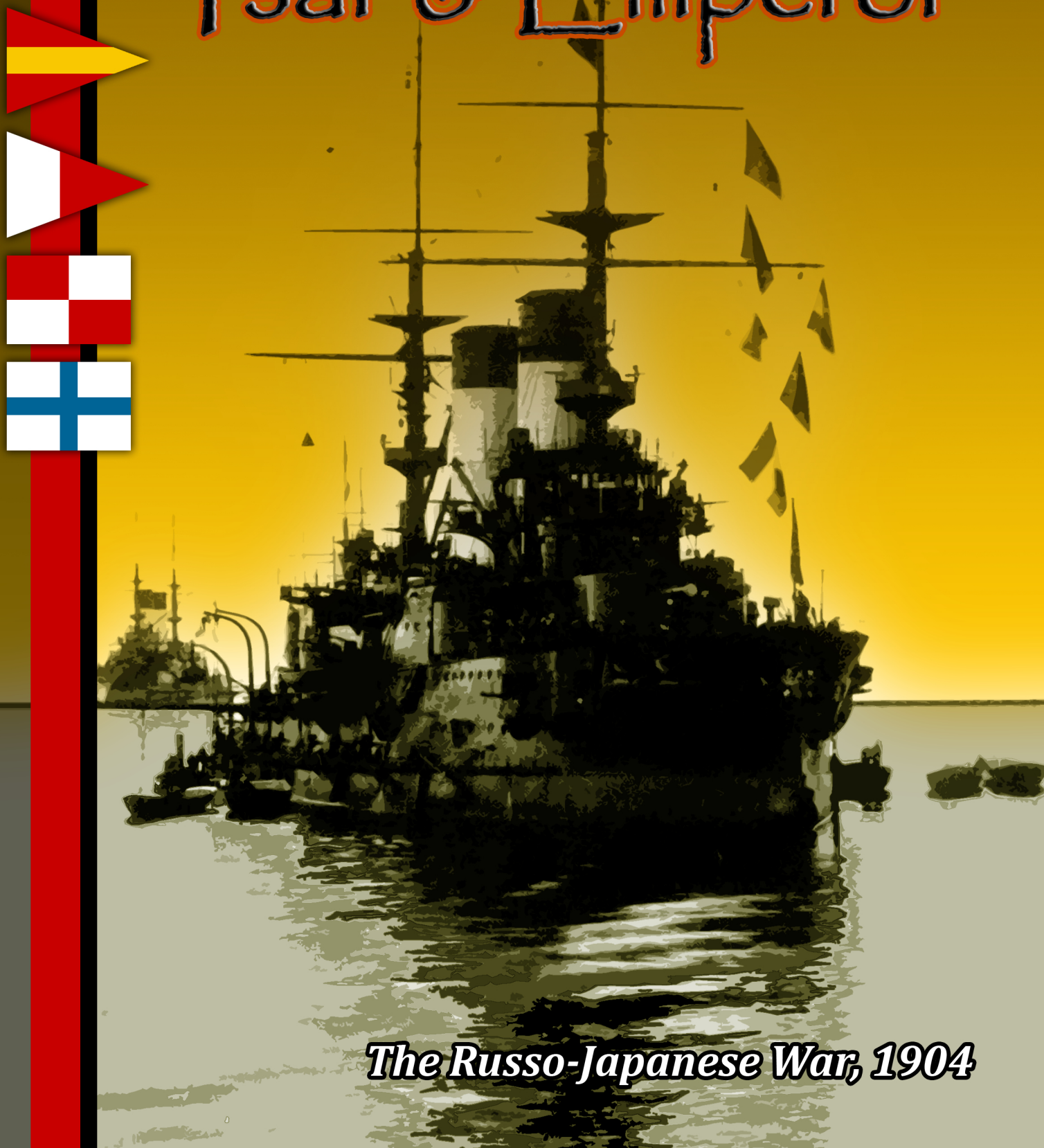
A SUPPLEMENT FOR GRAND FLEETS THIRD EDITION

Tsar & Emperor



The Russo-Japanese War, 1904



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INTRODUCTION

What are the Japanese doing? Where are they? No doubt preparing a hearty welcome for us.

There will probably be frantic torpedo attacks in the straits of Korea. The moon rises late and makes the night attacks easier. Will there be a fleet action? Probably it will be more advantageous for Japan to give battle on arrival at Vladivostok. Our fleet has made a great voyage and is bound to protect the transports. Probably Japanese mines have been placed at Vladivostok.

In seven days the whole world will be talking about our fleet.

— Eugène S. Politovsky, From Libau to Tsushima (1908)

Tsar & Emperor™ is the second scenario book for the third edition of ***Grand Fleets***, covering naval engagements during the first year of the Russo-Japanese War.

At the turn of the century, the idea that an upstart Asian nation could defeat one of the European Great Powers was laughable. Japan may have unexpectedly prevailed against China ten years earlier, but few had any doubts Russian battleships would make quick work of the Combined Fleet.

Admiral Tōgō largely answered those doubts with his surprise attack on Port Arthur. The war which followed was the first to translate the rapid technological advances of the late 19th century into massive casualty counts, presaging the killing fields of Flanders, leading many to dub it "World War Zero".

In addition to eight historical scenarios, ***Tsar & Emperor*** contains a total of 160 individual ship cards, including more than 80 named ships from over 50 different classes of the Imperial Japanese and Russian Navies, alongside selected ships of the pre-World War period from the United States, Great Britain, France, Italy, Greece, Spain, the Chinese Beiyang Fleet, and the Ottoman Empire.

Can you preserve the honor of the Tsar against naked aggression? Or will you advance the Emperor's dream of a modern Japan, taking her rightful place on the world stage?

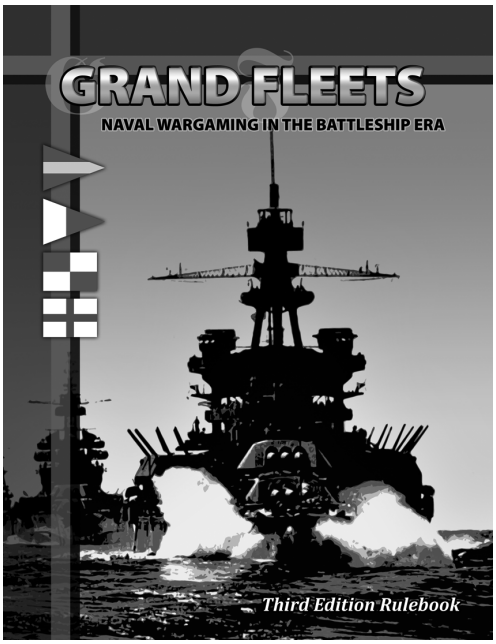
Tsar & Emperor is not a complete game in itself; the ***Grand Fleets: Third Edition Rulebook*** is required to make use of this product.

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.





ADMIRAL ROJDHESTVENSKY'S VOYAGE

Excerpted from From Libau to Tsushima, by the late Eugène S. Politovsky (1908)

Beginning the Voyage

August 28th.—Events follow each other so fast that they get confused in the memory.

The return from the club in the morning, a frightened wife with a telegram, the rush from Petersburg to Cronstadt, hurried calls, appointment to the *Suvaroff*, good-byes, send-offs, a new service, etc., etc.

I am not yet accustomed to my new surroundings.

To-day I bade good-bye to the captain and officers of the *Borodino*, and to the foremen and workmen. They wished me good luck, drank my health, cheered, and the band played. They evidently had a very friendly disposition towards me.

The parting with the foremen and workmen was cordial. It was very sad to see their doleful faces. They all cried before the end of their farewell speeches. I kissed all and thanked them. They blessed me with the ikon of St. Nicholas. I promised to give them my photograph as a memento. I had nothing else to repay them with. I could think of nothing better.

August 30th.—Yesterday we left Cronstadt. The Emperor overtook the fleet in the *Alexandria*, and steamed round it. All the time bands were playing, the men cheered, the fleet saluted. It was a superb sight. At times the smoke from the guns was so thick that the nearest ships were not visible. To-day we arrived at Revel at 7 a.m. It is said we are to remain here for nearly a month.

To-day is the *Suvaroff's* name-day. There was mass. No festivities.

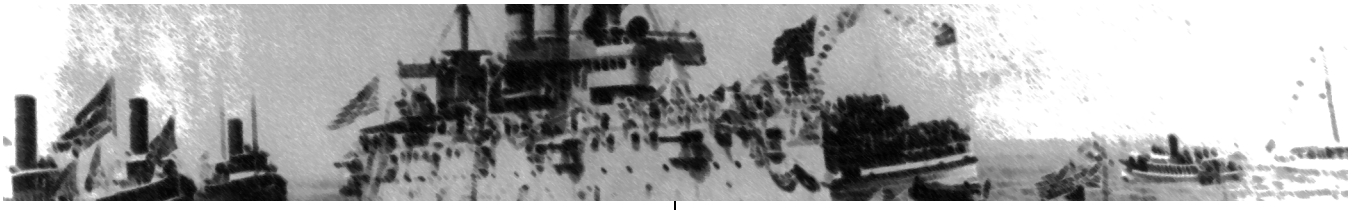
8 p.m.—Such a worry. Nowhere can I find room for myself. When I was working on board the *Borodino*, as you may imagine, I constantly consoled myself with the thought of rest and of leave. The *Borodino* is completed. I might now have been free, might now have been living at home with my wife. But ah! fate! It seems to me that I shall not return. My predecessor in this cabin that I occupy went mad and was retired. This may be superstition, but it is nevertheless unpleasant. It is said that to-day the captain of the *Asia* momentarily lost his head and steered his ship to ram the *Apraxin*; the presence of mind of the officer of the watch saved the *Asia* and *Apraxin* from damage.

October 3rd.—At sea, on the way to the island of Bornholm. Time flies. Daily there are new impressions, worries, gossip, and work. On the eve of our departure from Libau there was prayer, with genuflexions for "Boyarin Zenovie."*

Yesterday we had vespers, and to-day mass. Everything so triumphant and showy! The weather was glorious. At lunch the band played. Suddenly it was reported that the torpedo-boat *Buistry* (Rapid) had rammed the *Oslyabya*—had knocked a hole in herself and damaged her torpedo-tubes. The *Buistry* approached the *Suvaroff*. With the help of a megaphone (*i.e.* a large speaking-trumpet) the admiral conversed with her. They managed to plug the holes. It will be my work to mend them. We shall anchor off Bornholm, where I hope to repair the torpedo-boat. To-night there will be danger. We shall all sleep in our clothes and all guns will be loaded. We shall pass through a narrow strait. We are afraid of striking on Japanese mines in these waters. Perhaps there will be no mines; but considering that long ago Japanese officers went to Sweden and, it is said, swore to destroy our fleet, we must be on our guard. This strait is eminently suitable for torpedo-boat attacks or for laying down mines. When you get this letter we shall have passed the dangerous place, and it is no use your worrying yourself about it.

4 p.m.—We have passed the island of Bornholm without stopping. The southern shores of Sweden were visible. On the way we met a good many steamers. We are steaming with the greatest precaution. The fleet is split into several divisions,

* Admiral Rojdestvensky's Christian name. "Boyarin" means "the lord."



steaming at a certain distance from one another. Each division is surrounded by torpedo-boats. Whenever a steamer or sailing-ship is observed on our course or coming toward us, a torpedo-boat goes ahead and clears the way—that is, drives them aside.

October 15th, 12 noon.—At eleven o'clock I went to lunch with the admiral, who conferred on me the Order of St. Anne. This came as a surprise to me. The order with the ribbon was sent to me. The admiral is promoted to vice-admiral and *aide-de-camp* to the Czar.

3 p.m.—I lay down hoping to rest, but it was not to be; I had to go to the *Sissoi*—her davits had broken. They could not lower a single cutter. Off I went. Here we are at our first anchorage, and already there are a heap of damages. The *Buistry* is damaged; there are breakages in the *Sissoi*: in the *Jemchug* the davits broke and a cutter sank.

Three Danish steamers which coaled us are damaged. The owners assess the damages at 6,000 roubles (£600). I shall have to go and look at them.

I do not take into account minor mishaps, such as the torpedo-boat *Prozorlivy* (Clearsighted), which struck her bows somewhere, and of course bent them. She was, however, able to cope with the leak herself.

October 6th.—On the way to Cape Skaw.

Another mishap to the *Orel* (Eagle).* At a most critical moment, when we were going through a narrow strait, her rudder was injured. She anchored. The damage is not yet ascertained. There is probably some scoundrel on board who has been trying all along to injure the ship. It is supposed to be one of the crew. We got up anchor at 7 a.m. The weather is fair, but it appears to be freshening. The wind is beginning to get much stronger, although the sun is still shining, and there is not much sea.

It is warm here, 12° to 13° R.

The *Orel* weighed anchor and followed the fleet.

* On September 17th, 1904, the battleship *Orel* went aground when being towed to sea.

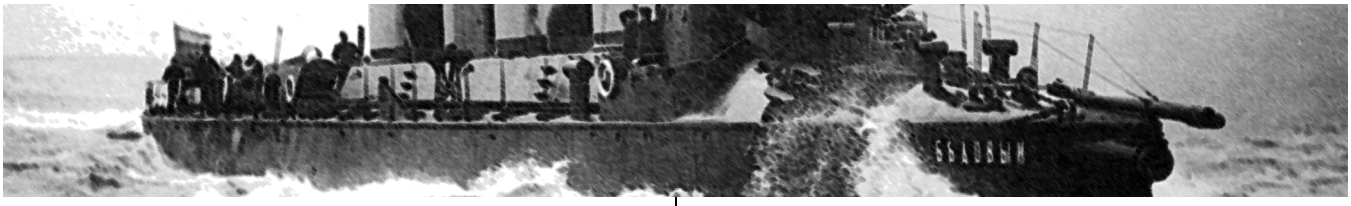
October 7th.—The next trip will be of some days' duration. We have no news of the war. It is very trying. The torpedo-boat *Prozorlivy* has damaged her condenser, and is being sent to Libau. The *Jemchug* lost a cutter and broke the davits. The davits were taken down to-day and sent to the *Kamchatka*, where, in hoisting them on board, they fell into the water and sank.

How strict discipline is now! A signal was made to the *Ermak*. She did not answer, so they began firing projectiles under her stern. After such a reminder she quickly responded.

At three o'clock a Swedish steamer approached the fleet, flying a signal that she had very important dispatches. Apparently the Russian agent reported that a very suspicious three-masted sailing ship had sailed from the fiords. An order has now been given to train all guns on every passing vessel. We met ships hitherto, but the torpedo-boats always drove them out of the way. We have already passed the most dangerous spots. Half an hour ago it was reported to the admiral that either the *Navarin* or the *Nachimoff* (I do not remember which) had signalled that they had seen two balloons. What can this be? Can it be the Japanese?

8 p.m.—Panic prevails on board. Every one examines the sea intently. The weather is glorious. It is warm. There is moonlight. The slightest suspicious-looking spot in the water is carefully watched. The guns are loaded. The crew are standing about on deck. One half will sleep at their guns without undressing; the other half and officers will keep watch to-night. It is curious that we are so far from the theatre of war and yet so much alarmed. The crew treat the matter seriously.

By the way, I will tell you the following incident. A sailor of the Revel half "equipage" asked to be allowed to go to the war in one of the ships. His request was refused. He thereupon climbed into the hold of one of the transports and remained there until now. Imagine how many days he passed in the fetid hold of the transport! Besides that, he would be suspected of being a deserter—that is, to have committed a severely punishable offence. No doubt they will inform



Revel and keep him in the fleet. A curious incident, is it not? I wish the whole thing were over. Every one's nerves are strained just now. There are some officers in the fleet who have returned from Port Arthur, and they say that people out there are not nearly as nervous as they are in Russia.

October 8th.—What a night it has been—nerve-racking and restless. Early in the evening all were in a state of nervous tension and panic. News was received at midnight from the foremost ships that they had observed four suspicious torpedo-boats without lights. Vigilance was redoubled, but thank God the night passed happily. At present there is a fog. Nothing is visible all around. The sirens which you dislike so much are shrieking. I went to bed, dressed, last night, and did not cover myself with the counterpane, but just threw my overalls over me. In the night I froze, so covered my feet with a rug. The rug was very useful—many thanks to you for it.

We are now in the German Ocean. They say it will be rough. At present it is calm, but foggy. We go from the Skaw to Brest, in France. There, there will be no communication with the shore, it is said. It will be strange if we arrive in the East without having once set foot on dry land—and that seems likely to happen; circumnavigating the world and not seeing a single town—how that would please you!

9 p.m.—A signal has just been received (by wireless telegraphy) that the *Kamchatka*, which had dropped far astern, was attacked by torpedo-boats. Just off to find out details.

10 p.m.—The *Kamchatka* reports that she is attacked on all sides by eight torpedo-boats.

October 9th.— The *Kamchatka* is asking the position of the fleet. She says she has altered course and that the torpedo-boats have gone. On board us they think that the Japanese are asking the position of the fleet. The wind has freshened. The *Suvaroff* is rolling. If it continues to freshen, the torpedo-boats will be obliged to give up following and make for the nearest shore.

My God! what will the fleet do then?

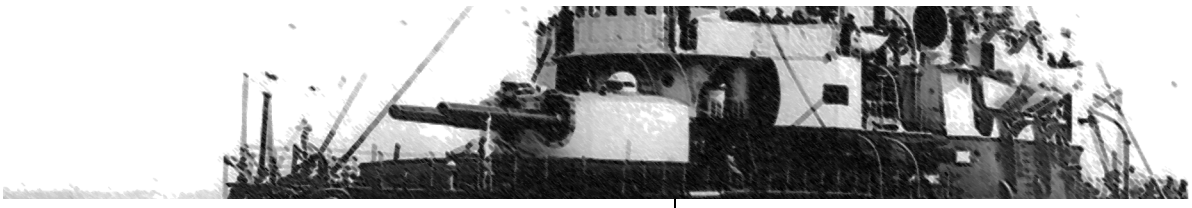
About 1 a.m. they sounded off quarters, having seen ships ahead. They let the ships get nearer, and then there began…

What it was words fail to describe! All the ships of our division were ablaze. The noise of the firing was incessant. The searchlights were turned on. I was on the after bridge, and was positively blinded and deafened by the firing. I put my hands to my ears and bolted below. The rest I watched from the spar-deck, out of the accommodation-ladder port.

A small steamer was rolling helplessly on the sea. One funnel, a bridge, and the red and black paint on her side were clearly visible. I saw no one on deck—they had probably hidden themselves below in terror. First one, then another projectile from our ship struck this unfortunate steamer. I saw there was an explosion. The order to cease firing was given, but the other ships continued to fire and no doubt sank the steamer. A second and third steamer not having any one on deck rolled helplessly in the same fashion. The *Suvaroff* did not fire on them.

Imagine the feelings of the people in these ships! They were, no doubt, fishermen. Now there will be a universal scandal. As a matter of fact they are to blame themselves. They must have known our fleet was coming, and they must have known the Japanese wished to destroy it. They saw the fleet. Why did they not cut adrift their nets, if they had them out, and get out of the way? The nets could be paid for afterwards.

We shall find out at Brest what we have done. If it was not the *Kamchatka*, but the Japanese, who asked the position of the fleet, they will now know where we are to be found. If that is the case, we must expect to be attacked to-night. The moon is shining now, but from 4 to 6 a.m. it will be dark—the time most suitable for attack. If only we could get to the open sea! We shall be perfectly safe there from these accidents. I do not know whether to go to bed or not. You know I always like sharing even the smallest events with you and telling you of them. Take care of my letters; they are better than any diary. Perhaps some day I will read them myself and refresh my memory about our present excitements.



2.30 a.m.—What a misfortune! A signal has come from the *Aurora*, "Four underwater shot-holes, funnels torn, the chaplain severely wounded, and a captain of a gun slightly."

Our division fired on the *Aurora*. She and the *Dimitry Donskoi* were detached (we are in six divisions). At the time of the firing on the steamers the men lost their heads. Probably some one took her to be Japanese and fired on her with the six-inch guns; she was very far off. A very, very sad occurrence. The only consolation is that our shooting is so good.

3.30 p.m.—The second and third steamers about which I wrote last night suffered a little as well. The *Aurora's* chaplain had his hand torn off. They asked permission to call at the nearest port in order to send him to hospital. The admiral refused. Six different projectiles struck the *Aurora*, whose side and funnels were pierced. Comparatively few were injured. The *Aurora* is to blame for having shown herself on the horizon, on the side away from us. She turned her searchlight on us, and by so doing made us take her to be one of the enemy's ships.

Yesterday, or more correctly this morning, I went to bed at six o'clock. Again I did not undress. I slept by snatches, on and off all day. Perhaps there will be no sleep again to-night.

11 p.m.—An eventful day has gone by! At six o'clock some fishing-nets fouled the screws, but the engines are working. The fishermen in these parts tow very long nets, and you have to pass over them.

We had vespers to-day. How will this night pass? The weather remains fine. It is calm. The moon will shine until four o'clock. Perhaps another fog will come on like last night. All this morning the sirens were screeching in the fog. We shall be at the entrance of the English Channel in the morning. Again they have not served out hammocks to the crew. They will sleep at their guns fully dressed.

October 10th (7 p.m.).—We had mass in the morning, and then lunch. Not having slept all night, I lay down to rest. I slept until 3.30. I worked and then dined. I am only just free. The night passed quietly. It is raining now, and the ship is gently heaving on the ocean swell. If nothing further occurs, we shall be at Brest to-morrow. Passing by England this morning I saw her southern shores, which were faintly visible in the mist. Yes, there was "Foggy Albion." Involuntarily I pondered over this clod of earth—so powerful, so rich, so proud, and so ill-disposed towards us. We are only three hours' journey from London and six by rail from Paris.

Many varieties of birds settle on the ship, tired and exhausted by their long flight. The crew feed them and let them go.

I am depressed—fearfully depressed. Anxiety presses on my soul! What would I not give to be with you now! Again I have not slept all night. How tiring it all is!

October 11th.—They say it is very possible we shall not call at Brest. Profiting by the fine weather, we shall steer straight across the Bay of Biscay. The bay enjoys a bad reputation. It is seldom crossed in calm weather. It blows there very heavily. So far we have had a very fair voyage.

The *Korea*, which apparently called at Cherbourg, signals that she has heard nothing of the fleet having fired on steamers. The torpedo-boat *Bravy* has broken something.

Fate herself prevented our going to Brest, and steered us straight across the Bay of Biscay to Vigo (Spain).

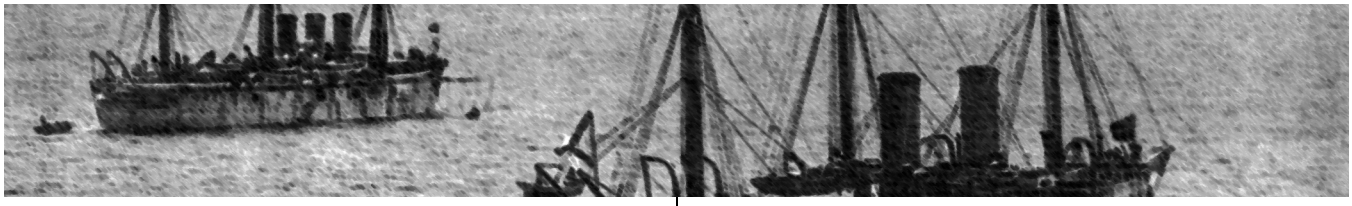
Such a thick fog came up at 1 p.m. that the ship astern was not visible. We are steaming through milk! The sirens are shrieking in turn, one ship after another.

The following ships are in our division: first the *Suvaroff*, next the *Alexander III*., then the *Borodino*, *Orel*, and the transport *Anadir*.

Perhaps it is just as well we did not go to Brest. The entrance to the port is very difficult, dangerous, and impossible in a fog.

If we do not go to Crete, from Vigo onwards the way before us is wide—the whole ocean!

Lying on my bed last night I watched the rats making themselves at home in my cabin. I used to sleep with my feet towards the door, but have now put my pillow there, because of the rats. They can jump from the



writing-table on to the settee, and could easily have jumped on my head.

Since we left the port of Alexander III. at Libau, a fortnight ago, no telegrams have been sent, except those allowed by the admiral. This was done so that spies should not warn the Japanese, waiting for us in the Baltic. The Japanese evidently thought (report said there were more than a hundred of them in the Baltic) that we should wait for the *Oleg* at Libau. The admiral, however, did not wait for the *Oleg*, and left. Their spies did not succeed in warning them. Though telegrams were received at the office, they were not sent on for two days. Perhaps this accounts for their inactivity.

Evening.—The fog dispersed and our division reassembled. The crew will sleep at their guns without undressing till we reach Vigo.

I sit in my cabin and try to distract my thoughts. Such gloom overwhelms me that I feel inclined to hang myself. I go into the wardroom, take a hand at dominoes, play with the dogs, or idle about, not knowing what to do with myself.

I go on deck and look at this much-vaunted sea.

We shall arrive at Vigo either to-night or to-morrow morning. It will be interesting to know if they will allow us to coal from our transport *Anadir*. Coal is getting scarce in the battleships.

October 12th.—We are approaching Spain. Lighthouses are already visible. We shall be at Vigo in the morning. We shall all be much relieved, as we have not called at a single port since we left Libau. We could go on to Tangier without stopping. The weather has greatly facilitated our passage.

Admiral Folkersham, commanding the 2nd division of battleships (in it are the *Sissoi*, *Oslyabya*, *Navarin*, *Nachimoff*, and another), distinguished himself when passing through the English Channel. He approached the English coast and coaled his ships from the transports. We are all laughing to think of the horror of our Minister for Foreign Affairs (by the way, all the ministers were opposed to the dispatch of the fleet, but the admiral insisted on it).

The Minister will be informed of the firing on the steamers. That will be the first European complication. They will then tell him about the coaling near England—a second complication. Finally he will learn that a whole division of our fleet has called at the neutral port of Vigo.

October 13th.—We shall not remain here more than twenty-four hours. The Spanish authorities do not allow a longer stay. This place is hot and sunny. There were 20° R. in the shade. The place is pretty. There are hills all around. The town is evidently not large.

12 o'clock.—The authorities do not allow us to stop for a moment. In order to gain time, the admiral asked the local captain of the port to telegraph to Madrid, to ask that we might stay here five days to make good defects. In spite of the prohibition we are about to take in coal, without which our fleet would be checkmated. Sentries will be posted over the hawsers (ropes which fasten the ships to the colliers), with orders to allow no one to cast them off. What will be the end of all this?

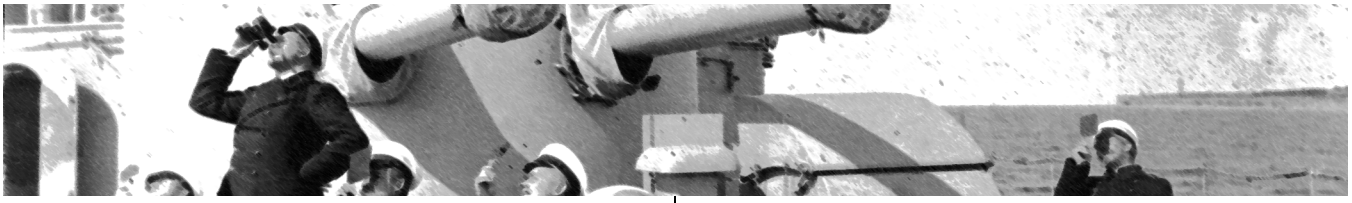
A collier lies near each battleship, but they are not allowed to coal. Telegrams are sent everywhere. They are now waiting for a reply from Madrid. Will they really not allow us to coal!

The admiral has received a telegram stating that England is in a ferment—not at our having fired on the steamers, but because the torpedo-boat which was left on the scene of the drama gave no help to the sufferers. None of our torpedo-boats were there. They were at Cherbourg. The admiral replied to this effect to our ambassador in London.

An answer has been received from Madrid. It announces that the Government requests us to refrain from coaling, but will inform us to-morrow how much we may take.

The admiral ordered a signal to be hoisted for the fleet, to be in readiness to weigh anchor at 7 a.m.

When the admiral went ashore to-day, he was met in state. The crowd made an ovation, a description of which was in the local evening papers.



October 14th.—Our battleships lie waiting. It is positively insulting! Coal, bought by Russia, is in steamers close alongside and is not allowed to be put on board. "Who prevents it?" you ask. Miserable, beggarly, broken Spain. Undoubtedly the hand of England is visible in this. The Spaniards make no secret of it.

At 1 p.m. permission came for each ship to take in 400 tons. Sailors and officers, dirty and black, hasten to begin coaling. White tunics and cap-covers are nowhere to be seen. Everything is black with coal-dust. Faces are black as soot, and only teeth gleam white.

Preparing for Battle

May 1st.—The *Kostroma* called at Saigon and brought a mail.

The last letter I received was dated March 28th. It is quick. And all because Günsburg sent it on. All the ships have received an enormous mail. They were a long time sorting it.

To-day, May 1st, we left Port Dayot for Vladivostok. We go by the South China Sea. Our fleet now consists of fifty ships. Of these, nine are torpedo-boats, and two hospital-ships—a great armada. Probably we shall go round Formosa, and through the straits of Korea. There will hardly be a fleet action before Vladivostok. We must expect submarine boats and frantic torpedo-boat attacks.

May 2nd.—Our course is so laid that when we have passed the southern extremity of Formosa we shall go to the east of it.

At night we crossed the only course by which ships usually go from north to south. We met two steamers. They will report the course chosen by the fleet. Now we are moving in a part of the China Sea by which ships do not usually go. They are beginning to talk about coaling. They wish to arrange it to-morrow morning. The torpedo-boats are being towed by the transports. Meanwhile, there are no mishaps or breakdowns.

9 p.m.—The battleship *Orel* has delayed us for a short time. Something was damaged in her. Our course is shaped between Formosa and Luzon, one of the Philippine Islands. It is exactly seven months to-day since the fleet left Russia.

The sea is almost calm, and the ports can be kept open without danger. Hiding the lights, we are steaming with only a limited number. A collision would be difficult, as it is a bright, moonlight night. At present everything is going quietly. I rose to-day at nearly 9 a.m., was late for breakfast, and had to have it alone in my cabin.

May 4th.—To-morrow we coal—probably the last coaling at sea.

It is proposed that when the coal from the *Tamboff* and *Mercury* has been taken, they shall leave the fleet and return to Saigon. It will be possible to send letters by them.

Near Shanghai the remaining transports will leave us. Only the naval ones will remain (*Kamchatka*, *Irtish*, and *Anadir*), and the *Korea*, in which are war stores. If this is carried out, the admiral himself will seek a fleet action with the Japanese fleet before our arrival at Vladivostok.

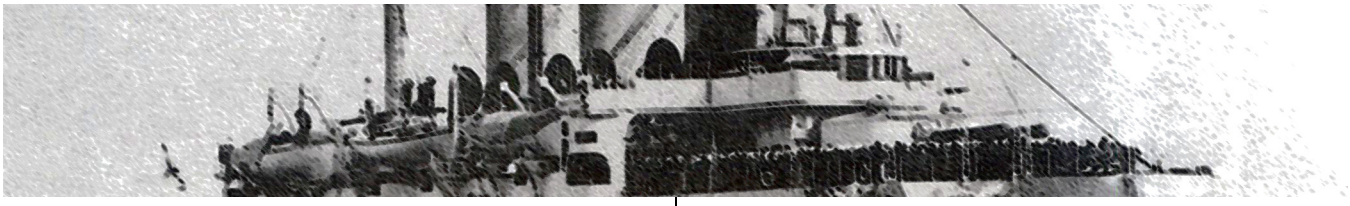
10 p.m.—They are receiving signs at the telegraph (wireless) station. No one attaches any importance to them. In the ship it is surprisingly quiet. They were more perturbed when the English cruisers surrounded us in the Atlantic. I am quite composed and do not worry.

Gulls are seen; the shore is not far off. The moon is shining, and it is as bright as day. By such light it will be difficult for torpedo-boats to attack, but convenient for submarines. The sea is calm.

Soon it will not be so hot. To-morrow the sun will be at its zenith—for us, the sixth and last time.

Formosa is near. All are interested in it. With luck we shall be at Vladivostok in twelve or fifteen days.

All my preparations for battle consist in putting my things in order. Coaling will begin at 6 a.m., if the weather permits.



At Port Dayot, not only did the transport *Gustave Lerche*, and the water-tank steamer *Count Stroganoff*, leave the fleet, but also the transport *Keenia*.

The latter is a floating workshop. Was it worth while bringing her here? She has little speed, and the workmen say is badly fitted out. I have not been there. It so happens that I have not been on board any of the ships that came with Nebogatoff.

May 5th (8 a.m.).—The fleet is coaling. The sea is calm, but the swell is so great that the battleships are rolling. It is hot. Very soon it will be cold. How shall we stand it after the tropics? There will be a large number of sick.

May 6th.—Yesterday the *Tamboff* and *Mercury* went to Saigon. The mail was given to the latter. When the coaling was finished, the fleet went on full speed ahead. In the evening I drew the disposition of all ships for a lithographic stone, in the event of floating mines being observed.

It is proposed to send the *Rion*, *Dnieper*, *Kuban*, and *Terek* one after another for cruiser operations. They decided not to send the *Ural*, as they do not trust her. It was her captain who openly boasted about disarming.

Last night I sat on the after-bridge, and waited the result of the *Oleg's* chase after a steamer. After conversing with those around I fell asleep. At one o'clock I woke, and went to sleep in my cabin. It would have been worth while waiting a little longer.

At two o'clock the *Oleg* reported that, on examination, it proved that the steamer, as the captain explained, had no documents. He himself did not know all her cargo. There was kerosene. She was going to Japan from New York. The heavily laden steamer was ordered to be brought to the fleet, was arrested as suspicious, and sent to Vladivostock for examination by the prize court. A crew of our men and petty officers were placed on board. One of them from the *Suvaroff* was appointed captain. The former captain and engineer were left in the steamer as passengers—of course, without any authority. The rest of the crew were brought to our ships.

On being questioned, they gave different evidence. Several sailors affirmed that there were guns and ammunition among the cargo. One sailor, at the very beginning, when he was out of his captain's sight, showed with his hands that there was something round in the steamer.

It was difficult to find out where the steamer came from. They all named different ports. The steamer (*Oldhamia*) will go with our crew to Vladivostok, *viâ* the Sungari Straits. Is this a good thing? The Japanese may chance upon her on her way. Would it not have been simpler to make certain that she carries contraband, take her crew from her, and sink her? Her capture wasted a lot of time. All the fleet lay motionless until twelve noon. She was provisioned, coaled, and the crew transferred, etc. She had very little coal, not enough to get her to Vladivostok. They began to coal her from the *Livonia*, a transport which came with Nebogatoff.

From twelve noon we went at a slow pace—twelve knots. The *Livonia* is going alongside the captured steamer, to which she is made fast, and is coaling her.

How we love to make a secret of everything—not unfrequently to our disadvantage! Our staff have telegrams giving the names of the steamers going to Japan with contraband goods. These telegrams were needed to-day to see if the captured vessel was not among the ships indicated. The telegrams proved to be confidential, and had been placed in a safe, which was hidden in the event of a fight.

What is the use of telling us at all, if we, considering it confidential, do not make use of our evidence? It is astonishing! They should have published the names of steamers with contraband throughout the fleet, in order that each ship should know about them. But with us this is a "great secret." It is simply inconceivable. To conceal the names of steamers serving in the interest of Russia is sensible, but to hide from our own people the names of the friends of Japan is simply folly. It is always and everywhere thus with us.

When they were busied with the *Oldhamia* in the morning, two more steamers were perceived, one



laden and the other empty. One of them was conducted to the fleet by the *Jemchug*. Of course, it was the empty one. She was under Norwegian colours, belonged to Bergen; her name was *Oscar II*. She went off to Japan. She had already served Japan for two years (some company). We let her go. She audaciously cut through the line of our ships. Perhaps she was purposely sent by Japan as a scout. She can now inform them where she saw us. She may have taken some photographs, and counted the ships. Even if she has not been sent purposely, she will nevertheless make known our position.

We have lost and wasted much time. This loss does not pay. We are wasting the bright, moonlight nights.

On the occasion of the Emperor's birthday a salute was fired, and there were prayers.

Sorting out my books, I found a clean notebook and copy-book. They came at an opportune moment, as I had finished the last.

7 p.m.—They are beginning to swear at having let the *Oscar* go without examining her.

The weather is beginning to be doubtful. Perhaps there will be a typhoon. The fleet will suffer severely.

They have just published a list of vessels which are known to be carrying contraband to Japan. Of course, the list only contains a portion of them. What have they not in them! Horses, guns, projectiles, powder, gun-cotton, explosives, blankets, milk, rails, engines, cables, iron, steel, copper, armour plates, conserves, rifles, grenades, shrapnel, wire, steam cutters, railway material. One steamer is specially fitted for raising our ships sunk at Port Arthur!

May 7th.—Pacific Ocean.

The fleet is in the Pacific. For some reason it is also called the "Great." We passed by the islands of the Batan (*sic*) group. They say there are volcanoes there. I did not see them from the ship.

The motion of the sea interfered with the coaling of the captured steamer. If the coal does not last her to Vladivostok, she is ordered to call at Korsakovsky port (in Sagalien). There are still two hundred of our men, who were coaling, on board her. Owing to the motion they could not be taken off. They will try to take them off to-morrow.

There are about 2,800 versts left to Vladivostok.

Yesterday I began to prepare for battle. My preparations were very simple. I opened a trunk, and without more ado thrust in everything—ikons, letters, and photographs of you.

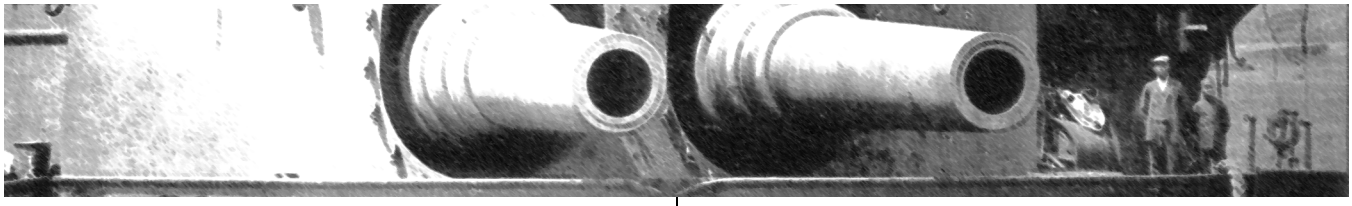
May 8th.—To-morrow we are again to coal at sea. Will there soon be an end of this coaling bacchanalia? To-day we pass the Tropic of Cancer, and leave the tropics.

When I slept last night the rats began to gnaw my toes. I am heartily tired of this kind of life, with its dirt and hardships. The *Oldhamia* has left the fleet, and will go alone to Vladivostok or Korsakovsky port, or even to Petropavlovsk, if fogs interfere. The *Kuban* was left by her, to give her a hundred tons of coal, if it is possible. The *Oldhamia* will then go on shore, and the *Kuban* will cruise about to capture contraband.

The *Oldhamia* is a new ship; her construction was only finished last year. She was occupied earlier with contraband. She took something for Japan to Dalny, and for the Russians to Vladivostok.

At first the captain of the *Oldhamia* behaved in a very off-hand manner. He jeered at us, and praised the Japanese. He did not expect we would take him from his steamer. When it was explained that he would be taken, he sang another tune, and even cried on leaving her.

The English who remained succeeded in playing a dirty trick. They opened the Kingstons in the engine-room, and the steamer began to sink. Our crew quickly found the open Kingston, and closed it. They also tore off the marks of the stocks showing where each stock goes. Our men had to find out. Yesterday, when our crew were at the boilers, there was nearly an explosion. An engineer averted the accident. Of course, the English would not have succeeded in opening the Kingston or tearing off the instructions had it not been for our folly. It is clear as day that the English should have been followed about, and not allowed for one



moment either in the engine or boiler compartments. Up to the present we have not been able to find any contraband. All the holds where forbidden cargo might lie are encumbered with a vast quantity of tins of kerosene. All the tins must be taken out to get below.

9 p.m.—About noon the *Jemchug* reported that she could see a balloon above her. Other ships also saw it. Those who saw it in the *Suvaroff* say it was like a snake in shape.

We are going past Formosa. There is no sight or sound of the Japanese.

May 9th.—Coaling did not take place. The weather was rather rough. I slept in the upper stern cabin.

The *Terek* has left the fleet, on a cruise to catch steamers.

The weather is gloomy. It is not so hot. Several men have already caught colds. Admiral Folkersham's health is bad. He will probably not reach Vladivostok alive.

9 p.m.—North China Sea.

We have left the Pacific and entered the North China Sea. We are going in the direction of Shanghai, where our transports were sent. It is impossible to let them go alone, now. There are Japanese ships at Shanghai, watching that our disarmed ships do not escape.

We passed by Formosa—passed by part of the small Japanese islands. Vladivostok is getting nearer and nearer. We have only to cross the North China Sea and the straits of Korea to enter the Sea of Japan, on the shores of which is the long-desired Vladivostok. What are the Japanese doing? Where are they? No doubt preparing a hearty welcome for us.

There will probably be frantic torpedo attacks in the straits of Korea. The moon rises late and makes the night attacks easier. Will there be a fleet action? Probably it will be more advantageous for Japan to give battle on arrival at Vladivostok. Our fleet has made a great voyage and is bound to protect the transports. Probably Japanese mines have been placed at Vladivostok.

In seven days the whole world will be talking about our fleet. After sunset the crew are ordered to put on flannel jerseys. It is proposed to-morrow to carry out the coaling, which did not take place to-day.

Perhaps it may be possible to send letters to one of the transports going to Shanghai.

There is apparently an opportunity of sending a mail, but no one evidently is preparing to take advantage of it.

May 10th.—The weather is gloomy, but calm, and rather cold.

The captain of the *Irtish* reports that she cannot go more than eight and a half knots. What can be done now with that transport? If she goes to Shanghai, she will have to disarm and be inactive till the end of the war, as she is under the naval flag. If she is taken with the fleet, she will be an extra burden.

I have to send off these pages myself. I can find no one wishing to send letters home. They say they will send them from Vladivostok. In the first place, will they be able to send them from Vladivostok; and secondly, it is uncertain if they get there any quicker. There are 1,200 miles, 2,100 versts, left to Vladivostok. Under favourable circumstances we shall make this passage in six or seven days.

Note by Madame Politovsky

These were the last pages which were sent from Shanghai, and received by me (his wife) in the month of June.

During the battle Engineer E. S. Politovsky was below, as the battleship *Kniaz Suvaroff* had had a hole made in her, and he was probably giving instructions for its repair. The flag-captain saw him last in the sick-bay. "How are things going?" asked Politovsky. "Very badly," answered the flag-captain. Soon after this some of the staff left the battleship in the torpedo-boat *Biedovy*. Those who were below were not called. There was no need of them. They saved the "valuable" life of Admiral Rojdestvensky.



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 Russian battleship Petropavlovsk has taken two hits, as shown below.

95 • PETROPAVLOVSK — Crew: — Flag:

PETROPAVLOVSK-class Russian BB • Small • 1899

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-2/-2	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	P	P	S	S	S

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.

95 • PETROPAVLOVSK — Crew: — Flag:

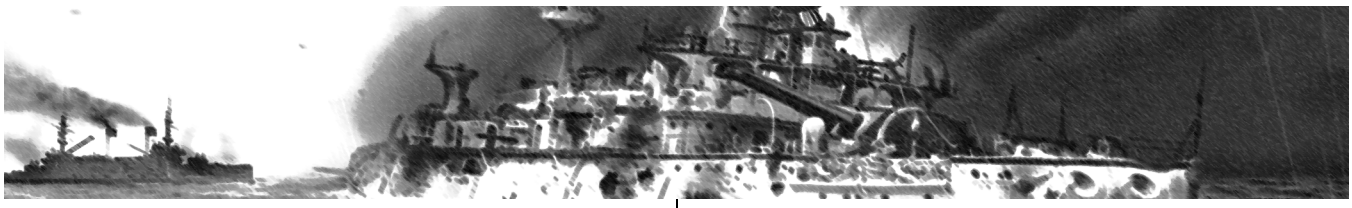
PETROPAVLOVSK-class Russian BB • Small • 1899

ARMOR	5	3-
SPEED		
2+	2-	1	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-		4	3	2	1	1	1
6"/45 P1892	-2/-2	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0		3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	P	P	S	S	S

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, Petropavlovsk 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, Petropavlovsk suffers a critical hit. If all three dice had come up 2, Petropavlovsk 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 Japanese battleship Mikasa has a battery of 12"/40 EOC G guns with an AP of 3-. She is attacking the Russian battleship Petropavlovsk, with a belt armor rating of 5. Normally, this would result in a -2 attack modifier; however, if the attack is made at short range, the 12" guns' AP value increases to 4-, reducing the penalty to -1. On the other hand, if the attack is made at long range, the AP value drops from 3- 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 five scenarios representing naval engagements (three "real" battles, one counterfactual, and another that could be seen as either) from the Russo-Japanese War. Three additional scenarios are included from the same general time period (prior to World War I), involving ships from China, the United States, Spain, the Kingdom of Greece, and the Ottoman Empire.

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.

YALU RIVER

September 17, 1894

At the outbreak of the (First) Sino-Japanese War in 1894, Chinese naval forces were divided among four separate fleets, of which the Beiyang Fleet was the most modern and best equipped. Although Chinese ships were poorly maintained and crews lacked discipline, the consensus among foreign observers was that the Japanese fleet, lacking any battleships, was outclassed and would quickly succumb.

Command of the sea was vital to Japanese strategy: without it, forces on the mainland could not be supported. Naval supremacy was likewise of importance to the Chinese, as it was the only feasible way of reinforcing the army in Korea due to the poor logistical situation on land. Nevertheless, the Chinese were reluctant to commit their most effective ships beyond the Yalu River.

In hindsight, this was perhaps a very wise decision. The Beiyang Fleet, while the best the Chinese had to offer, suffered from serious handicaps. Corruption was endemic within the Chinese military, and proper ammunition was in very short supply. As a result, gunnery was almost never practiced—although there is reason to believe marksmanship would have been poor in any event, as Chinese crews were often as not addicted to opium.

Throughout the summer, both fleets were engaged in resupply and reinforcement of their respective forces in Korea, but had managed to avoid direct engagement. However, Admiral Itō Sukeyuki had grown weary of escort duties, and was eager to clash with the enemy in open battle. Having completed landing operations at Chinnampo, Itō returned to sea on September 16, 1894.

Towards noon on the following day, the Beiyang fleet (led by Admiral Ding Ruchang) was returning to Port Arthur, following a successful landing at the mouth of the Yalu, when it encountered Ito's force. The Japanese approached battle in two parallel columns, while the Chinese were formed line abreast, with the two mighty ironclads, *Dingyuan* and *Zhenyuan*, in the center. The Japanese admiral's intention was to cross the Chinese "T", and his ships withstood 20 minutes of generally ineffective fire from the enemy before opening up a broadside of their own.

Chinese Navy Forces

Beiyang Fleet	**205 pts.**
*Dingyuan**	*Dingyuan*-class BB
Jiyuan	*Jiyuan*-class PC
Zhiyuan	*Zhiyuan*-class PC
Guangyi	*Guangyi*-class PG
*Zhenyuan**	*Dingyuan*-class BB
Jingyuan	*Jingyuan*-class AC
Laiyuan	*Jingyuan*-class AC
Jingyuen	*Zhiyuan*-class PC
Chaoyong	*Chaoyong*-class CR
Yangwei	*Chaoyong*-class CR
*Pingyuan**	*Pingyuan*-class CB
Guangbing	*Guangyi*-class PG



Imperial Japanese Navy Forces

Battle Squadron	**40 pts.**
*Fusō**	*Fusō*-class CB
Hiei	*Kongō*-class CB

Cruiser Squadron	**75 pts.**
*Matsushima**	*Matsushima*-class PC
Itsukushima	*Matsushima*-class PC
Hashidate	*Matsushima*-class PC
Chiyoda	*Chiyoda*-class AC

Flying Squadron	**65 pts.**
*Yoshino**	*Yoshino*-class PC
Takachiho	*Naniwa*-class PC
Naniwa	*Naniwa*-class PC
Akitsushima	*Akitsushima*-class PC

Special Rules

Due to the lack of gunnery practice within the Beiyang fleet, apply a special -1 modifier to all attacks made by the Chinese.

Victory

The Chinese may claim victory once 110 VPs have been scored; the Japanese threshold is 125.

Historical Outcome

The battle was a victory for Admiral Itō, but not without cost. Five Chinese ships were sunk, although both ironclads escaped as the sun began to set. The most heavily-damaged Japanese ship was Itō's own flagship, *Matsushima*, although his entire fleet remained afloat.

More important for the Japanese was the propaganda value of the outcome. Several European newspapers reported on the battle, crediting the Combined Fleet's adoption of western military models for its success. However, privately, some experts wondered if it was quite the victory the press made it out to be, and weren't sure the Japanese victory was due more to Itō's leadership or Chinese ammunition problems.

The Chinese themselves (once they stopped denying the outcome) put the blame squarely on Admiral Ding's shoulders, although they allowed him to keep his command. This was a mixed blessing, at best, as Admiral Ding would be killed, and his fleet utterly destroyed, several months later at the Battle of Weihaiwei.

SANTIAGO DE CUBA

July 3, 1898

Occurring within a week of the declaration of the Spanish-American War, the Battle of Manila Bay was an unqualified disaster for the Spanish. In a single day, Admiral Dewey had eliminated the threat of a Spanish invasion of the West Coast and irreversibly crippled the enemy's ability to make war in the Pacific.

At least, that was the official story. In reality, of course, there was never any risk of invasion, as the Spanish considered the Philippines to be of secondary importance to the Caribbean. Ships that may have made a difference at Manila Bay were instead transferred to Cuba.

Admiral Pascual Cervera y Topete's squadron was comprised of modern vessels, including a trio of torpedo-armed destroyers led by Captain Fernando Villaamil, the man who developed the destroyer concept itself. Even so, Cervera was pessimistic about his chances against the American Navy: training and maintenance had been sacrificed to divert resources to the army, to the point that one of Cervera's armored cruisers had wooden replicas in place of its main gun battery.

Cervera had requested his squadron be assigned to the Canary Islands, close enough to home waters that the main fleet could provide protection and logistical support, yet far enough west that he could sortie against the Americans. Despite widespread support for his plan among the officer corps, Cervera was ordered to the Caribbean.

For their part, the Americans were particularly concerned about Cervera's destination: competing theories suggested he would engage in commerce raiding; harass the American fleet along the eastern seaboard; or even attack the nation's capital. It took almost a month for the Americans to finally catch up with him, at Santiago de Cuba.



Cervera was largely content to remain in harbor, under the protection of the city's guns and the bay's defenses. For the better part of another month, the Americans kept watch on Cervera's squadron, managing to initiate a few skirmishes with no consequential results. It was, ironically, developments on land that eventually forced Cervera's hand, and on July 3, 1898, he attempted to break out from harbor rather than risk capture by the advancing American army.

Spanish Navy Forces

Admiral Cervera	**170 pts.**
*Infanta María Teresa**	*Infanta María Teresa*-class AC
Almirante Oquendo	*Infanta María Teresa*-class AC
Viscaya	*Infanta María Teresa*-class AC
Cristóbal Colón	*Giuseppe Garibaldi*-class AC
Furor, *Plutón*, *Terror*	*Furor*-class DD

United States Navy Forces

Commodore Schley	**360 pts.**
*Brooklyn**	*Brooklyn*-class AC
Texas	*Texas*-class BB
Oregon	*Indiana*-class BB
Indiana	*Indiana*-class BB
Iowa	*Iowa*-class BB
Gloucester, *Vixen*	*Gloucester*-class AY

Special Rules

The Americans have been caught by surprise. Instead of entering the game during the first Movement Phase, Schley's ships begin on the table, anywhere within 12kyds of the American edge. In addition, they may not move at all until the third Movement Phase of the game.

This is a breakout scenario; as such, Spanish ships that leave the battle via the American edge of the table do not award VPs to the Americans (see below).

Victory

The Spanish receive twice the normal amount of victory points for sinking American ships. In addition, they receive VPs for each friendly ship able to escape across the American edge of the table.

The Americans receive victory points normally.

The scenario lasts until no Spanish ships remain on the table, at which point the side with more VPs is the winner.

Historical Outcome

Six of Cervera's seven ships were sunk in short order. His own flagship, *Infanta María Teresa*, was set aflame and ran aground in a vain effort to cover the escape of the remainder of the squadron. Only *Cristóbol Colón* managed to survive the breakout and headed for open sea, eventually to be chased down by the American battleship *Oregon*. *Cristóbol Colón*'s captain chose to scuttle her at the mouth of the Tarquino River, rather than risk death to all hands for little to no purpose.

The battle was a catastrophic defeat for the Spanish Navy, and represented the end of major naval operations in the war. Although fighting continued until August, when the Treaty of Paris was signed, uncontested American control of the seas around Cuba made resupply of the Spanish garrison impossible and its surrender inevitable.

The American ships in the battle, for their part, suffered many hits but very little serious damage. The small armed yacht *Vixen* was nearly sunk, but casualties on the American side were remarkably light; only one man was killed and another injured. Spanish casualties numbered in the hundreds, including Villaamil himself, lost when *Furor* was sunk.

PORT ARTHUR

February 9, 1904

As the Russo-Japanese War loomed, Admiral Tōgō Heihachirō planned an initial surprise attack upon the Russian navy, based between Port Arthur and Chemulpo Bay. His hope was to surprise the enemy fleets at anchor and remove them as an obstacle to Japan's freedom of movement on the seas.



Tōgō himself directed the attack on Port Arthur from his flagship *Mikasa*, leading the 1st Division of the Combined Fleet, consisting of six battleships, the 2nd Division, consisting of five armored cruisers, and the four cruisers of the 3rd Division, accompanied by three dozen destroyers and torpedo boats. With this large, well-trained and well-armed force, and surprise on his side, Tōgō hoped to deliver a crushing blow to the Russian fleet soon after the severance of diplomatic relations between the Japanese and Russian governments.

On the Russian side, Admiral Stark had seven battleships, supported by six cruisers, all stationed within the fortified naval base of Port Arthur. However, the defenses of Port Arthur were not as strong as they could have been, as few of the shore artillery batteries were operational and funds for improving the defenses had been diverted to nearby Dalny.

In addition, on the night of February 8, most of the officer corps was celebrating at a party hosted by Stark. However, Tōgō's intelligence indicated the garrisons of the forts guarding the port were on full alert, and he was unwilling to risk engaging the powerful shore batteries. Instead, Tōgō directed his destroyers to conduct a torpedo attack against the Russian ships at anchor.

In the first minutes after midnight, four Japanese destroyers managed to approach Port Arthur undetected and launch their torpedoes, damaging *Pallada* and *Retvizan*. The following destroyers did not receive the benefit of surprise, and were less successful: nevertheless, a torpedo struck the Russian battleship *Cesarévič*, causing a serious list which ran him aground; thus two battleships and an armored cruiser were unavailable.

However, the remainder of the Russian fleet was able to get underway. Unfortunately for the Japanese, Admiral Dewa, sent to assess the situation, incorrectly believed the Russians had been incapacitated by the torpedo attack, and advised Tōgō that committing the main battle fleet was a risk worth taking. Tōgō assented, and led his capital ships into battle.

Imperial Japanese Navy Forces

1st Division	**230 pts.**
*Mikasa**	*Mikasa*-class BB
Asahi	*Asahi*-class BB
Fuji	*Fuji*-class BB
*Hatsuse**	*Shikishima*-class BB
Shikishima	*Shikishima*-class BB
Yashima	*Yashima*-class BB
2nd Division	**210 pts.**
§ *Izumo**	*Izumo*-class AC
§ *Iwate*	*Izumo*-class AC
§ *Azuma*	*Azuma*-class AC
Yakumo	*Yakumo*-class AC
§ *Tokiwa*	*Asama*-class AC
3rd Division	**95 pts.**
*Chitose**	*Kasagi*-class PC
Kasagi	*Kasagi*-class PC
Takasago	*Takasago*-class PC
Yoshimo	*Yoshimo*-class PC

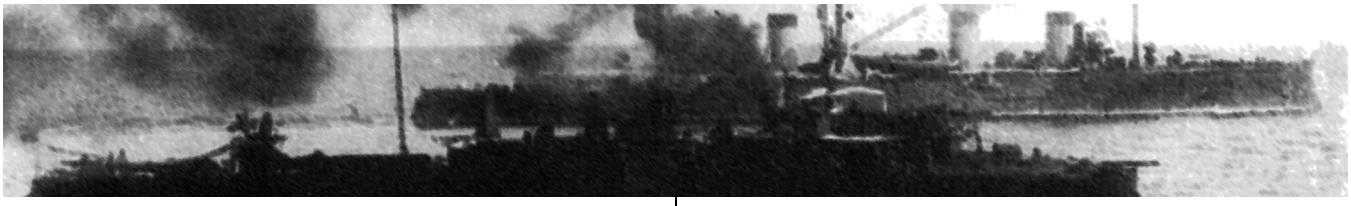
Imperial Russian Navy Forces

Battleship Division	**405 pts.**
*Petropavlovsk**	*Petropavlovsk*-class BB
Poltava	*Petropavlovsk*-class BB
Sevastopol'	*Petropavlovsk*-class BB
*Peresvet**	*Peresvet*-class BB
Pobeda	*Peresvet*-class BB
Cruiser Division	**145 pts.**
*Baân**	*Baân*-class AC
Askol'd	*Askol'd*-class PC
Diana	*Pallada*-class PC
Pallada	*Pallada*-class PC
*Boârin**	*Boârin*-class PC
Novik	*Novik*-class PC

Special Rules

Port Arthur's powerful shore batteries were the major obstacle to Tōgō in delivering a decisive blow to the Pacific Fleet, and the main reason he was reluctant to engage. However, for purposes of this scenario, the existence of these batteries is ignored to keep the emphasis on ship-to-ship combat.

Therefore, no special rules apply to this scenario.



Victory

Either side may claim victory once 330 VPs have been scored.

Historical Outcome

Soon after the opposing forces met, it became clear the Russian fleet was not as vulnerable as Dewa had believed. After about 20 minutes, Tōgō felt further risk to his battle fleet was unjustifiable, as a Russian shell burst over *Mikasa*'s aft bridge, inflicting a number of casualties among her command crew.

Despite the brief engagement, and poor marksmanship on both sides, the Japanese managed to inflict serious damage on several Russian ships prior to withdrawing, only to receive a number of hits from the feared shore batteries in their efforts to withdraw.

The result could charitably be seen as a victory for the Russians, as the Japanese were driven from the battle without inflicting the crippling blow they had sought. However, strategically the battle was more damaging to the Russians: although no major warships were lost, several were knocked out of action for a significant period, due to the lack of sufficient repair facilities in Port Arthur.

The Japanese would apply much the same strategic thinking when war with the United States began four decades later. As if to underscore the similarities, *Mikasa*'s battle flag from the attack on Port Arthur was flown by the carrier *Akagi* on December 7, 1941.

CHEMULPO BAY

February 9, 1904

The second half of Tōgō's opening gambit was to fall on Chemulpo Bay. Command of the assault was given to Rear Admiral Uryū Sotokichi, with a force of six cruisers, supported by eight torpedo boats, escorting three transports carrying 2,500 ground troops.

Where the attack on Port Arthur was strategically important from a purely naval perspective, focused on eliminating the threat from the Russian fleet, Chemulpo Bay was first and foremost a land-based operation. Nevertheless, the ships stationed at Chemulpo would have to be dealt with. At the same time, the narrow channels leading into the bay, not to mention the presence of several warships belonging to neutral countries, negated any chance Uryū may have had to use his superior force to eliminate the Russians in a direct assault.

In the early evening of February 8, Uryū sent his transports to the bay, escorted by three cruisers and the torpedo boats, with orders to debark their troops. Although Uryū had concluded the defending Russians could not effectively resist without risk of engaging the neutral ships, the Japanese were still somewhat nervous about landing troops so close to enemy warships. To their relief, the operation was completely unopposed by the outgunned Russians, who could be seen milling about on deck as if nothing unusual was happening. All of the Japanese troops were ashore by the early morning hours of February 9.

Having received an ultimatum from Uryū to depart the bay, the lone Russian cruiser and gunboat on station at Chemulpo refused to surrender, and determined to fight their way out rather than suffer the indignity of being trapped in harbor.

Imperial Japanese Navy Forces

4th Division	**110 pts.**
§ *Naniwa**	*Naniwa*-class PC
Niitaka	*Niitaka*-class PC
Akashi	*Suma*-class PC
§ *Asama**	*Asama*-class AC
Chiyoda	*Chiyoda*-class PC
§ *Takachiho*	*Naniwa*-class PC

Imperial Russian Navy Forces

Special Service Squadron	**35 pts.**
*Varâg**	*Varâg*-class PC
Koreec	*Koreec*-class PG

Special Rules

Theoretically, this is a breakout scenario, meaning the Russians may exit the battle via the Japanese table edge—although the likelihood of either Russian ship achieving this is near zero.



Victory

The Russian player wins automatically if *Varâg* escapes via the Japanese table edge. Assuming this does not happen, the Russians may also claim victory by sinking two protected cruisers (or *Asama*).

Historical Outcome

Unsurprisingly, considering the disparity in forces, the Battle of Chemulpo Bay was an unqualified success for the Japanese. The troop landing went smoothly, and no casualties were reported in the subsequent naval action. For their part, *Varâg* and *Koreec* failed to reach open water and were scuttled by their own crews.

Varâg was later refloated by the Japanese and pressed into service as a training ship.

What If?

Prior to the battle, Uryū sent notice to the captains of several non-belligerent warships anchored at Chemulpo Bay, requesting that they depart prior to the start of hostilities. All of the foreign ships defied this "request", and remained in port.

Presumably, Uryū's intent was to avoid accidentally causing damage to one of these vessels and creating an international incident. However, it is possible—however unlikely—the foreign ships may have attempted to assist the Russians in their escape. It is not within the scope of this scenario to speculate on how such a thing might have come to pass: we're only interested in whether it makes for an interesting tabletop battle.

To simulate this (remote) possibility, add the following ships to the Russian side:

International Force	**60 pts.**
*Talbot**	British *Eclipse*-class PC
Pascal	French *Descartes*-class PC
Elba	Italian *Regioni*-class PC
Vicksburg	American *Vicksburg*-class PG

In this situation, the scenario becomes a more achievable breakout situation. The Japanese score VPs normally, while the Russian/International player scores VPs both for sinking Japanese ships and for each friendly ship that escapes via the Japanese table edge.

The scenario lasts until no Russian/International ships remain on the table, at which point the side with more VPs is the winner.

MAKÁROV'S DEMISE

April 13, 1904

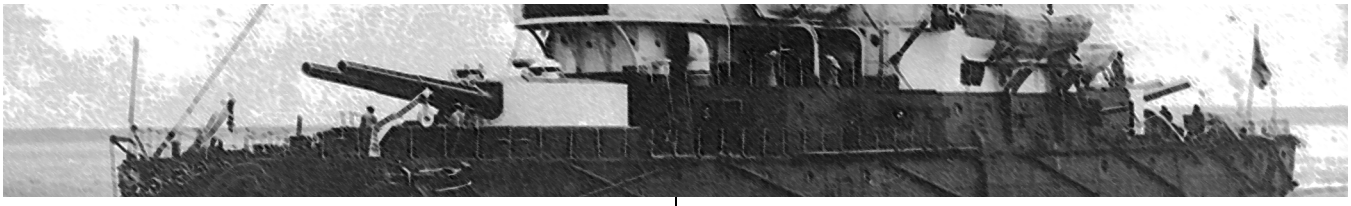
Following the twin attacks at Port Arthur and Chemulpo Bay, Admiral Stepán Makárov was dispatched by the Tsar to take command of Russian naval forces in the Far East. Prior to Makárov's arrival, the Russians had done little more than sit in harbor, theoretically as a show of force. Port Arthur demonstrated the poor deterrent value of a fleet that never did anything, and Makárov set about changing all of that.

Under Makárov's command, the First Pacific Squadron began to undertake daily sorties, seeking contact with the Japanese at every opportunity. However, aside from an incident in March when Makárov's fleet drove a marauding cruiser squadron away from Port Arthur, opportunities to engage the enemy were stubbornly elusive.

On April 13, 1904, a Russian destroyer was ambushed by a pair of Japanese destroyers just outside Port Arthur. Makárov, seizing a moment he felt must not be allowed to slip away, ordered the cruiser *Bayan* ahead to assist, while he himself prepared to lead the battleship division out to sea.

Bayan was able to scatter the Japanese destroyers, but encountered Tōgō's "Greyhounds"—the fast cruisers of 3rd Division—while attempting rescue operations, and was forced to withdraw. Although soon joined by the armored cruisers of 2nd Division, the Japanese ships showed no inclination to come within range of Port Arthur's powerful shore batteries, and did not pursue, instead holding station just out of range.

Upon sighting Makárov's battleships, the Japanese withdrew, and the Russians gave chase. However, once beyond the protection of his shore batteries, the arrival of Japanese battleships out of the mist swung the balance of power away from Makárov, and he chose to return to Port rather than risk battle at such long odds.



The Japanese initially pursued, but never engaged despite coming within 8,000 yards of the Russians' trailing vessels, perhaps knowing that Makárov was headed straight for a minefield they had laid in secret in the weeks prior.

At 9:43 AM, Makárov's flagship, *Petropavlosk*, detonated a mine. Within minutes, he was gone beneath the waves.

This scenario is historical, featuring forces that did in fact meet on the morning of April 13, but counterfactual in that we delay the arrival of Tōgō's battleships long enough to encourage Makárov to engage the enemy. Therefore, we pick up the action as the Russians come within range of the Japanese 2nd and 3rd cruiser divisions.

Imperial Japanese Navy Forces

1st Division	**475 pts.**
*Mikasa**	*Mikasa*-class BB
Shikishima	*Shikishima*-class BB
Asahi	*Asahi*-class BB
Fuji	*Fuji*-class BB
*Yashima**	*Yashima*-class BB
Nisshin	*Giuseppe Garibaldi*-class AC
Kasuga	*Giuseppe Garibaldi*-class AC

2nd Division	**170 pts.**
§ *Izumo**	*Izumo*-class AC
§ *Iwate*	*Izumo*-class AC
§ *Azuma*	*Azuma*-class AC
Yakumo	*Yakumo*-class AC

3rd Division	**175 pts.**
*Chitose**	*Kasagi*-class PC
Kasagi	*Kasagi*-class PC
Takasago	*Takasago*-class PC
Yoshino	*Yoshino*-class PC
§ *Asama*	*Asama*-class AC
§ *Tokiwa*	*Asama*-class AC

2nd Destroyer Division	**20 pts.**
Inadzuma, *Ikazuchi**	*Ikazuchi*-class DD
Akebono, *Oboro*	*Ikazuchi*-class DD

Imperial Russian Navy Forces

Battleship Division	**405 pts.**
*Petropavlovsk**	*Petropavlovsk*-class BB
Poltava	*Petropavlovsk*-class BB
Sevastopol'	*Petropavlovsk*-class BB
Peresvet	*Peresvyet*-class BB
Pobeda	*Peresvyet*-class BB

Cruiser Division	**105 pts.**
*Baân**	*Baân*-class AC
Askol'd	*Askol'd*-class PC
Diana	*Pallada*-class PC
Novik	*Novik*-class PC

Destroyer Division	**40 pts.**
Bojkij, *Burnyj**	*Bojkij*-class DD
Vlastnyj, *Vynoslivyj*	*Vnimatel'nyj*-class DD
Grozovoj, *Vnimatel'nyj*	*Vnimatel'nyj*-class DD
Bezstrašni, *Bezšumni*	*Bezstrašni*-class DD

Special Rules

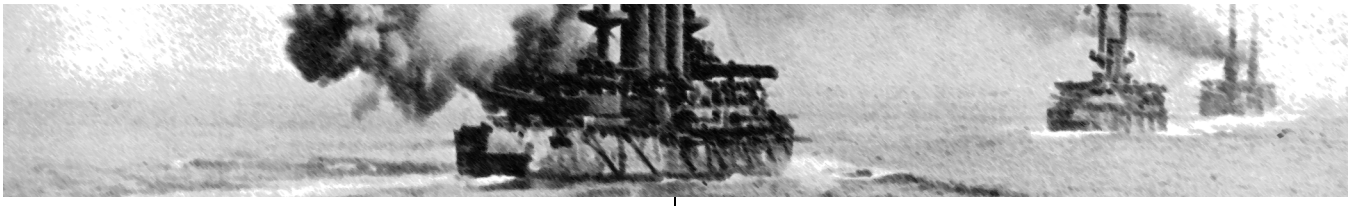
During the first Movement Phase of the game, the Japanese player does not move 1st Division onto the tabletop. The remaining Japanese ships move into battle normally.

During each End Phase, roll one die: if the result is equal to or less than the number of game turns completed, 1st Division enters the battle in the subsequent Movement Phase. Thus, there is a 1/6 chance that the Japanese battleships will enter the game during Turn 2, a 2/6 chance they will enter during Turn 3, and so on.

Victory

The Japanese player receives twice normal VPs for any ships sunk prior to the arrival of 1st Division; the Russian player receives twice normal VPs for any ships sunk after the arrival of 1st Division.

The game is played for a total of eight turns, at the end of which the side with the most VPs is considered the winner.



Historical Outcome

As noted above, the historical battle never began, as the odds swung in favor of the Japanese before Makárov had the opportunity to open fire. Instead of a potential victory at sea to inspire the public, the Russians lost their commander in chief. In addition to the sinking of *Petropavlovsk*, the battleship *Pobeda* also struck a mine, but was able to limp pack to Port Arthur.

Makárov's death was a crippling blow to the Russians. Deprived of his aggressive leadership, the fleet returned to its previous, passive stance under the command of Rear Admiral Vitgeft, who was himself killed four months later in an attempt to link up with forces at Vladivostók.

YELLOW SEA

August 10, 1904

Upon taking command following the death of Makárov, Rear Admiral Vil'gel'm Vitgeft instituted a strategy of maintaining a "fleet in being", reversing Makárov's more assertive philosophy. As a result, the First Pacific Squadron was all but blockaded in its own harbor.

Vitgeft attempted to break out in June, but this effort was thwarted, either by the Japanese or his own reluctance to abandon his preferred strategy of maintaining a strong presence to support shore operations in Korea. Vitgeft's resolve to remain in Port Arthur was unshaken, even after he was injured in the leg during a Japanese bombardment in early August.

However, Vitgeft was opposed by his superior, Viceroy Evgénij Alekséev, who favored consolidating Pacific forces at Vladivostók, which, when combined with the Russian Baltic Fleet, would form a force strong enough to meet the Japanese in a decisive fleet engagement. Faced with Vitgef's intransigence, Alekséev appealed directly to the Tsar. In response, Nikolaj expressed his full support for Alekséev, and directing Vitgeft to make a "speedy sortie from Port Arthur, and breaking through to Vladivostók."

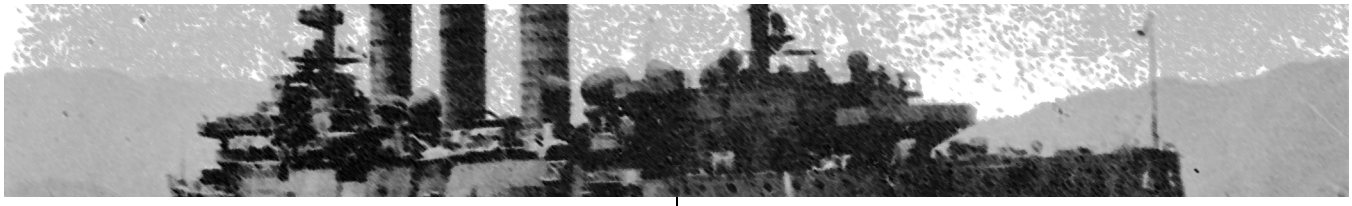
Armed with the Tsar's response, Alekséev again instructed Vitgeft to sail immediately:

"The failure of the squadron to proceed to sea regardless of the Imperial will, and of my command, and its extinction in harbor in the event of the fall of the fortress will, in addition to the heavy legal responsibility, leave an indelible spot on the flag of St. Andrew and on the honor of the fleet."

Therefore, on August 10, 1904, Vitgeft attempted to break out a second time.

Imperial Japanese Navy Forces

1st Division	**375 pts.**
*Mikasa**	*Mikasa*-class BB
Asahi	*Asahi*-class BB
Fuji	*Fuji*-class BB
*Shikishima**	*Shikishima*-class BB
Nisshin	*Giuseppe Garibaldi*-class AC
Kasuga	*Giuseppe Garibaldi*-class AC
3rd Division	**165 pts.**
*Yakumo**	*Yakumo*-class AC
Takasago	*Takasago*-class AC
Chinyen	*Dingyuan*-class BB
§ *Asama*	*Asama*-class AC
5th Division	**100 pts.**
*Hashidate**	*Matsushima*-class PC
Matsushima	*Matsushima*-class PC
Kasagi	*Kasagi*-class PC
Chitose	*Kasagi*-class PC
Izumi	*Esmeralda*-class PC
6th Division	**35 pts.**
*Akashi**	*Suma*-class PC
Suma	*Suma*-class PC
Akitsushima	*Akitsushima*-class PC
1st Destroyer Division	**20 pts.**
Asashiwo, *Shirakumo**	*Shirakumo*-class DD
Akatsuki, *Kasumi*	*Akatsuki*-class DD
2nd Destroyer Division	**20 pts.**
Inadzuma, *Ikazuchi**	*Ikazuchi*-class DD
Akebono, *Oboro*	*Ikazuchi*-class DD
3rd Destroyer Division	**20 pts.**
Shinonome, *Usugumo**	*Murakumo*-class DD
Kagero, *Murakumo*	*Murakumo*-class DD
4th Destroyer Division	**30 pts.**
Fubuki, *Harusame**	*Harusame*-class DD
Asagiri, *Murasame*	*Harusame*-class DD



Imperial Russian Navy Forces

Battleship Division	**455 pts.**
*Cesarévič**	*Cesarévič*-class BB
Retvizan	*Retvizan*-class BB
Pobeda	*Peresvet*-class BB
*Peresvyet**	*Peresvyet*-class BB
Sevastopol'	*Petropavlovsk*-class BB
Poltava	*Petropavlovsk*-class BB
Cruiser Division	**75 pts.**
Askol'd	*Askol'd*-class PC
Diana	*Pallada*-class PC
Pallada	*Pallada*-class PC
Destroyer Division	**55 pts.**
*Novik**	*Novik*-class PC
Bojkij, *Burnyj*	*Bojkij*-class DD
Vlastnyj, *Vynoslivyj*	*Vnimatel'nyj*-class DD
Grozovoj, *Vnimatel'nyj*	*Vnimatel'nyj*-class DD
Bezstrašni, *Bezšumni*	*Bezstrašni*-class DD

Special Rules

This is a breakout scenario; as such, Russian ships that leave the battle via the Japanese edge of the table do not award VPs to the Japanese (see below).

Victory

The Russians receive VPs for each friendly ship able to escape across the Japanese edge of the table.

The Japanese receive victory points normally.

The scenario lasts until no Russian ships remain on the table, at which point the side with more VPs is the winner.

Historical Outcome

Tōgō initially attempted to cross Vitgeft's "T", but miscalculated, forcing Dewa's cruisers to scatter to avoid the line of Japanese battleships. As a result, the Russians were able to escape the trap and head out to sea.

The Japanese battle line was finally able to catch up with their Russian counterparts in the late afternoon, and for several hours the opposing battleships traded fire. Although it was a close-run engagement, it looked as though Vitgeft might manage to hold out until darkness fell, and thus make good his escape. Unfortunately, at this decisive moment, a lucky shot from *Mikasa* detonated over *Cesarévič*'s bridge, instantly killing Vitgeft and most of his command staff.

Perhaps more critically, the explosion jammed the Russian flagship's rudder and caused it to turn sharply to port. Unaware of the situation on *Cesarévič*, *Revtizan* and *Pobeda* followed suit, bringing the stern chase to an abrupt halt.

By the time order was restored in the Russian command structure, the damage was done. Although the squadron was able to safely return to Port Arthur, and the squadron's hopes of breaking out to Vladivostók were dashed.

DOGGER BANK INCIDENT

October 21, 1904

When war began, the Russian Navy was split between the Baltic Fleet, headquartered in Europe, and the Pacific Fleet, based in Asia. In order for the two halves to link up and form an overwhelming force to crush Tōgō's Japanese Combined Fleet, it was resolved that Admiral Zinovij Rožestvenskij would lead the Baltic Fleet on a high-speed dash to the Far East. Vitgeft's death at the Yellow Sea added urgency to Rožestvenskij's mission, while compounding the Russians' general paranoia.

In particular, while Britain was a non-belligerent in the current war, London had recently entered a mutual-defense pact with Japan in 1902, and the Russians were untrusting of the British. When reports were received of Japanese destroyers operating in the English Channel, Rožestvenskij was inclined to believe them.

On the night of October 21, 1904, the crew of a Russian supply ship radioed they were under attack. Thus primed for an engagement, it was perhaps unsurprising that, later that night, misinterpreted the signals from British fishing ships and opened fire. One trawler was sunk and three fishermen killed. In addition, at least one Russian sailor was killed by friendly fire.



The British government made several demands of the Russians regarding the investigation and punishment of those responsible for the incident. For their part, the Russians were aghast at the thought that another power might dare to dictate discipline within their own armed forces. Following a Cabinet meeting on October 27, the press was informed that British demands had not yet been satisfactorily met.

For a time it seemed as if the world was on the brink of a true "world war", should the current situation not be defused peacfully. This scenario presents a "what if?" situation in which the British Channel Fleet engaged the Baltic Fleet.

Imperial Russian Navy Forces

First Division	**260 pts.**
*Knâz' Suvorov**	*Borodino*-class BB
Imperator Alexandr III	*Borodino*-class BB
Borodino	*Borodino*-class BB
Orël	*Borodino*-class BB

Second Division	**215 pts.**
*Oslâbâ**	*Peresvet*-class BB
Sisoj Velikij	*Sisoj Velikij*-class BB
Navarin	*Navarin*-class BB
Admiral Nahimov	*Admiral Nahimov*-class AC

Third Division	**125 pts.**
*Imperator Nikolai I**	*Imperator Aleksandr II*-class BB
General-Admiral Apraksin	*Admiral Ušakóv*-class CB
Admiral Senâvin	*Admiral Ušakóv*-class CB
Admiral Ušakóv	*Admiral Ušakóv*-class CB

First Cruiser Division	**105 pts.**
*Dmitrij Donskoj**	*Dmitrij Donskoj*-class AC
Vladamir Monomah	*Vladamir Monomah*-class AC
§ *Oleg*	*Bogatyr*-class PC
Avróra	*Pallada*-class PC

First Destroyer Division	**35 pts.**
*Žemčug**	*Izumrud*-class PC
Bedovyj, *Bujnyj*	*Bojkij*-class DD
Bravyj, *Bystryj*	*Bojkij*-class DD

Second Destroyer Division	**35 pts.**
Izumrud	*Izumrud*-class PC
Blestâŝij, *Bodryj*	*Boiki*-class DD
Gromkij, *Groznyj*	*Boiki*-class DD

Royal Navy Forces

Data cards for ships denoted with a double section symbol (§§) are included in the ***King & Kaiser*** supplement. If you do not have this product, a file with the necessary data cards can be downloaded from our web site: **mj12games.com/grandfleets**.

Battle Squadron	**420 pts.**
*Caesar**	*Majestic*-class BB
Hannibal	*Majestic*-class BB
Illustrious	*Majestic*-class BB
Jupiter	*Majestic*-class BB
*Victorious**	*Majestic*-class BB
Magnificent	*Majestic*-class BB
Majestic	*Majestic*-class BB

Cruiser Squadron	**305 pts.**
§§ *Monmouth**	*Monmouth*-class AC
§§ *Bedford*	*Monmouth*-class AC
§§ *Kent*	*Monmouth*-class AC
§§ *Donegal*	*Monmouth*-class AC
§§ *Berwick**	*Monmouth*-class AC
§§ *Essex*	*Monmouth*-class AC
§§ *Sutlej*	*Cressy*-class AC
§§ *Drake*	*Drake*-class AC

Portsmouth Flotilla	**60 pts.**
*Doris**	*Eclipse*-class PC
Hermes	*Highflyer*-class PC
Brazen, *Electra*	*Brazen*-class DD
Kestrel, *Vulture*	*Brazen*-class DD

Special Rules

There are no special rules for this scenario.

Victory

Either side may claim victory once 470 VPs have been scored.

Historical Outcome

As it happened, cooler heads eventually prevailed, and the Dogger Bank incident did not lead to open hostilities between the United Kingdom and Imperial Russia. However, it was not without consequence: the Suez Canal was closed to Rožestvenskij, forcing him to take the long way around Cape Horn, adding to the admiral's misgivings about the entire operation.



Had the incident led to battle with the Home or Channel Fleets, it is likely Rožestvenskij would have lost several valuable ships. Even if his force remained intact, he would have endured months of harassment by British squadrons stationed along his route.

In the end, considering the results once Rožestvenskij arrived at Tsushima the following May, it is difficult to see the avoidance of conflict with the Royal Navy as having done anything but prolong the inevitable.

ELLI

December 16, 1912

The First Balkan War pitted the Ottoman Empire against the Balkan League, comprised of Greece, Bulgaria, Serbia, and Montenegro. However, only the former two nations possessed a navy of any appreciable size: the Ottomans had purchased a pair of pre-dreadnought battleships from Germany to add to their own, modernized ironclads, while Greece had recently bought a new Italian-build armored cruiser to complement its three much older, French-built coastal battleships.

In addition, both powers had purchased modern destroyers, from Germany and Britain, respectively. As a result, each navy was an eclectic mix of old and new. Greek crews were better trained, as the Ottomans were still reeling from the chaos initiated by the "Young Turk" revolution in 1908.

At the outbreak of war, the Greek plan was to trap the Turkish navy in the Sea of Marmara and prevent it from interfering with the League's island-hopping in the Aegean Sea. To that end, the Greeks stationed its armored cruiser and battleships outside the mouth of the Dardanelles and waited for the Ottomans to sortie out.

On December 16, 1912, the Ottomans obliged, as elements of the Bosporus and Dardanelles Fleets sailed forth to break the blockade off the coast of Gallipoli.

Royal Hellenic Navy Forces

Battle Squadron	**145 pts.**
*Georgios Averof**	*Pisa*-class AC
Hydra	*Hydra*-class CB
Spetsai	*Hydra*-class CB
Psara	*Hydra*-class CB

Destroyer Squadron	**60 pts.**
*Aetos**	*Aetos*-class DD
Ierax	*Aetos*-class DD
Panthir	*Aetos*-class DD
Leon	*Aetos*-class DD

Ottoman Navy Forces

Battle Squadron	**190 pts.**
*Barbaros Hayreddin**	*Brandenburg*-class BB
Turgut Reis	*Brandenburg*-class BB
Mesudiye	*Superb*-class CB
Âsâr-ı Tevfik	*Âsâr-ı Tevfik*-class CB

Destroyer Squadron	**50 pts.**
*Mecidiye**	*Mecidiye*-class PC
Gayret-i Vataniye, Muâvenet-*i Millîye*	*S165*-class DD
Numune-i Hamiyet, *Yadigar-i Millet*	*S165*-class DD

Special Rules

Due to crew inexperience, apply an additional -1 penalty to all attacks made by the Turks.

Victory

The Ottoman side may claim victory once 125 VPs have been scored; the Greek threshold is 145.

Historical Outcome

Initially, the two forces met in opposing columns; however, frustrated by the slow speed of his trailing (and obsolete) battleships, the Greek admiral surged forward in *Georgios Averof* and pulled ahead of the Turkish column, threatening to cross their "T". The Ottoman ships broke formation and were unable to support each other in the subsequent melee.

Three of the four ships in the Turkish battle squadron suffered damage, causing the Ottoman force to turn for home and the protection of the Dardanelles shore forts. Greek losses numbered two killed in action, and no significant damage to their ships. The result was a clear Greek victory, and resulted in League dominance of the Aegean for the rest of the war.

35 • DINGYUAN

DINGYUAN-class Chinese BB • Small • 1884 — **Crew:** — **Flag:**



ARMOR	4-	2
SPEED		
3	2	2-	1	1

•	•	•	•	•	•	•	•	•	×	

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/20	(0/–)	2-5-10	1+	6	4	3	2	1	1	1
6"/26	(-2/-2)	2-4-8	1-	2	1	1	1	0	0	0
14" Torpedoes		1-2-4	-1	F	P	S				

35 • ZHENYUAN

DINGYUAN-class Chinese BB • Small • 1885 — **Crew:** — **Flag:**



ARMOR	4-	2
SPEED		
3	2	2-	1	1

•	•	•	•	•	•	•	•	•	×	

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/20	(0/–)	2-5-10	1+	6	4	3	2	1	1	1
6"/26	(-2/-2)	2-4-8	1-	2	1	1	1	0	0	0
14" Torpedoes		1-2-4	-1	F	P	S				

15 • PINGYUAN

PINGYUAN-class Chinese CB • Very Small • 1890 — **Crew:** — **Flag:**



ARMOR	2	1
SPEED		
2	2-	1	1	1-

•	•	•	•	×						

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10.2"/25	(0/–)	3-5-10	1+	1	1	1	0	0	0	0
6"/35	–/–	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
18" Torpedoes		2-4-8	+0	F	P	S	A			

20 • JINGYUAN

JINGYUAN-class Chinese AC • Very Small • 1888 — **Crew:** — **Flag:**



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

•	•	•	•	•	×					

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/35	(0/–)	3-5-10	1+	2	2	1	1	1	0	0
6"/35	–/–	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
18" Torpedoes		2-4-8	+0	F	P	S	A			

20 • LAIYUAN

JINGYUAN-class Chinese AC • Very Small • 1888 — **Crew:** — **Flag:**



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

•	•	•	•	•	×					

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/35	(0/–)	3-5-10	1+	2	2	1	1	1	0	0
6"/35	–/–	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
18" Torpedoes		2-4-8	+0	F	P	S	A			

10 • CHAOYONG

TSUKUSHI-class Chinese PC • Very Small • 1881 — **Crew:** — **Flag:**



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

•	•	•		•			×			

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/26	(-2/-2)	3-5-10	1+	2	2	1	1	1	0	0
4.7"/22	-2/-2	1-3-6	0+	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0

10 • YANGWEI

TSUKUSHI-class Chinese PC • Very Small • 1881 — **Crew:** — **Flag:**



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

•	•	•		•			×			

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/26	(-2/-2)	3-5-10	1+	2	2	1	1	1	0	0
4.7"/22	-2/-2	1-3-6	0+	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0

10 • JIYUAN

JIYUAN-class Chinese PC • Very Small • 1885 — **Crew:** — **Flag:**



ARMOR	0+	0
SPEED		
3	2	2-	1	1

•	•	•		•			×			

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/35	(0/–)	3-5-10	1+	2	2	1	1	1	0	0
6"/35	(–/0)	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	P	S	A	A			

15 • JINGYUEN

ZHIYUAN-class Chinese PC • Very Small • 1886 Crew: Flag:



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

• • • • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/35	(-1/-3)	3-5-10	1+	3	2	2	1	1	1	0
6"/35	–/–	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
18" Torpedoes		2-4-8	+0	F	P	S	A			

15 • ZHIYUAN

ZHIYUAN-class Chinese PC • Very Small • 1887 Crew: Flag:



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

• • • • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8.3"/35	(-1/-3)	3-5-10	1+	3	2	2	1	1	1	0
6"/35	–/–	2-4-8	1	1	1	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
18" Torpedoes		2-4-8	+0	F	P	S	A			

10 • GUANGYI

GUANGYI-class Chinese PG • Very Small • 1891 Crew: Flag:



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

• • ×

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

10 • GUANGBING

GUANGYI-class Chinese PG • Very Small • 1892 Crew: Flag:



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

• • ×

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

10 • GUANGDING

GUANGYI-class Chinese PG • Very Small • 1893 Crew: Flag:



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

• • ×

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

45 • ALMIRANTE OQUENDO

INFANTA MARÍA TERESA-class Spanish AC • Small • 1890 Crew: Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

• • • • • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/35 M1883	(-2/-2)	3-5-10	2-	3	2	1	1	1	0	0
5.5"/50 M1883	-3/-3	3-6-12	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
14" Torpedoes		1-2-4	-1	F	F	P2	S2	A	A	

45 • INFANTA MARÍA TERESA

INFANTA MARÍA TERESA-class Spanish AC • Small • 1891 Crew: Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

• • • • • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/35 M1883	(-2/-2)	3-5-10	2-	3	2	1	1	1	0	0
5.5"/50 M1883	-3/-3	3-6-12	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
14" Torpedoes		1-2-4	-1	F	F	P2	S2	A	A	

45 • VIZCAYA

INFANTA MARÍA TERESA-class Spanish AC • Small • 1891 Crew: Flag:



ARMOR	3	2-
SPEED		
4	3	2	1+	1

• • • • • ×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/35 M1883	(-2/-2)	3-5-10	2-	3	2	1	1	1	0	0
5.5"/50 M1883	-3/-3	3-6-12	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
14" Torpedoes		1-2-4	-1	F	F	P2	S2	A	A	

35 • CRISTÓBAL COLÓN

GARIBALDI-class Spanish AC • Small • 1897

Crew:

Flag: 

ARMOR	1	1-
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC W	(-2/-2)	4-7-14*	2	2	2	1	1	1	0	0
6"/40 EOC Z	-4/-4	2-4-8	1	7	5	3	2	2	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S	A			

15 • FUROR, PLUTÓN, TERROR

3×FUROR-class Spanish DD • Very Small • 1896

Crew:

Flag: 

ARMOR	0	0
SPEED		
6-	4	3	2	1+

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	7	5	4	3	2	1	1
14" Torpedoes		1-2-4	-1	P	P	P	S	S	S	

20 • DESCARTES

DESCARTES-class French PC • Very Small • 1896

Crew:

Flag: 

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6.5"/45 M1893	-2/-2	2-4-8	1	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	S					

20 • PASCAL

DESCARTES-class French PC • Very Small • 1897

Crew:

Flag: 

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6.5"/45 M1893	-2/-2	2-4-8	1	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	7	5	4	3	2	1	1
18" Torpedoes		2-4-8	+0	P	S					

60 • MAGNIFICENT

MAJESTIC-class British BB • Medium • 1895

Crew:

Flag: 

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • MAJESTIC

MAJESTIC-class British BB • Medium • 1895

Crew:

Flag: 

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • PRINCE GEORGE

MAJESTIC-class British BB • Medium • 1896

Crew:

Flag: 

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • VICTORIOUS

MAJESTIC-class British BB • Medium • 1896

Crew:

Flag: 

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • JUPITER

MAJESTIC-class British BB • Medium • 1897

Crew: Flag:

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • MARS

MAJESTIC-class British BB • Medium • 1897

Crew: Flag:

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • CAESAR

MAJESTIC-class British BB • Medium • 1898

Crew: Flag:

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • HANNIBAL

MAJESTIC-class British BB • Medium • 1898

Crew: Flag:

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

60 • ILLUSTRIOUS

MAJESTIC-class British BB • Medium • 1898

Crew: Flag:

ARMOR	2+	1
SPEED		
3+	2+	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	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S	A		

20 • ECLIPSE

ECLIPSE-class British PC • Small • 1897

Crew: Flag:

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • TALBOT

ECLIPSE-class British PC • Small • 1896

Crew: Flag:

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • DIANA

ECLIPSE-class British PC • Small • 1897

Crew: Flag:

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • JUNO

Crew: Flag:

ECLIPSE-class British PC • Small • 1897

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • MINVERVA

Crew: Flag:

ECLIPSE-class British PC • Small • 1897

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • VENUS

Crew: Flag:

ECLIPSE-class British PC • Small • 1897

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • DORIS

Crew: Flag:

ECLIPSE-class British PC • Small • 1897

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • DIDO

Crew: Flag:

ECLIPSE-class British PC • Small • 1898

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • ISIS

Crew: Flag:

ECLIPSE-class British PC • Small • 1898

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 QF Mk.II	(-1/-2)	2-4-8	1	4	3	2	1	1	1	0
4.7"/40 QF Mk.IV	–/-1	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S	A				

20 • HERMES

Crew: Flag:

HIGHFLYER-class British PC • Small • 1899

ARMOR	0+	0
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 QF Mk.V*	(-4/-2)	2-5-10	1-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • HIGHFLYER

Crew: Flag:

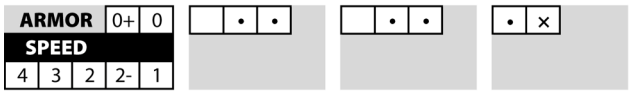
HIGHFLYER-class British PC • Small • 1899

ARMOR	0+	0
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 QF Mk.V*	(-4/-2)	2-5-10	1-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	P	S					

20 • HYACINTH

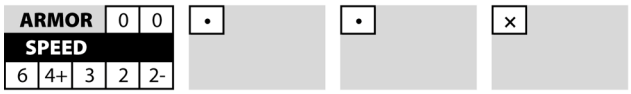
HIGHFLYER-class British PC • Small • 1900 — Crew: — Flag:



WEAPONS	F/A	RANGE	AP	ATTACK DICE
6"/45 QF Mk.V*	(-4/-2)	2-5-10	1-	6 4 3 2 1 1 1
Lt. Guns	-2/-2	1-3-6*	0	3 2 2 1 1 1 0
18" Torpedoes		2-4-8	+0	P S

10 • BRAZEN, ELECTRA

2×BRAZEN-class British DD • Very Small • 1896 — Crew: — Flag:



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

10 • RECRUIT, VULTURE

2×BRAZEN-class British DD • Very Small • 1896 — Crew: — Flag:



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

10 • BULLFINCH, DOVE

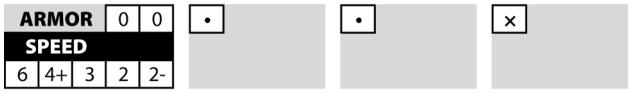
2×BULLFINCH-class British DD • Very Small • 1898 — Crew: — Flag:



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

10 • PETEREL, SPITEFUL

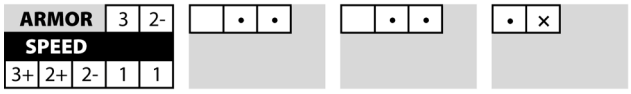
2×SPITEFUL-class British DD • Very Small • 1899 — Crew: — Flag:



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

30 • HYDRA

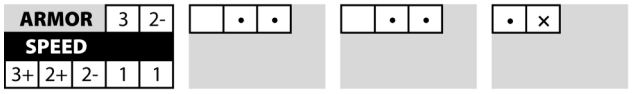
SPETSAI-class Greek CB • Small • 1889 — Crew: — Flag:



WEAPONS	F/A	RANGE	AP	ATTACK DICE
10.8"/34	(-2/-2)	3-6-12	2	2 2 1 1 1 0 0
5.9"/36	0/-2	2-4-8	1	2 1 1 1 0 0 0
Lt. Guns	-2/-2	1-3-6*	0	3 2 1 1 1 0 0
14" Torpedoes		1-2-4	-1	F P S

30 • SPETSAI

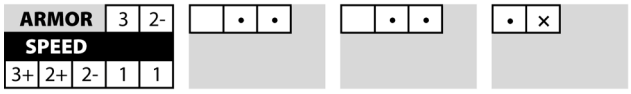
SPETSAI-class Greek CB • Small • 1889 — Crew: — Flag:



WEAPONS	F/A	RANGE	AP	ATTACK DICE
10.8"/34	(-2/-2)	3-6-12	2	2 2 1 1 1 0 0
5.9"/36	0/-2	2-4-8	1	2 1 1 1 0 0 0
Lt. Guns	-2/-2	1-3-6*	0	3 2 1 1 1 0 0
14" Torpedoes		1-2-4	-1	F P S

30 • PSARA

SPETSAI-class Greek CB • Small • 1890 — Crew: — Flag:



WEAPONS	F/A	RANGE	AP	ATTACK DICE
10.8"/34	(-2/-2)	3-6-12	2	2 2 1 1 1 0 0
5.9"/36	0/-2	2-4-8	1	2 1 1 1 0 0 0
Lt. Guns	-2/-2	1-3-6*	0	3 2 1 1 1 0 0
14" Torpedoes		1-2-4	-1	F P S

55 • GEORGIOS AVEROF

PISA-class Greek AC • Small • 1911 — Crew: — Flag:



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/45 Mk.X	(-2/-2)	4-7-14	2+	5	4	3	2	1	1	1
7.5"/45 M1908	-2/-2	5-9-18	2	4	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	F	P	S				

15 • IERAX

AETOS-class Greek DD • Very Small • 1911 — Crew: — Flag:



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

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

15 • AETOS

AETOS-class Greek DD • Very Small • 1912 — Crew: — Flag:



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

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

15 • LEON

AETOS-class Greek DD • Very Small • 1912 — Crew: — Flag:



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

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

15 • PANTHIR

AETOS-class Greek DD • Very Small • 1912 — Crew: — Flag:



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

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

65 • PISA

PISA-class Italian AC • Small • 1909 — Crew: — Flag:



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 M1908	(-2/-2)	5-11-22	3	6	4	3	2	2	1	1
7.5"/45 M1908	-2/-2	5-9-18	2	4	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S				

65 • AMALFI

PISA-class Italian AC • Small • 1909 — Crew: — Flag:



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 M1908	(-2/-2)	5-11-22	3	6	4	3	2	2	1	1
7.5"/45 M1908	-2/-2	5-9-18	2	4	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	5	3	2	2	1	1
17.7" Torpedoes		2-4-8	+0	F	P	S				

15 • ELBA

UMBRIA-class Italian PC • Very Small • 1896 — Crew: — Flag:



ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	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					

15 • ETRURIA

UMBRIA-class Italian PC • Very Small • 1896

Crew:

Flag:



ARMOR	0+	0
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • LIGURIA

UMBRIA-class Italian PC • Very Small • 1896

Crew:

Flag:



ARMOR	0+	0
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • LOMBARDIA

UMBRIA-class Italian PC • Very Small • 1896

Crew:

Flag:



ARMOR	0+	0
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	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					

15 • PUGLIA

UMBRIA-class Italian PC • Very Small • 1896

Crew:

Flag:



ARMOR	0	0
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	1	0
17.7" Torpedoes		2-4-8	+0	P	S					

15 • UMBRIA

UMBRIA-class Italian PC • Very Small • 1896

Crew:

Flag:



ARMOR	0+	0
SPEED		
4	3	2	1+	1

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	2-4-8	1-	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
17.7" Torpedoes		2-4-8	+0	P	S					

25 • FUSŌ

FUSŌ-class Japanese CB • Very Small • 1894/r

Crew:

Flag:



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

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.4"/40 SKL/40	-2/-2	3-7-14*	2-	2	2	1	1	1	0	0
6"/40 EOC Z	(-3/-3)	2-4-8	1	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
18" Torpedoes		2-4-8	+0	P	S					

15 • HIEI

KONGŌ-class Japanese CB • Very Small • 1878

Crew:

Flag:



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

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6.7"/30	(-1/-3)	2-4-8	1	3	2	2	1	1	1	0
5.9"/35	-3/-3	2-4-8	1	3	2	1	1	1	0	0
14" Torpedoes		1-2-4	-1	P	S					

15 • KONGŌ

KONGŌ-class Japanese CB • Very Small • 1878

Crew:

Flag:



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

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6.7"/30	(-1/-3)	2-4-8	1	3	2	2	1	1	1	0
5.9"/35	-3/-3	2-4-8	1	3	2	1	1	1	0	0
14" Torpedoes		1-2-4	-1	P	S					

50 • CHINYEN

DINGYUAN-class Japanese BB • Small • 1901/r

Crew:

Flag:

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

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

100 • FUJI

FUJI-class Japanese BB • Medium • 1897

Crew:

Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 EOC G	(-2/-2)	4-7-14	3-	6	4	3	2	1	1	1
6"/40 EOC Z	-5/-5	2-4-8	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	P	S	S		

100 • YASHIMA

FUJI-class Japanese BB • Medium • 1897

Crew:

Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 EOC G	(-2/-2)	4-7-14	3-	6	4	3	2	1	1	1
6"/40 EOC Z	-5/-5	2-4-8	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	P	S	S		

65 • ASAHI

ASAHI-class Japanese BB • Medium • 1900

Crew:

Flag:

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

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

65 • MIKASA

MIKASA-class Japanese BB • Medium • 1902

Crew:

Flag:

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

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

65 • SHIKISHIMA

SHIKISHIMA-class Japanese BB • Medium • 1900

Crew:

Flag:

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

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

65 • HATSUSE

SHIKISHIMA-class Japanese BB • Medium • 1901

Crew:

Flag:

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

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

15 • CHIYODA

CHIYODA-class Japanese AC • Very Small • 1890

Crew:

Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/40 EOC P	(-4/-4)	2-4-8	1-	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
14" Torpedoes		1-2-4	-1	F	P	S				

40 • KASUGA

GARIBALDI-class Japanese AC • Small • 1902 — Crew: — Flag:

ARMOR	2	1
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/40 EOC R	(0/–)	4-9-18	2+	1	1	1	0	0	0	0
8"/45 EOC S	(–/0)	4-7-14*	2	2	2	1	1	1	0	0
6"/40 EOC Z	-4/-4	2-4-8	1	7	5	3	2	2	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					

40 • NISSHIN

GARIBALDI-class Japanese AC • Small • 1903 — Crew: — Flag:

ARMOR	2	1
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC S	(-2/-2)	4-7-14*	2	4	3	2	2	1	1	1
6"/40 EOC Z	-4/-4	2-4-8	1	7	5	3	2	2	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 • YAKUMO

YAKUMO-class Japanese AC • Small • 1900 — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC S	(-2/-2)	4-7-14*	2	4	3	2	2	1	1	1
6"/40 EOC Z	-3/-3	2-4-8	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

15 • TSUKUSHI

TSUKUSHI-class Japanese C • Very Small • 1898/r — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/40 EOC R	(-2/-2)	4-9-18	2+	3	2	1	1	1	0	0
4.7"/40 EOC P	-2/-2	2-4-8	1-	2	1	1	1	0	0	0
18" Torpedoes		2-4-8	+0	P	S					

15 • IZUMI

ESMERALDA-class Japanese PC • Very Small • 1884 — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/40 EOC R	(-2/-2)	4-9-18	2+	3	2	1	1	1	0	0
6"/40 EOC Z	-3/-3	2-4-8	1	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	S				

15 • NANIWA

NANIWA-class Japanese PC • Very Small • 1903/r — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	(-3/-3)	2-4-8	1	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
14" Torpedoes		1-2-4	-1	P	P	S	S			

15 • TAKACHIHO

NANIWA-class Japanese PC • Very Small • 1903/r — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	(-3/-3)	2-4-8	1	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	1	0	0	0
14" Torpedoes		1-2-4	-1	P	P	S	S			

15 • ITSUKUSHIMA

MATSUSHIMA-class Japanese PC • Very Small • 1891 — Crew: — Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12.6"/38 M1884	(0/–)	3-6-12	2	1	1	1	0	0	0	0
4.7"/40 EOC P	(-5/-3)	2-4-8	1-	5	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
14" Torpedoes		1-2-4	-1	P	S					

20 • MATSUSHIMA

Crew:

MATSUSHIMA-class Japanese PC • Very Small • 1891 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12.6"/38 M1884	(–/0)	3-6-12	2	1	1	1	0	0	0	0
4.7"/40 EOC P	(-3/-3)	2-4-8	1-	5	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
14" Torpedoes		1-2-4	-1	P	S					

15 • HASHIDATE

Crew:

MATSUSHIMA-class Japanese PC • Very Small • 1894 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12.6"/38 M1884	(0/–)	3-6-12	2	1	1	1	0	0	0	0
4.7"/40 EOC P	(-5/-3)	2-4-8	1-	5	3	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
14" Torpedoes		1-2-4	-1	P	S					

15 • AKITSUSHIMA

Crew:

AKITSUSHIMA-class Japanese PC • Very Small • 1894 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	-2/-2	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	(-4/-4)	2-4-8	1-	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
14" Torpedoes		1-2-4	-1	P	P	S	S			

20 • YOSHINO

Crew:

YOSHINO-class Japanese PC • Very Small • 1893 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	(-1/-3)	2-4-8	1	3	2	1	1	1	1	0
4.7"/40 EOC P	–/-4	2-4-8	1-	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

10 • AKASHI

Crew:

SUMA-class Japanese PC • Very Small • 1899 **Flag:**



ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	(-2/-2)	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	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
14" Torpedoes		1-2-4	-1	P	S					

10 • SUMA

Crew:

SUMA-class Japanese PC • Very Small • 1899 **Flag:**



ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/40 EOC Z	(-2/-2)	2-4-8	1	2	1	1	1	0	0	0
4.7"/40 EOC P	-3/-3	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
14" Torpedoes		1-2-4	-1	P	S					

25 • TAKASAGO

Crew:

TAKASAGO-class Japanese PC • Very Small • 1898 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC S	(-2/-2)	4-7-14*	2	2	2	1	1	1	0	0
4.7"/40 EOC P	-5/-5	2-4-8	1-	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	S	S			

25 • KASAGI

Crew:

CHITOSE-class Japanese PC • Small • 1898 **Flag:**



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC S	(-2/-2)	4-7-14*	2	2	2	1	1	1	0	0
4.7"/40 EOC P	-5/-5	2-4-8	1-	4	3	2	1	1	1	1
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

25 • CHITOSE

CHITOSE-class Japanese PC • Small • 1899 — **Crew:** — **Flag:**

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 EOC S	(-2/-2)	4-7-14*	2	2	2	1	1	1	0	0
4.7"/40 EOC P	-5/-5	2-4-8	1-	4	3	2	1	1	1	1
18" Torpedoes		2-4-8	+0	F	P	P	S	S		

15 • NIITAKA

TSUSHIMA-class Japanese PC • Very Small • 1904 — **Crew:** — **Flag:**

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 M1901	(-2/-2)	4-7-14	1+	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0

15 • TSUSHIMA

TSUSHIMA-class Japanese PC • Very Small • 1904 — **Crew:** — **Flag:**

ARMOR	0+	0
SPEED		
4	3	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 M1901	(-2/-2)	4-7-14	1+	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0

15 • OTOWA

OTOWA-class Japanese PC • Very Small • 1904 — **Crew:** — **Flag:**

ARMOR	0+	0
SPEED		
4	3	2	2-	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 M1901	(-2/-2)	4-7-14	1+	2	1	1	1	0	0	0
4.7"/40 EOC P	-2/-2	2-4-8	1-	2	1	1	1	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0

10 • KAGERO, MURAKUMO

2×MURAKUMO-class Japanese DD • Very Small • 1898 — **Crew:** — **Flag:**

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • SHINONOME, USUGUMO

2×MURAKUMO-class Japanese DD • Very Small • 1898 — **Crew:** — **Flag:**

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • AKEBONO, OBORO

2×IKAZUCHI-class Japanese DD • Very Small • 1899 — **Crew:** — **Flag:**

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • INADZUMA, IKAZUCHI

2×IKAZUCHI-class Japanese DD • Very Small • 1899 — **Crew:** — **Flag:**

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • AKATSUKI, KASUMI

Crew:

Flag:

2×AKATSUKI-class Japanese DD • Very Small • 1901

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • ASASHIWO, SHIRAKUMO

Crew:

Flag:

2×SHIRAKUMO-class Japanese DD • Very Small • 1901

ARMOR	0	0
SPEED		
6	4+	3	2	2-

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

10 • ASAGIRI, MURASAME

Crew:

Flag:

2×HARUSAME-class Japanese DD • Very Small • 1902

ARMOR	0	0
SPEED		
6	4	3	2	1+

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

15 • FUBUKI, HARUSAME

Crew:

Flag:

2×HARUSAME-class Japanese DD • Very Small • 1902

ARMOR	0	0
SPEED		
6	4	3	2	1+

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

15 • ÂSÂR-I TEVFIK

Crew:

Flag:

ASAR-I TEVFIK-class Ottoman CB • Very Small • 1906/r

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
5.9"/40	(-2/–)	2-4-8	1	2	1	1	1	0	0	0
4.7"/45	(–/-1)	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

45 • MESUDIYE

Crew:

Flag:

MESUDIYE-class Ottoman CB • Small • 1903/r

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
9.2"/40	(-2/-2)	3-6-12	2	2	2	1	1	1	0	0
6"/45	-5/-5	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	2	1	1

65 • BARBAROS HAYREDDIN

Crew:

Flag:

BRANDENBURG-class Ottoman BB • Small • 1910/t

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 RKL/40	(-3/-3)	3-7-14	2	6	4	3	2	2	1	1
4.1"/35 RKL/35	-4/-4	2-4-8*	1-	3	2	1	1	1	0	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	P	S	S		

65 • TURGUT REIS

Crew:

Flag:

BRANDENBURG-class Ottoman BB • Small • 1910/t

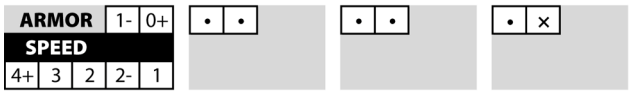
ARMOR	4	2
SPEED		
3+	2+	2-	1	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
11"/40 RKL/40	(-3/-3)	3-7-14	2	6	4	3	2	2	1	1
4.1"/35 RKL/35	-4/-4	2-4-8*	1-	3	2	1	1	1	0	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	P	S	S		

20 • MECIDIYE

Crew:

MECIDIYE-class Ottoman PC • Very Small • 1903 **Flag:**

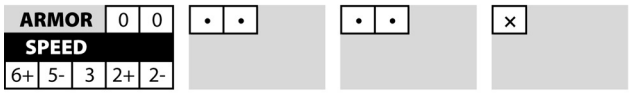


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45	(-2/-2)	2-5-10	1	2	1	1	1	0	0	0
4.7"/45	-2/-2	2-4-8	1-	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
18" Torpedoes		2-4-8	+0	P	S					

15 • GARYRET-I VETANIYE, MUÂVENET-I MILLÎYE

Crew:

2×S165-class Ottoman DD • Very Small • 1910 **Flag:**



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	F	F	P	P	S	S	

15 • NUMUNE-I HAMIYET, YÂDIGÂR-I MILLET

Crew:

2×S165-class Ottoman DD • Very Small • 1910 **Flag:**



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	F	F	P	P	S	S	

35 • IMPERATOR ALEKSANDR II

Crew:

IMPERATOR ALEKSANDR II-class Russian BB • Small • 1891 **Flag:**

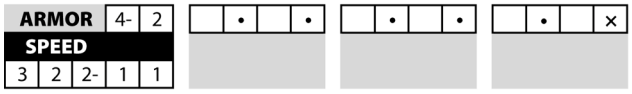


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/30 P1877	(-2/-2)	2-5-10	2-	2	1	1	1	0	0	0
6"/35 P1877	-2/-2	2-4-8	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

35 • IMPERATOR NIKOLAJ I

Crew:

IMPERATOR ALEKSANDR II-class Russian BB • Small • 1891 **Flag:**

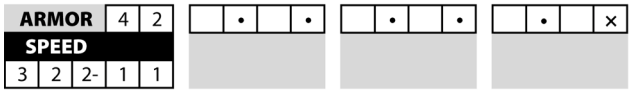


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/30 P1877	(-2/-2)	2-5-10	2-	2	1	1	1	0	0	0
6"/35 P1877	-2/-2	2-4-8	1	1	1	1	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

50 • NAVARIN

Crew:

NAVARIN-class Russian BB • Small • 1896 **Flag:**

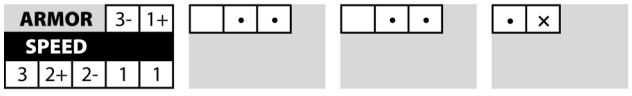


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/35 P1886	(-2/-2)	3-5-10	2	5	3	2	2	1	1	1
6"/35 P1877	-4/-4	2-4-8	1	2	2	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	P	S	S	A	

30 • ADMIRAL UŠAKÓV

Crew:

ADMIRAL UŠAKÓV-class Russian CB • Small • 1895 **Flag:**

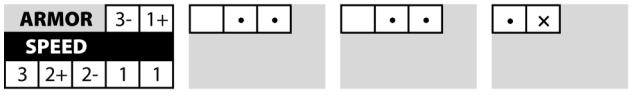


WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
4.7"/45 P1892	-2/-2	3-5-10	1	2	1	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	P	P	S	S			

30 • ADMIRAL SENÂVIN

Crew:

ADMIRAL UŠAKÓV-class Russian CB • Small • 1896 **Flag:**



WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
4.7"/45 P1892	-2/-2	3-5-10	1	2	1	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	P	P	S	S			

30 • GENERAL-ADMIRAL APRAKSIN

Crew: Flag:

ADMIRAL UŠAKÓV-class Russian CB • Small • 1899

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
4.7"/45 P1892	-2/-2	3-5-10	1	2	1	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	P	P	S	S			

95 • PETROPAVLOVSK

Crew: Flag:

PETROPAVLOVSK-class Russian BB • Small • 1899

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-2/-2	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	P	P	S	S	S

95 • POLTAVA

Crew: Flag:

PETROPAVLOVSK-class Russian BB • Small • 1899

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-2/-2	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	P	P	S	S	S

95 • SEVASTOPOL'

Crew: Flag:

PETROPAVLOVSK-class Russian BB • Small • 1899

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-2/-2	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
18" Torpedoes		2-4-8	+0	P	P	P	P	S	S	S

70 • SISOJ VELIKIJ

Crew: Flag:

SISOJ VELIKIJ-class Russian BB • Small • 1896

ARMOR	4	2
SPEED		
3	2	2-	1	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	3	2	1	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	4	3	2	1	1	1	0
18" Torpedoes		2-4-8	+0	F	P	P	S	S	A	

60 • OSLÂBÂ

Crew: Flag:

PERESVET-class Russian BB • Medium • 1901

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
6"/45 P1892	-3/-5	2-5-10	1	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	9	7	5	3	2	2	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

60 • PERESVET

Crew: Flag:

PERESVET-class Russian BB • Medium • 1901

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
6"/45 P1892	-3/-5	2-5-10	1	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	9	7	5	3	2	2	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

60 • POBEDA

Crew: Flag:

PERESVET-class Russian BB • Medium • 1902

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
10"/45 P1891	(-2/-2)	3-6-12	2	5	3	2	2	1	1	1
6"/45 P1892	-3/-5	2-5-10	1	5	4	2	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	9	7	5	3	2	2	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

70 • RETVIZAN

Crew:

RETVIZAN-class Russian BB • Medium • 1901 Flag:

ARMOR	3	2-
SPEED		
4-	3-	2	1+	1
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	9	7	5	3	2	2	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S	A	

65 • IMPERATOR ALEKSANDR III

Crew:

BORODINO-class Russian BB • Medium • 1903 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

65 • BORODINO

Crew:

BORODINO-class Russian BB • Medium • 1904 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

65 • KNÂZ' SUVOROV

Crew:

BORODINO-class Russian BB • Medium • 1904 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

65 • ORËL

Crew:

BORODINO-class Russian BB • Medium • 1904 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

65 • SLAVA

Crew:

BORODINO-class Russian BB • Medium • 1905 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

75 • CESARÉVIČ

Crew:

CESARÉVIČ-class Russian BB • Medium • 1903 Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
12"/40 P1895	(-2/-2)	4-8-16*	3-	6	4	3	2	1	1	1
6"/45 P1892	-3/-3	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	8	6	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S	A			

25 • VLADIMIR MONOMAH

Crew:

VLADIMIR MONOMAH-class Russian AC • Small • 1898/r Flag:

ARMOR	2-	1
SPEED		
3	2	2-	1	1
---	---	---	---	---

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	0/-2	2-5-10	1	2	1	1	1	0	0	0
4.7"/45 P1892	-3/-3	3-5-10	1	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	S				

30 • DMITRIJ DONSKOJ

DMITRIJ DONSKOJ-class Russian AC • Small • 1895/r

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-3/-3	2-5-10	1	3	2	1	1	1	1	0
4.7"/45 P1892	-3/-3	3-5-10	1	5	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	F	P	P	S	S		

35 • ADMIRAL NAHIMOV

ADMIRAL NAHIMOV-class Russian AC • Small • 1888

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/35 P1885	(-3/-3)	2-4-8	1	6	4	3	2	1	1	1
6"/35 P1877	-3/-3	2-4-8	1	3	2	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	P	S	A				

40 • BAÂN

BAÂN-class Russian AC • Small • 1903

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 P1892	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
6"/45 P1892	-4/-4	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	2	1	1
18" Torpedoes		2-4-8	+0	P	S					

40 • ADMIRAL MAKAROV

BAÂN-class Russian AC • Small • 1908

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/45 P1892	(-2/-2)	3-6-12	1+	2	1	1	1	0	0	0
6"/45 P1892	-4/-4	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	6	4	3	2	2	1	1
18" Torpedoes		2-4-8	+0	P	S					

15 • SVETLANA

SVETLANA-class Russian PC • Very Small • 1897

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	(-2/-2)	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
15" Torpedoes		1-2-4	-1	P	S					

25 • DIANA

PALLADA-class Russian PC • Small • 1902

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-4/-4	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	7	5	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S				

25 • PALLADA

PALLADA-class Russian PC • Small • 1902

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-4/-4	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	7	5	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S				

25 • AVRÓRA

PALLADA-class Russian PC • Small • 1903

Crew: Flag:

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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-4/-4	2-5-10	1	4	3	2	1	1	1	0
Lt. Guns	-2/-2	1-3-6*	0	7	5	4	3	2	1	1
15" Torpedoes		1-2-4	-1	F	P	S				

25 • VARÂG

VARÂG-class Russian PC • Small • 1900 — Crew: Flag:

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

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•	•	×

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-2/-2	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S	A	

25 • ASKOL'D

ASKOL'D-class Russian PC • Small • 1901 — Crew: Flag:

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

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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
6"/45 P1892	-2/-2	2-5-10	1	6	4	3	2	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	5	3	2	2	1	1	1
15" Torpedoes		1-2-4	-1	F	P	P	S	S	A	

15 • NOVIK

NOVIK-class Russian PC • Very Small • 1901 — Crew: Flag:

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

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•	×	

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/45 P1892	(-4/-4)	3-5-10	1	4	3	2	1	1	1	1
15" Torpedoes		1-2-4	-1	P	P	S	S	A		

15 • BOÂRIN

BOÂRIN-class Russian PC • Very Small • 1902 — Crew: Flag:

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

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•	•	
•	×	

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/45 P1892	(-2/-2)	3-5-10	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
15" Torpedoes		1-2-4	-1	P	P	S	S	A		

15 • IZUMRUD

IZUMRUD-class Russian PC • Very Small • 1904 — Crew: Flag:

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

•	•	
•	•	
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WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/45 P1892	(-2/-2)	3-5-10	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
18" Torpedoes		2-4-8	+0	F	P	S				

15 • ŽEMČUG

IZUMRUD-class Russian PC • Very Small • 1904 — Crew: Flag:

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

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•	•	
•	×	

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/45 P1892	(-2/-2)	3-5-10	1	4	3	2	1	1	1	1
Lt. Guns	-2/-2	1-3-6*	0	1	1	1	0	0	0	0
18" Torpedoes		2-4-8	+0	F	P	S				

10 • KOREEC

KOREEC-class Russian PG • Very Small • 1888 — Crew: Flag:

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

•	•	
•		
×		

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
8"/35 P1885	0/–	2-4-8	1	1	1	0	0	0	0	0
6"/35 P1877	(0/–)	2-4-8	1	1	0	0	0	0	0	0
Lt. Guns	-2/-2	1-3-6*	0	2	1	1	1	0	0	0
15" Torpedoes		1-2-4	-1	F						

10 • BEZSTRAŠNI, BEZŠUMNI

2×BEZSTRAŠNI-class Russian DD • Very Small • 1899 — Crew: Flag:

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

•		
•		
×		

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	PS	PS	PS	PS	PS	PS	

10 • GROZOVOJ, VNIMATEL'NYJ

Crew:

2×VNIMATEL'NYJ-class Russian DD • Very Small • 1900 Flag:



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	PS	PS	PS	PS			

10 • VLASTNYJ, VYNOSLIVYJ

Crew:

2×VNIMATEL'NYJ-class Russian DD • Very Small • 1900 Flag:



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

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
Lt. Guns	-2/-2	1-3-6*	0	2	2	1	1	1	0	0
15" Torpedoes		1-2-4	-1	PS	PS	PS	PS			

10 • BEDOVYJ, BUJNYJ

Crew:

2×BOIJKIJ-class Russian DD • Very Small • 1901 Flag:



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

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

10 • BLESTÂŜIJ, BODRYJ

Crew:

2×BOIJKIJ-class Russian DD • Very Small • 1901 Flag:



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

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

10 • BOJKIJ, BURNYJ

Crew:

2×BOIJKIJ-class Russian DD • Very Small • 1901 Flag:



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

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

10 • BRAVYJ, BYSTRYJ

Crew:

2×BOIJKIJ-class Russian DD • Very Small • 1901 Flag:



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

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

10 • GROMKIJ, GROZNYJ

Crew:

2×GROZNYJ-class Russian DD • Very Small • 1903 Flag:



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

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

15 • URAL

Crew:

RIVERS-class Russian AMC • Small • 1904/t Flag:



ARMOR	0	0
SPEED		
4	3-	2	1+	1

WEAPONS	F/A	RANGE	AP	ATTACK DICE						
4.7"/45 P1892	(-2/-2)	3-5-10	1	2	1	1	1	1	0	0
Lt. Guns	-2/-2	1-3-6*	0	3	2	2	1	1	1	0

40 • TEXAS

TEXAS-class American BB • Small • 1895 — **Crew:** — **Flag:**



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

| | | |

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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*

"What are the Japanese doing? Where are they? No doubt preparing a hearty welcome for us.

"There will probably be frantic torpedo attacks in the straits of Korea. The moon rises late and makes the night attacks easier. Will there be a fleet action? Probably it will be more advantageous for Japan to give battle on arrival at Vladivostok. Our fleet has made a great voyage and is bound to protect the transports. Probably Japanese mines have been placed at Vladivostok.

"In seven days the whole world will be talking about our fleet."

Tsar & Emperor is the second scenario book for ***Grand Fleets***, covering naval engagements during the first year of the Russo-Japanese War.

In addition to eight historical scenarios, this book contains a total of 160 individual ship cards, including more than 80 named ships from over 50 different classes of the Imperial Japanese and Russian Navies, alongside selected ships of the period from the United States, Great Britain, France, Italy, Greece, Spain, the Chinese Beiyang Fleet, and the Ottoman Empire.

Can you preserve the honor of the Tsar against naked aggression? Or will you advance the Emperor's dream of a modern Japan, taking her rightful place on the world stage?

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

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