

Great War at Sea: Russo-Japanese War

Mixing Games

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

At the turn of the last century, the Russians occupied Manchuria and Korea, and made serious plans to continue marching Southward. The Japanese naturally became very concerned, and attempted to sway the U.S. (who were becoming much more militarily active in the Far East) to openly express opposition to the Russian advance. Since Americas commercial interests in China would have been negatively impacted by further Russian aggression, it is reasonable to imagine that the U.S. might have joined with Japan to confront the Russians at sea, had Japan pressed the issue harder.

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