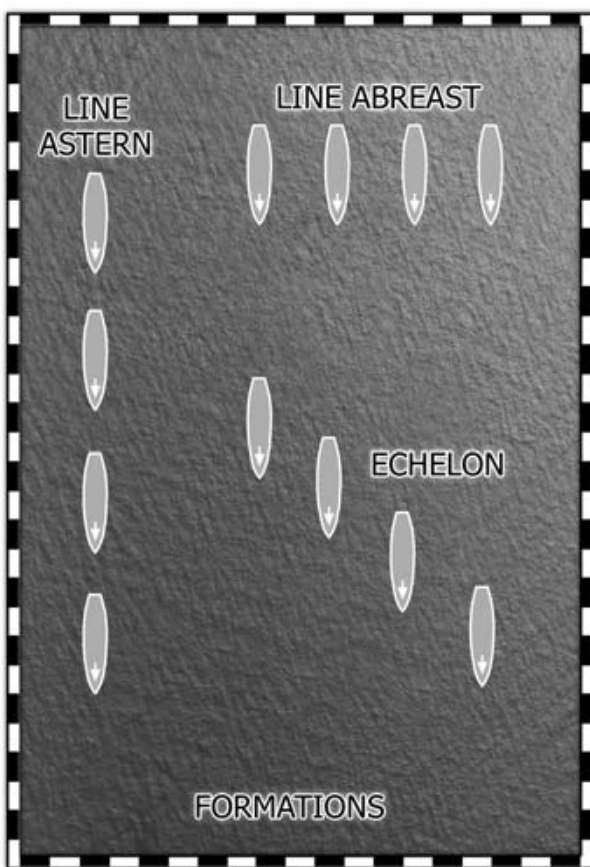


Advanced Rules

Once players have got the rules in the previous chapters under your belt, it is time to expand their games to include the advanced rules in this chapter. These rules will add a lot more depth to your games and allow players to simulate the full range of engagements of the First World War on their tabletop.

Squadrons



In larger fleet engagements, Admirals will often place several ships together in the same squadron, in order to concentrate firepower and allow tactical objectives to be decided with greater speed. Players may find combining ships into squadrons a good way of playing huge battles involving dozens of vessels on either side. Players will also find that operating in squadrons will give them other benefits (for example all ships in a squadron move and fire at the same

time, and squadrons are activated and moved before those ships that are not in squadrons).

If you use squadrons, you must organise any ships into them before a scenario begins. Up to six ships may be placed in a squadron, though they need not be all of the same type. One ship must be designated as the flagship. Once ships have been placed into a squadron, they must always remain within 4" of at least one other ship in the squadron and must remain in a recognisable formation, as shown in the diagram below unless they become Crippled or are destroyed. If either of these events happen, the ship automatically drops out of the squadron and is treated as single independent ship. You may also choose to split the squadron apart at any time, simply by moving the ships independently instead as a whole squadron. If the distance requirements of a squadron are broken due to a ship falling out of formation or being sunk the squadron has the following turn to redress itself through manoeuvre or speed changes. If it fails to do so the squadron must be split.

While in the squadron, all ships are moved and fire at the same time. In effect, you nominate the entire squadron to move or fire, instead of just one of its ships. You are under no restrictions to use the same Special Orders or target the same enemy ships with the entire squadron. By the same token, enemy ships will still choose one ship as a target for their weapons, rather than selecting the squadron as a whole. When firing by squadron the fire of each ship is resolved sequentially.

Ships in formation will generally move at the speed of the slowest ship. Ships can vary their speed to alter the spacing between them, for example to close up gaps when a ship drops out of formation.

When moving in line astern only the leading ship must conform to the requirements for movement before turning; ships in the same formation that are following execute their turns at the same point as the leading ship.

All ships use the highest Command score of all ships within the squadron for all purposes. It is assumed the highest ranking commanding officer will be issuing all sorts of orders and 'suggestions' to his lesser Captains in an effort to make the squadron operate as efficiently as possible.

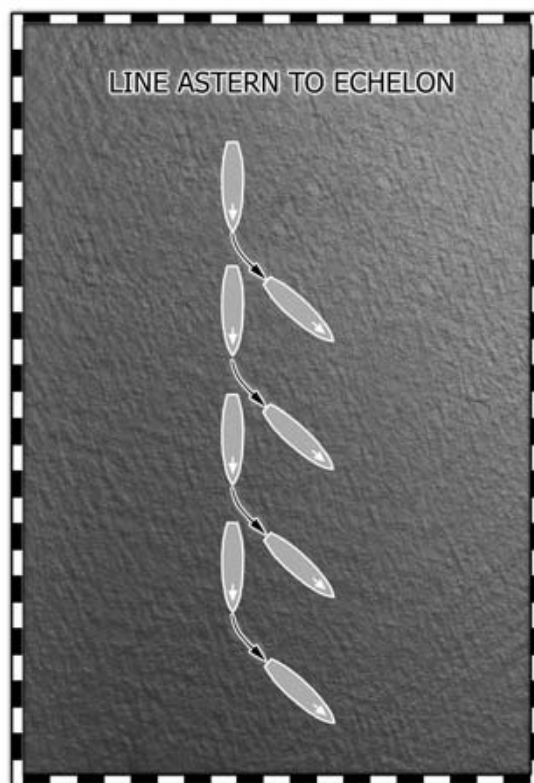
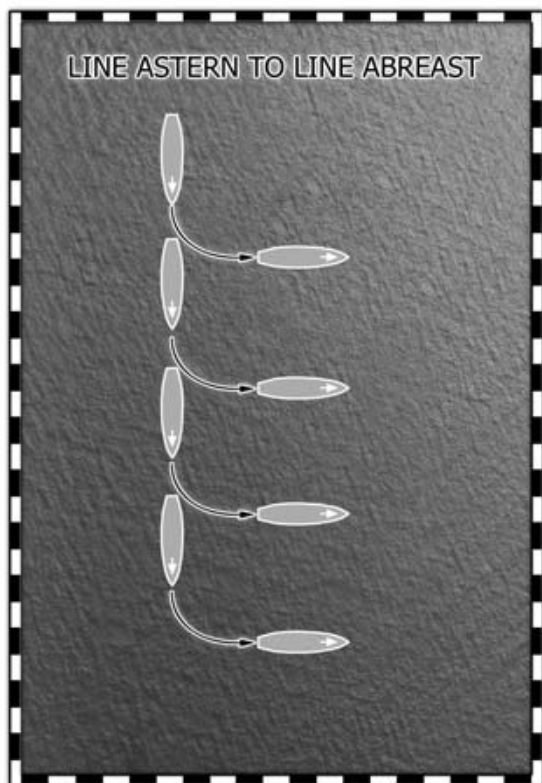


Changing Formation

Changes in formation are announced when a formation is selected to move. Formation changes are accomplished as follows:

From Line Astern to Line Abreast or vice versa: - all ships turn 90 degrees simultaneously to port or starboard. If the formation consists of ships with a turn number of 2 the formation must make a "Come About" command check, using the lowest Command score of the ships in the formation.

From Line Astern or Line Abreast to Echelon or vice versa: - all ships in the formation turn simultaneously to port or starboard until the desired echelon angle is reached (usually 45 degrees).



Advanced Rules

Command and Control

Controlling large squadrons of ships at sea was never an easy task. Most tactical commands were passed by signal flag or lamp and as such the ability to pass orders and execute manoeuvres was severely limited. The following rules reflect those issues.

One ship must be designated the squadron flagship. If the flagship is leading the squadron in line astern the squadron follows the flagship which may make turns and move as normal.

If the flagship is NOT the leading ship, or if the squadron is not in Line Astern, or if the flagship has been sunk or dropped out of squadron, the movement of the squadron must be declared before movement takes place (such as move ahead 3", turn 1 point to port, move ahead another 3"). If any turning is declared roll a d6 when the squadron reaches the point where turning was to occur. Add 1 if the flagship has suffered a Bridge critical hit.

If the turn was to take place at the 1/2 move point:

On a roll of 1-4 the turn is completed as ordered.

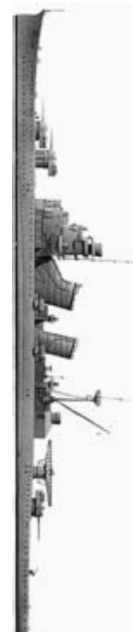
On a 5 the turn is delayed until the end of movement

On a 6 the turn does not take place.

If the turn was to take place beyond the 1/2 move point:

On a roll of 1-4 the turn is completed as ordered.

On a 5 or 6 the turn does not take place.





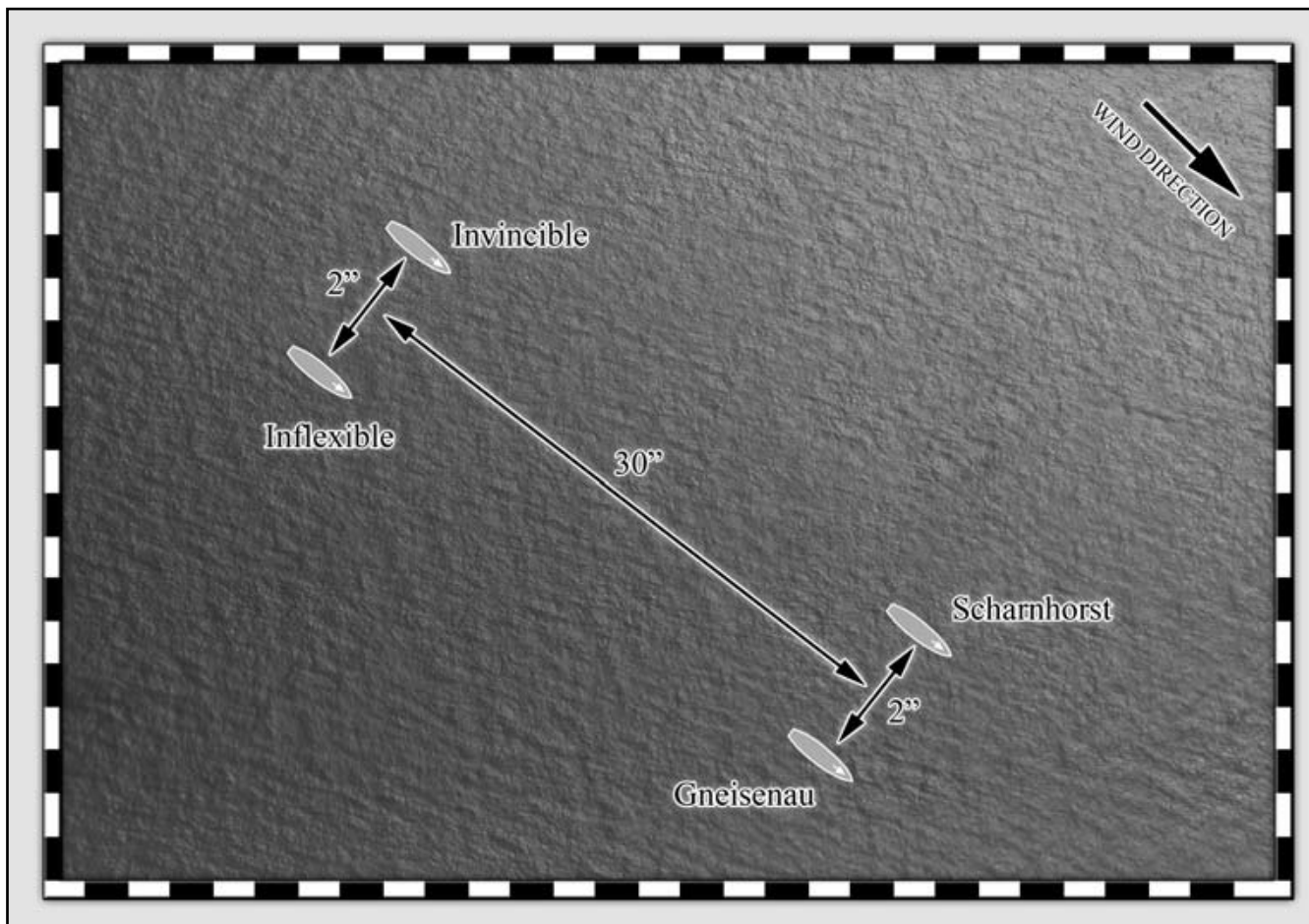
The Battle of the Falkland Islands, Part 1 – 8th December 1914

This is the battle that resulted when Admiral Graf von Spee's East Asian cruiser squadron was finally brought to heel by the Royal Navy. It began when Admiral Von Spee decided to raid the Falkland Islands' harbour of Port Stanley. Unaware that the British had sent reinforcements to the area, Graf von Spee was shocked to see the tripod masts of British capital ships in the port. Unsure what classes these ships were, Graf von Spee retreated in an attempt to outrun what he hoped were British pre-dreadnoughts. Forty-five minutes later, German lookouts were dismayed to report that the tripod masts approaching belonged to battlecruisers which, at 25 knots, were faster than all but one of the German cruisers. Von Spee set course to the South East in the hope of finding bad weather. It was not to be.

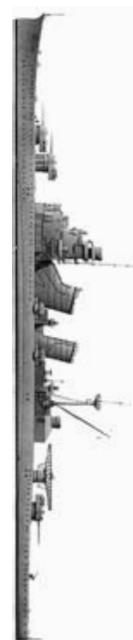
At first, the trailing British squadron stayed together but this resulted in the battlecruisers being held back by the slower British armoured cruisers. Admiral Sturdee, commander of the British squadron, elected to leave the cruisers behind, ordering them after the other light cruiser, thus allowing his battlecruisers to pull away and engage the German armoured cruisers. Finally, at 16,500 yards, the battlecruisers opened fire. Admiral Von Spee's time was up and he ordered his armoured cruisers to engage the British battlecruisers in the hope he could buy the rest of his squadron time to escape.

Fleets: The Kaiserliche Marine player starts with two Scharnhorst-class armoured cruisers (*SMS Scharnhorst* and *SMS Gneisenau*). The Royal Navy player begins with two Invincible-class battlecruisers (*HMS Invincible* and *HMS Inflexible*). All crews are Trained.

Pre-Battle Preparation: The two fleets are positioned on the battlefield as shown on the map below.



Historical Scenarios





Colossus class Dreadnought

Battle

Ships of this class: Colossus, Hercules

Half sisters to *HMS Neptune*, a number of changes were made which did not advance the design of British dreadnoughts. Whilst an increase in belt protection was made, it wasn't significant and to keep the extra weight down the internal torpedo bulkhead protections introduced in *Bellerophon* were curtailed, thus British ships were bucking the trend of greater internal sub division protection prevalent in foreign vessels, notably those of the Germans. An increase in torpedo tube size was seen as important at a time when it was still considered that battleship to battleship tactics would involve the use of such weapons. Both ships served at Jutland, the *Colossus* taking two shell hits, but otherwise being unscathed.

Speed: 6"
Turning: 3
Target: 5+
Armour: 4+
Damage: 47/16
Crew: 31/11
Special Traits: Director 1916
In Service: 1911

| Weapon | Range | AD | DD | Arcs | Special |
|---------------------------------------|-------|----|------|-------|--------------|
| A Turret (2 x 12") | 32" | 2 | 1 | F,P,S | AP |
| P Turret (2 x 12") | 32" | 2 | 1 | P,SW | AP |
| Q Turret (2 x 12") | 32" | 2 | 1 | S,PW | AP |
| X Turret (2 x 12") | 32" | 2 | 1 | A,P,S | AP |
| Y Turret (2 x 12") | 20" | 2 | 1 | A,P,S | AP |
| Port Secondary Armament (8 x 4") | 16" | 4 | 1 | L | Very Weak |
| Starboard Secondary Armament (8 x 4") | 16" | 4 | 1 | R | Very Weak |
| Port Torpedoes (21") | 10" | 1 | (+1) | P | Slow-Loading |
| Starboard Torpedoes (21") | 10" | 1 | (+1) | S | Slow-Loading |
| Aft Torpedoes (21") | 10" | 1 | (+1) | A | Slow-Loading |



Length: 546 ft. **Displacement:** 23,050 tons **Speed:** 21 kts. **Crew:** 755

The Royal Navy

Indefatigable class Battlecruiser

Raid

Ships of this class: Australia, Indefatigable, New Zealand

The Indefatigable class was a series of three battlecruisers designed as successors to the Invincible class. The *Indefatigable* was originally ordered as a lone battlecruiser in 1908. The other two ships were ordered in 1909, in an attempt to secure the naval defence of the Pacific colonies whilst the Royal Navy was concentrated in home waters to meet the German threat. This class was considerably smaller and cheaper than the contemporary Lion class, but sufficed for trade protection duties.

Australia and *New Zealand* were paid for by their respective Dominions. Originally, three fleets were to be assembled around the *Indefatigable* class, but only one fleet was formed, the *Australian* squadron, with *New Zealand* and *Indefatigable* retained in European waters. They formed part of the Battlecruiser Squadron at the Battle of Jutland, where *Indefatigable* was destroyed in a magazine explosion. *HMAS Australia* served with the Royal Australian Navy and spent most of the war in the North Sea as part of the British Grand Fleet.

Speed: 7"
Turning: 3
Target: 5+
Armour: 3+
Damage: 45/15
Crew: 32/10
Special Traits: Director 1916, Flash 1917
In Service: 1911

| Weapon | Range | AD | DD | Arcs | Special |
|----------------------------------|-------|----|------|-------|---------------------|
| A Turret (2 x 12") | 32" | 2 | 1 | F,P,S | AP |
| Q Turret (2 x 12") | 32" | 2 | 1 | P,SW | AP |
| R Turret (2 x 12") | 32" | 2 | 1 | S,PW | AP |
| Y Turret (2 x 12") | 32" | 2 | 1 | A,P,S | AP |
| Port Secondary Armament (8 x 4") | 16" | 4 | 1 | L | Casemate, Very Weak |
| Stbd Secondary Armament (8 x 4") | 16" | 4 | 1 | R | Casemate, Very Weak |
| Port Torpedoes (18") | 10" | 1 | (-1) | P | Slow-Loading |
| Starboard Torpedoes (18") | 10" | 1 | (-1) | S | Slow-Loading |



Length: 590 ft. **Displacement:** 22,080 tons **Speed:** 25 kts. **Crew:** 800





Invincible class Battlecruiser

Raid

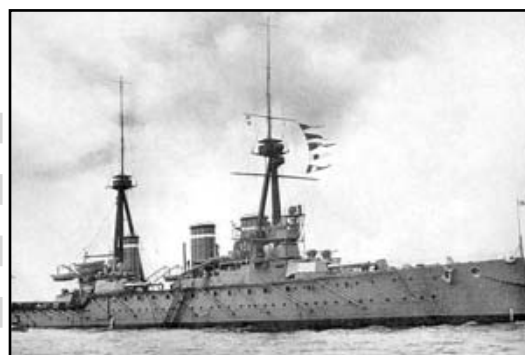
Ships of this class: Indomitable, Inflexible, Invincible

The Invincible class was a series of battlecruisers built for the Royal Navy entering service in 1908. They were the first type of true battlecruisers built anywhere in the world and were the brainchild of Admiral Sir John (Jackie) Fisher. He visualized a new breed of warship, somewhere between the armoured cruiser and battleship - it would have the armament of the latter, but the high speed of the former. The centre offset turrets were far enough apart that they could fire effectively cross-deck, unlike the *Indefatigable* class.

Invincible and *Inflexible* were responsible for the destruction of Admiral Graf von Spee's cruiser squadron at the Battle of the Falkland Islands, while *Indomitable* engaged German battlecruisers at the Battle of Dogger Bank. All three were involved in Jutland, during which *Invincible* received a hit to her 'Q' Turret which flashed to her magazine. The subsequent explosion sank her, killing all but six crew.

Speed: 7" **Armour:** 3+ **Special Traits:** Director 1916, Flash 1917
Turning: 3 **Damage:** 41/13 **In Service:** 1908
Target: 5+ **Crew:** 31/10

| Weapon | Range | AD | DD | Arcs | Special |
|----------------------------------|-------|----|------|-------|---------------------|
| A Turret (2 x 12") | 32" | 2 | 1 | E,P,S | AP |
| Q Turret (2 x 12") | 32" | 2 | 1 | P,S,W | AP |
| R Turret (2 x 12") | 32" | 2 | 1 | S,P,W | AP |
| Y Turret (2 x 12") | 32" | 2 | 1 | A,P,S | AP |
| Port Secondary Armament (8 x 4") | 16" | 4 | 1 | L | Casemate, Very Weak |
| Stbd Secondary Armament (8 x 4") | 16" | 4 | 1 | R | Casemate, Very Weak |
| Port Torpedoes (18") | 10" | 1 | (-1) | P | Slow-Loading |
| Starboard Torpedoes (18") | 10" | 1 | (-1) | S | Slow-Loading |



Length: 567 ft. **Displacement:** 20,078 tons **Speed:** 25 kts. **Crew:** 784

King Edward VII class Pre-Dreadnought

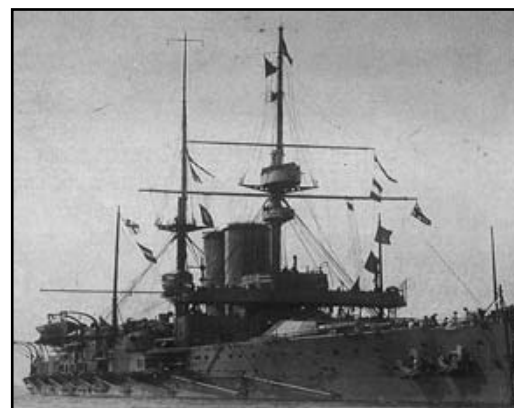
Raid

Ships of this class: HMS King Edward VII, Africa, Britannia, Commonwealth, Dominion, Hibernia, Hindustan, Zealandia

Conceived just after the turn of the century, the King Edward VII class came equipped with three calibres of guns in an effort to increase the firepower of the pre dreadnought designs at the time. This presented problems of fire control as it was hard to distinguish between the straddle of the 12" and 9.2" guns. Surprisingly quite manoeuvrable they were unfortunately difficult to sail in a straight line, being given the nickname of 'the wobbly eight'!! Deployed predominantly with the Grand Fleet and in the Mediterranean they still performed valuable service despite their age.

Speed: 5" **Armour:** 4+ **Special Traits:** Poor Subdivision
Turning: 3 **Damage:** 35/11 **In Service:** 1905
Target: 5+ **Crew:** 31/10

| Weapon | Range | AD | DD | Arcs | Special |
|----------------------------------|-------|----|------|-------|----------------|
| A Turret (2 x 12") | 32" | 2 | 1 | E,P,S | AP |
| Q Turret (1 x 9.2") | 24" | 1 | 1 | FL,P | - |
| R Turret (1 x 9.2") | 24" | 1 | 1 | FR,S | - |
| S Turret (1 x 9.2") | 24" | 1 | 1 | AL,P | - |
| T Turret (1 x 9.2") | 24" | 1 | 1 | AR,S | - |
| X Turret (2 x 12") | 32" | 2 | 1 | A,P,S | AP |
| Port Secondary Armament (5 x 6") | 24" | 5 | 1 | L | Casemate, Weak |
| Stbd Secondary Armament (5 x 6") | 24" | 5 | 1 | R | Casemate, Weak |
| Tertiary Armament | 10" | 6 | 1 | - | Very Weak |
| Port Torpedoes (18") | 10" | 2 | (-1) | P | Slow-Loading |
| Starboard Torpedoes (18") | 10" | 2 | (-1) | S | Slow-Loading |



Length: 425 ft. **Displacement:** 17,290 tons **Speed:** 18.5 kts. **Crew:** 777



The Royal Navy

