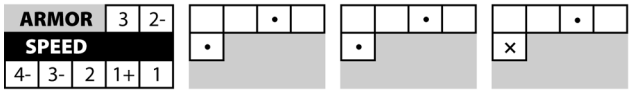


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-6/-6	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	7	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • SCHLESIEN

Crew:

DEUTSCHLAND-class German BB • Medium • 1908 Flag:

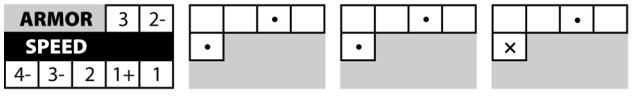


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-6/-6	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	7	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

90 • SCHLESWIG-HOLSTEIN

Crew:

DEUTSCHLAND-class German BB • Medium • 1908 Flag:

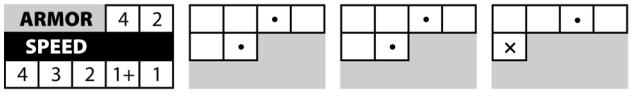


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 SKL/40	(-2/-2)	4-7-14*	2+	12	8	6	4	3	2	1
6.7"/40 SKL/40	-6/-6	3-7-14*	2-	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	7	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

115 • NASSAU

Crew:

NASSAU-class German BB • Medium • 1909 Flag:

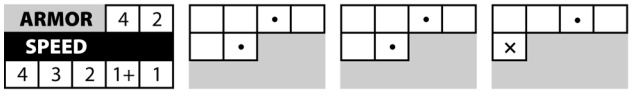


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/45 SKL/45	(-2/-2)	4-9-18	3	14	10	7	5	4	2	2
5.9"/45 SKL/45	-5/-5	3-7-14	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

115 • WESTFALEN

Crew:

NASSAU-class German BB • Medium • 1909 Flag:

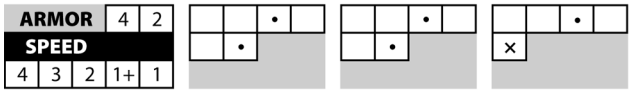


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/45 SKL/45	(-2/-2)	4-9-18	3	14	10	7	5	4	2	2
5.9"/45 SKL/45	-5/-5	3-7-14	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

115 • POSEN

Crew:

NASSAU-class German BB • Medium • 1910 Flag:



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/45 SKL/45	(-2/-2)	4-9-18	3	14	10	7	5	4	2	2
5.9"/45 SKL/45	-5/-5	3-7-14	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

115 • RHEINLAND

Crew:

NASSAU-class German BB • Medium • 1910 **Flag:**

ARMOR	4	2
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/45 SKL/45	(-2/-2)	4-9-18	3	14	10	7	5	4	2	2
5.9"/45 SKL/45	-5/-5	3-7-14	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

145 • HELGOLAND

Crew:

HELGOLAND-class German BB • Medium • 1911 **Flag:**

ARMOR	4	2
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-2/-2)	6-11-22	4	15	11	8	5	4	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

145 • OSTFRIESLAND

Crew:

HELGOLAND-class German BB • Medium • 1911 **Flag:**

ARMOR	4	2
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-2/-2)	6-11-22	4	15	11	8	5	4	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

145 • THÜRINGEN

Crew:

HELGOLAND-class German BB • Medium • 1911 **Flag:**

ARMOR	4	2
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-2/-2)	6-11-22	4	15	11	8	5	4	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

145 • OLDENBURG

Crew:

HELGOLAND-class German BB • Medium • 1912 **Flag:**

ARMOR	4	2
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-2/-2)	6-11-22	4	15	11	8	5	4	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

95 • VON DER TANN

Crew:

VON DER TANN-class German BC • Medium • 1910 **Flag:**

ARMOR	3+	2-
SPEED		
5	4-	2+	2	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/45 SKL/45	(-3/-3)	4-9-18	3	11	8	5	4	3	2	1
5.9"/45 SKL/45	-5/-5	3-7-14	1+	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S	A			

140 • GOEBEN

Crew:

MOLTKE-class German BC • Medium • 1912 **Flag:**

ARMOR	4	2
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/50 SKL/50	(-3/-1)	5-10-20	3+	18	13	9	6	4	3	2
5.9"/45 SKL/45	-5/-5	3-7-14	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
19.7" Torpedoes		2-4-8	+0	F	P	S	A			

170 • KAISER

Crew:

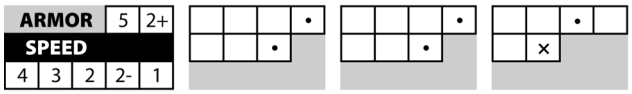
KAISER-class German BB • Large • 1912 **Flag:**

ARMOR	5	2+
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-5/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

170 • FRIEDRICH DER GROßE

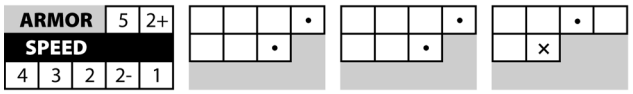
KAISER-class German BB • Large • 1913 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-5/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

170 • KAISERIN

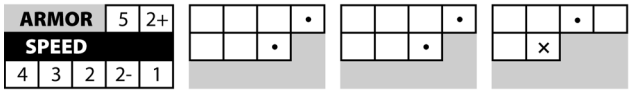
KAISER-class German BB • Large • 1913 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-5/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

170 • KÖNIG ALBERT

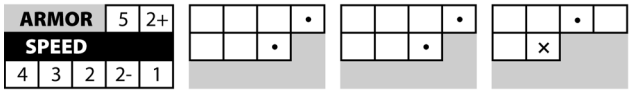
KAISER-class German BB • Large • 1913 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-5/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

170 • PRINZREGENT LUITPOLD

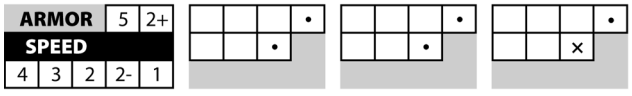
KAISER-class German BB • Large • 1913 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-5/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

175 • GROßER KURFÜRST

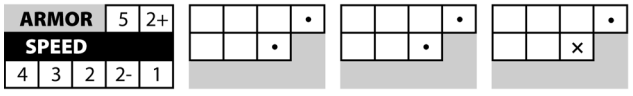
KÖNIG-class German BB • Large • 1914 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-3/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

175 • KÖNIG

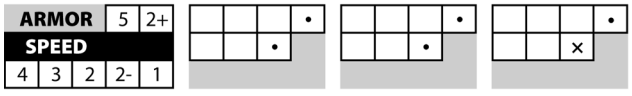
KÖNIG-class German BB • Large • 1915 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-3/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

175 • MARKGRAF

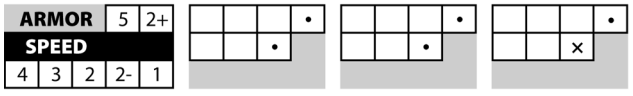
KÖNIG-class German BB • Large • 1915 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-3/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

175 • KRONPRINZ

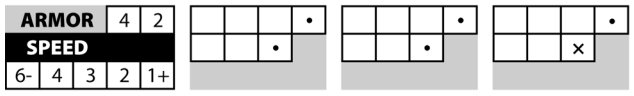
KÖNIG-class German BB • Large • 1915 — **Crew:** — **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-3/-3)	6-11-22	4	19	14	10	7	5	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
19.7" Torpedoes		2-4-8	+0	F	P	P	S	S		

145 • HINDENBURG

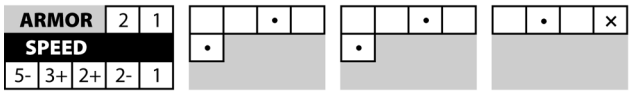
HINDENBURG-class German BC • Large • 1917 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/50 SKL/50	(-2/-2)	6-11-22	4	15	11	8	5	4	3	2
5.9"/45 SKL/45	-6/-6	3-7-14	1+	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
23.6" Torpedoes		3-6-12	+1	F	P	S	A			

50 • SCHARNHORST

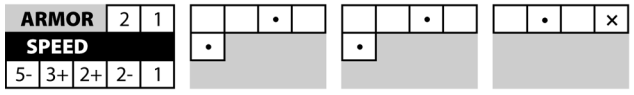
SCHARNHORST-class German AC • Medium • 1907 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/40 SKL/40	(-3/-3)	3-6-12	2-	8	6	4	3	2	1	1
5.9"/45 SKL/45	-3/-3	3-7-14	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S	A			

50 • GNEISENAU

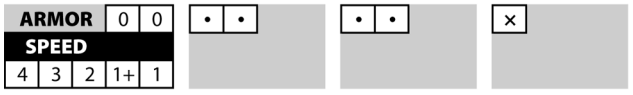
SCHARNHORST-class German AC • Medium • 1908 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/40 SKL/40	(-3/-3)	3-6-12	2-	8	6	4	3	2	1	1
5.9"/45 SKL/45	-3/-3	3-7-14	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S	A			

10 • HELA

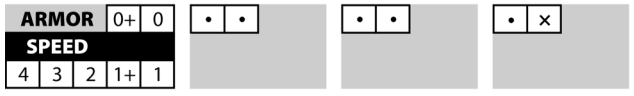
HELA-class German CS • Very Small • 1896 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • GAZELLE

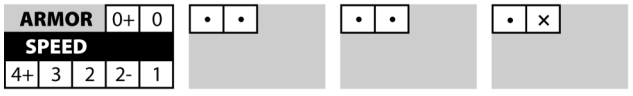
GAZELLE-class German CL • Very Small • 1900 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • NIOBE

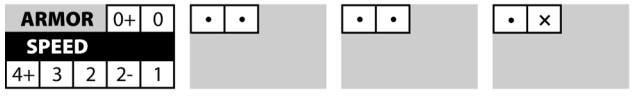
GAZELLE-class German CL • Very Small • 1900 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • NYMPHE

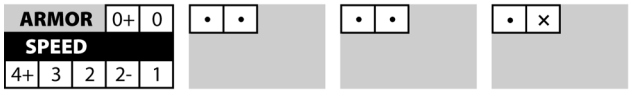
GAZELLE-class German CL • Very Small • 1900 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • AMAZONE

GAZELLE-class German CL • Very Small • 1901 — **Crew:** **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • ARIADNE

GAZELLE-class German CL • Very Small • 1901

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

• • | • • | • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • MEDUSA

GAZELLE-class German CL • Very Small • 1901

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

• • | • • | • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • THETIS

GAZELLE-class German CL • Very Small • 1901

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

• • | • • | • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • ARCONA

GAZELLE-class German CL • Very Small • 1903

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

• • | • • | • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • FRAUENLOB

GAZELLE-class German CL • Very Small • 1903

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

• • | • • | • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • UNDINE

GAZELLE-class German CL • Very Small • 1904

Crew:

Flag:



ARMOR	0+	0
SPEED		
4+	3	2	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • BREMEN

BREMEN-class German CL • Very Small • 1904

Crew:

Flag:



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • HAMBURG

BREMEN-class German CL • Very Small • 1904

Crew:

Flag:



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • BERLIN

Crew:

BREMEN-class German CL • Very Small • 1905 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • LUBECK

Crew:

BREMEN-class German CL • Very Small • 1905 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • MÜNCHEN

Crew:

BREMEN-class German CL • Very Small • 1905 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • LEIPZIG

Crew:

BREMEN-class German CL • Very Small • 1906 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • DANZIG

Crew:

BREMEN-class German CL • Very Small • 1907 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • KÖNIGSBERG

Crew:

KÖNIGSBERG-class German CL • Very Small • 1907 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • NÜRNBERG

Crew:

KÖNIGSBERG-class German CL • Very Small • 1908 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • STUTTGART

Crew:

KÖNIGSBERG-class German CL • Very Small • 1908 **Flag:**



ARMOR	1-	0+
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • STETTIN

KÖNIGSBERG-class German CL • Very Small • 1907

Crew:

Flag:



ARMOR	1-	0+
SPEED		
5	3+	2+	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

20 • DRESDEN

DRESDEN-class German CL • Very Small • 1908

Crew:

Flag:



ARMOR	1	0+
SPEED		
5	3+	2+	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

20 • EMDEN

DRESDEN-class German CL • Very Small • 1909

Crew:

Flag:



ARMOR	1	0+
SPEED		
5	3+	2+	2-	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/40 SKL/40	-3/-3	2-5-10*	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

20 • BRESLAU

MAGDEBURG-class German CL • Very Small • 1912

Crew:

Flag:



ARMOR	1+	1-
SPEED		
5	4-	3-	2	1+

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.1"/45 SKL/45	-3/-3	2-5-10*	1	5	4	3	2	1	1	1
19.7" Torpedoes		2-4-8	+0	P	S					

20 • G193, G194

2×G192-class German DD • Very Small • 1910

Crew:

Flag:



ARMOR	0	0
SPEED		
6+	5-	3	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
19.7" Torpedoes		2-4-8	+0	P	P	PS	PS	PS	PS	
19.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS	S	S	

20 • G196, G197

2×G192-class German DD • Very Small • 1910

Crew:

Flag:



ARMOR	0	0
SPEED		
6+	5-	3	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
19.7" Torpedoes		2-4-8	+0	P	P	PS	PS	PS	PS	
19.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS	S	S	

25 • V183, V184, V186

3×V180-class German DD • Very Small • 1915

Crew:

Flag:



ARMOR	0	0
SPEED		
6+	5-	3	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
17.7" Torpedoes		2-4-8	+0	P	P	P	PS	PS	PS	
17.7" Torpedoes		2-4-8	+0	PS	PS	PS	S	S	S	

15 • S13, S14

2×S13-class German DD • Very Small • 1911

Crew:

Flag:



ARMOR	0	0
SPEED		
7-	5-	3+	2+	2-

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
17.7" Torpedoes		2-4-8	+0	P	P	PS	PS			
17.7" Torpedoes		2-4-8	+0	PS	PS	S	S			

30 • V25, V26, V27

Crew: **Flag:**

3×V25-class German DD • Very Small • 1914

ARMOR	0	0
SPEED		
7-	5	3+	2+	2-

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	1	0
19.7" Torpedoes		2-4-8	+0	P	P	P	PS	PS	PS	
19.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS	PS	PS	
19.7" Torpedoes		2-4-8	+0	PS	PS	PS	S	S	S	

25 • V67, V68

Crew: **Flag:**

2×V67-class German DD • Very Small • 1915

ARMOR	0	0
SPEED		
7	5	3+	2+	2-

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
19.7" Torpedoes		2-4-8	+0	P	P	PS	PS	PS	PS	
19.7" Torpedoes		2-4-8	+0	PS	PS	PS	PS	S	S	

50 • CANOPUS

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1899

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

50 • GOLIATH

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1900

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

50 • OCEAN

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1900

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

50 • ALBION

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1901

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

50 • GLORY

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1900

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

50 • VENGEANCE

Crew: **Flag:**

CANOPUS-class British BB • Medium • 1902

ARMOR	2	1
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 Mk.VIII	(-2/-2)	4-8-16	3	6	5	3	2	2	1	1
6"/40 QF Mk.II	-5/-5	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	P	S	S			

150 • KING GEORGE V

Crew:

Flag:

KING GEORGE V-class British BB • Large • 1912

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-3/-3)	5-11-22	4	21	15	10	7	5	4	3
4"/50 BL Mk.VII	-4/-4	2-5-10	1	5	4	3	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

150 • CENTURION

Crew:

Flag:

KING GEORGE V-class British BB • Large • 1913

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-3/-3)	5-11-22	4	21	15	10	7	5	4	3
4"/50 BL Mk.VII	-4/-4	2-5-10	1	5	4	3	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

150 • AJAX

Crew:

Flag:

KING GEORGE V-class British BB • Large • 1913

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-3/-3)	5-11-22	4	21	15	10	7	5	4	3
4"/50 BL Mk.VII	-4/-4	2-5-10	1	5	4	3	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

150 • AUDACIOUS

Crew:

Flag:

KING GEORGE V-class British BB • Large • 1913

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-3/-3)	5-11-22	4	21	15	10	7	5	4	3
4"/50 BL Mk.VII	-4/-4	2-5-10	1	5	4	3	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

165 • ORION

Crew:

Flag:

ORION-class British BB • Medium • 1912

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-1/-5)	5-11-22	4	21	15	10	7	5	4	3
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

165 • CONQUEROR

Crew:

Flag:

ORION-class British BB • Medium • 1912

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-1/-5)	5-11-22	4	21	15	10	7	5	4	3
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

165 • MONARCH

Crew:

Flag:

ORION-class British BB • Medium • 1912

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-1/-5)	5-11-22	4	21	15	10	7	5	4	3
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

165 • THUNDERER

Crew:

Flag:

ORION-class British BB • Medium • 1912

ARMOR	4+	2
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-1/-5)	5-11-22	4	21	15	10	7	5	4	3
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
21" Torpedoes		3-6-12	+1	P	S	A				

125 • QUEEN MARY

Crew:

QUEEN MARY-class British BC • Large • 1912 Flag:

ARMOR	3	2-
SPEED		
6-	4	3	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
13.5"/45 Mk.V	(-4/-4)	5-11-22	4	17	12	8	6	4	3	2
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
21" Torpedoes		3-6-12	+1	P	S					

45 • CRESSY

Crew:

CRESSY-class British AC • Small • 1901 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

45 • SUTLEJ

Crew:

CRESSY-class British AC • Small • 1902 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

45 • ABOUKIR

Crew:

CRESSY-class British AC • Small • 1902 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

45 • HOGUE

Crew:

CRESSY-class British AC • Small • 1902 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

45 • BACCHANTE

Crew:

CRESSY-class British AC • Small • 1902 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

45 • EURYALUS

Crew:

CRESSY-class British AC • Small • 1904 Flag:

ARMOR	2	1
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-5/-5	3-6-12	1+	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

50 • GOOD HOPE

Crew:

DRAKE-class British AC • Medium • 1902 Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	S					

50 • DRAKE

Crew:

Flag:

DRAKE-class British AC • Medium • 1903

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	S					

50 • KING ALFRED

Crew:

Flag:

DRAKE-class British AC • Medium • 1903

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	S					

50 • LEVIATHAN

Crew:

Flag:

DRAKE-class British AC • Medium • 1903

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	3	2	1	1	1	0	0
6"/45 BL Mk.VII	-4/-4	3-6-12	1+	8	6	4	3	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	S					

35 • BEDFORD

Crew:

Flag:

MONMOUTH-class British AC • Small • 1903

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • KENT

Crew:

Flag:

MONMOUTH-class British AC • Small • 1903

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • MONMOUTH

Crew:

Flag:

MONMOUTH-class British AC • Small • 1903

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • ESSEX

Crew:

Flag:

MONMOUTH-class British AC • Small • 1904

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • BERWICK

Crew:

Flag:

MONMOUTH-class British AC • Small • 1903

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • DONEGAL

MONMOUTH-class British AC • Small • 1903 — Crew: — Flag:

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • CORNWALL

MONMOUTH-class British AC • Small • 1904 — Crew: — Flag:

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • CUMBERLAND

MONMOUTH-class British AC • Small • 1904 — Crew: — Flag:

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • LANCASTER

MONMOUTH-class British AC • Small • 1904 — Crew: — Flag:

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

35 • SUFFOLK

MONMOUTH-class British AC • Small • 1904 — Crew: — Flag:

ARMOR	1+	1-
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 BL Mk.VII	(-3/-3)	3-6-12	1+	9	6	4	3	2	2	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

50 • BLACK PRINCE

DUKE OF EDINBURGH-class British AC • Medium • 1906 — Crew: — Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
6"/50 BL Mk.XI	-5/-5	3-6-12	1+	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	F	P	S				

50 • DUKE OF EDINBURGH

DUKE OF EDINBURGH-class British AC • Medium • 1906 — Crew: — Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
6"/50 BL Mk.XI	-5/-5	3-6-12	1+	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	F	P	S				

40 • ANTRIM

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

40 • CARNARVON

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

40 • HAMPSHIRE

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

40 • ARGYLL

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

40 • DEVONSHIRE

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

40 • ROXBURGH

DEVONSHIRE-class British AC • Small • 1905 — Crew: — Flag:

ARMOR	2	1
SPEED		
4+	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
7.5"/45 Mk.I	(-1/-3)	3-6-12	2-	4	3	2	1	1	1	0
6"/45 BL Mk.VII	-3/-3	3-6-12	1+	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

55 • MINOTAUR

MINOTAUR-class British AC • Medium • 1908 — Crew: — Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
7.5"/45 Mk.I	-5/-5	3-6-12	2-	6	4	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

55 • SHANNON

MINOTAUR-class British AC • Medium • 1908 — Crew: — Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
7.5"/45 Mk.I	-5/-5	3-6-12	2-	6	4	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

55 • DEFENCE

MINOTAUR-class British AC • Medium • 1909 — Crew: — Flag:

ARMOR	2	1
SPEED		
5-	3+	2+	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/47 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
7.5"/45 Mk.I	-5/-5	3-6-12	2-	6	4	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

20 • GLASGOW

BRISTOL-class British CL • Small • 1910

Crew:

Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
4"/50 BL Mk.VII	-5/-5	2-5-10	1	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • GLOUCESTER

BRISTOL-class British CL • Small • 1910

Crew:

Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
4"/50 BL Mk.VII	-5/-5	2-5-10	1	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • LIVERPOOL

BRISTOL-class British CL • Small • 1910

Crew:

Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
4"/50 BL Mk.VII	-5/-5	2-5-10	1	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • NEWCASTLE

BRISTOL-class British CL • Small • 1910

Crew:

Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
4"/50 BL Mk.VII	-5/-5	2-5-10	1	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • BRISTOL

BRISTOL-class British CL • Small • 1910

Crew:

Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
4"/50 BL Mk.VII	-5/-5	2-5-10	1	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

15 • ACTIVE

ACTIVE-class British CS • Very Small • 1911

Crew:

Flag:

ARMOR	0	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4"/50 BL Mk.VII	(-5/-5)	2-5-10	1	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

15 • AMPHION

ACTIVE-class British CS • Very Small • 1913

Crew:

Flag:

ARMOR	0	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4"/50 BL Mk.VII	(-5/-5)	2-5-10	1	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

15 • FEARLESS

ACTIVE-class British CS • Very Small • 1913

Crew:

Flag:

ARMOR	0	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4"/50 BL Mk.VII	(-5/-5)	2-5-10	1	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • DARTMOUTH

Crew:

WEYMOUTH-class British CL • Small • 1911 Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-5/-5)	3-6-12	1+	5	4	2	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S					

20 • FALMOUTH

Crew:

WEYMOUTH-class British CL • Small • 1911 Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-5/-5)	3-6-12	1+	5	4	2	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S					

20 • WEYMOUTH

Crew:

WEYMOUTH-class British CL • Small • 1911 Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-5/-5)	3-6-12	1+	5	4	2	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S					

20 • YARMOUTH

Crew:

WEYMOUTH-class British CL • Small • 1912 Flag:

ARMOR	0+	0
SPEED		
5	4-	3-	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/50 BL Mk.XI	(-5/-5)	3-6-12	1+	5	4	2	2	1	1	1
21" Torpedoes		3-6-12	+1	P	S					

15 • LEONIDAS

Crew:

LAFOREY-class British DD • Very Small • 1913 Flag:

ARMOR	0	0
SPEED		
6	4	3	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4"/40 Mk.IV	(-3/-3)	2-4-8	1-	2	2	1	1	1	0	0
21" Torpedoes		3-6-12	+1	PS	PS	PS	PS			

15 • LENNOX

Crew:

LAFOREY-class British DD • Very Small • 1914 Flag:

ARMOR	0	0
SPEED		
6	4	3	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4"/40 Mk.IV	(-3/-3)	2-4-8	1-	2	2	1	1	1	0	0
21" Torpedoes		3-6-12	+1	PS	PS	PS	PS			

10 • MACEDONIA

Crew:

MACEDONIA-class British AMC • Small • 1904 Flag:

ARMOR	0	0
SPEED		
4-	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 QF Mk.IV	(-5/-3)	2-4-8	1-	4	3	2	1	1	1	0

10 • OTRANTO

Crew:

OTRANTO-class British AMC • Small • 1909 Flag:

ARMOR	0	0
SPEED		
3	2+	2-	1	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 QF Mk.IV	(-5/-3)	2-4-8	1-	4	3	2	1	1	1	0

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SEQUENCE OF PLAY

Initiative Phase	Roll two dice +CQ per division; Alternate placing submarine counters.
Movement Phase	Alternate moving out-of-command ships; Activate divisions in ascending initiative order.
Command Phase	Determine command status; Alternate declaring bomber missions & fighter interception.
Combat Phase	Activate divisions in descending initiative order; Alternate attacking with out-of-command ships & submarines; Resolve bomber attacks; Remove illumination and flash markers.
End Phase	Determine victory; Roll for damage control; Check for fire/flood damage; Roll to remove smoke markers; Remove submarine counters.

SPEED MARKERS

Distance Moved	Speed Marker
1-2 kyds	SLOW (+1)
3-5 kyds	None
6+ kyds	FAST (-1)

ATTACK MODIFIER SUMMARY

Condition	Weapons	Attack Modifier
Crew Quality	All	+1 if Veteran; -1 if Green
Fire (critical hit)	All	-1
Armor	Guns	-1 per level of difference if Armor > AP
Firing Arc	Guns	per F/A modifiers
Over-concentration	Guns	-1 per "SPLASH" marker if long range & 12" or larger
Over-penetration	Guns	-1 per two levels of difference if AP > Armor
RADAR	Guns	-2 vs. unseen target
Evasive Action	Guns/Torps	-1 if target evading; -1 if attacker evading
Night	Guns/Torps	+0, -1, or -2 (see rules)
Range	Guns/Torps	+1 at short range; -2 at long range (-1 if RADAR; guns only)
Choppy or Rough Seas	Guns/Torps	-1 or -2
Smoke	Guns/Torps	-1 or -2 (see rules)
Target Size	Guns/Torps	+1, 0, or -1 (see rules)
Target Speed	Guns/Torps	per speed marker
Dual-Purpose	Anti-Air	per DP modifier
Multiple Targets	Anti-Air	-1 per target
Range	Anti-Air	-1 per 1kyd

ATTACK DICE TARGET NUMBERS

Condition	Hit Results
Net Attack Modifier +3 or more	2, 3, 4, 5, 6
Net Attack Modifier +2	3, 4, 5, 6
Net Attack Modifier +1	4, 5, 6
Net Attack Modifier 0 or less	5, 6
Extreme Range; Anti-Aircraft	6

TORPEDO ATTACK TABLE

Attack Modifier	7	8	9	10	11	12
+3 or more	Hit	Hit	-	Hit	Hit	Hit
+2	-	Hit	Hit	-	Hit	Hit
+1	-	-	Hit	Hit	-	Hit
0	-	-	-	Hit	Hit	Hit
-1	-	-	-	Hit	-	Hit
-2	-	-	-	-	Hit	Hit
-3 or -4	-	-	-	-	Hit	-
-5, -6, or -7	-	-	-	-	-	Hit
-8 or less	-	-	-	-	-	-

DAMAGE CHECKS

Roll	Speed	Weapons	Critical Hits
1	Check 2 boxes	Check 2 boxes	Roll twice
2	Check 2 boxes	Check 2 boxes	Roll once
3	Check 1 box	Check 1 box	Roll once
4	Check 1 box	Check 1 box	No effect
5	Check 1 box	Check 1 box	No effect
6	No effect	No effect	No effect

CRITICAL HITS

Roll	Critical Hit
2	Magazine
3	Engine
4	Rudder
5	Flooding
6	Fire
7	Bridge
8	Flooding
9	Fire
10	Fire Control
11	Engine
12	Magazine

FLAGSHIP COMMAND QUALITY

Roll*	Command Quality
2-3	Terrible (-2)
4-5	Poor (-1)
6-8	Average (0)
9-10	Good (+1)
11-12	Superb (+2)

**-1 following flag transfer*

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