



The Russo-Japanese War

Naval Battles in the Far East, 1895-1906

Introduction

By the dawn of the 20th century, Imperial Russia and the new power of Meiji Japan were approaching a collision over dominance of the Far East. Since the 1850s, the Russians had chipped away at territories traditionally associated with the Qing Empire, assuming control of parts of Outer Manchuria in 1860. Over the next 30 years, the Russians would seek to strengthen their hold on Manchuria proper, and begin to make inroads into the Korean Peninsula, seeking to secure ice-free Pacific ports. Meanwhile, following the Meiji Restoration in 1868, the island Empire of Japan made rapid strides toward industrialization and development of a modern state. Desires for access to Korean resources and markets led to conflict with the Chinese, who for centuries held suzerainty over the peninsula. The culmination of Japanese modernization efforts led to a smashing victory over the Qing Empire in the First Sino-Japanese War, fought over 1894-95.

The surprising Japanese defeat of the Chinese provoked the Russians to diplomatic action. While the Treaty of Shimonoseki essentially expelled the Chinese from Korea and granted Japan control of the Liaodong Peninsula (as well as the island of Formosa and the Pescadores), the "Tripartite Intervention" of

Russia, France and Germany in the summer of 1895 forced the Japanese to give up their claims in Korea, and settled for a larger indemnity from the Qing government in lieu of territorial gains. The embittered Japanese watched with frustration as the Russians then moved to secure rights over Liaodong, culminating in 1898 with a 25-year lease on the port of Lüshunkou, soon renamed Port Arthur, to which the Russian Pacific Fleet relocated. The construction of a Russian railroad, connecting Port Arthur to Harbin in Russian-controlled Manchuria, ensued shortly after the negotiation of the "lease," exacerbating Japanese fears that the Russians intended to soon descend upon the whole of the Korean Peninsula. Russian intrigues with the Korean Empire (proclaimed in 1897) added to Japanese concerns that the Russians would not be satisfied until all of Korea was under their control.

While the two empires collaborated with other powers in suppressing the 1900 Boxer Rebellion in China, the Russians took advantage of the chaos to solidify control over all of Manchuria, moving in army of 200,000 under the guise of protecting railroads and infrastructure.

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While the government of Nicholas II assured the other powers that the troops would be withdrawn once the crisis subsided, by late 1903 no such moves had been made and in fact the Russians had strengthened their hold on the province.

The Meiji government took steps to ensure that if conflict with Russia came, there would be no repeat of the 1895 humiliation. An alliance was secured with England, the greatest naval power at the time, in early 1902. From the British perspective, the alliance would allow them pull ships back to European waters, while from the Japanese side, the alliance gave them a free hand to deal with the Russians should war come, without worrying about the intervention of powers such as France and Germany.

Still seeking to avoid conflict, the Japanese government continued to discuss control of Korea with Russia throughout 1902 and 1903, but these efforts came to naught. With an eye on the soon-to-be-completed Trans-Siberian Railway, which would greatly ease Russian logistical concerns in the event of a war in the Far East, the Japanese issued their final offer in January 1904: Manchuria to be acknowledged as outside Japan's sphere of influence and Korea to be acknowledged as outside of Russia's. No response came, and on Feb. 6 the Japanese broke off diplomatic relations, declaring war two days later. Three hours before the official declaration, Japanese torpedo boats made a nighttime surprise attack on the Russian fleet lying at anchor off Port Arthur.

Landing troops at Chemulpo and dealing a bloody nose to the Russian squadron at Port Arthur, the Imperial Japanese Navy moved to secure lines of communication to Korea and to keep the Russians confined to port. Over the next eight months, the Tsar's minions would quickly lose initiative to the aggressive, well-trained and well-led Japanese, with Russian naval forces in the Far East taken or driven into port by early 1905 and the Russian army slowly retreating into Manchuria. Besieged Port Arthur would fall in January in 1905, the Russian army would suffer a humiliating defeat at Mukden in February, and

the Russian Baltic Fleet would be annihilated by the Japanese in late May 1905.

Invited by American President Theodore Roosevelt to negotiate their differences in the United States, the two warring parties concluded their differences in September 1905, with the Treaty of Portsmouth.

On the outside, the Japanese had succeeded in their aims, gaining control of Korea, ejecting the Russians from Manchuria, and taking the southern half of Sakhalin Island. The reality, however, left Japan in dire financial straits. Announcement of the final treaty terms, no indemnity and control of only half of Sakhalin, led to riots in Tokyo, and the resignation of the Prime Minister in January 1906. In Japanese military and political circles, the defeat of the Russian bear, following the defeat of the Chinese dragon, would contribute to the belief that Japan was invincible, leading to aggressive foreign policy moves that would culminate in war with the United States, Great Britain and their allies in 1941.

For the Russians and Tsar Nicholas II, the war was an unmitigated disaster. Along with the effective destruction of two-thirds of the Russian navy, the loss of Manchuria and humiliation of Imperial Russia on the global stage, the Revolution of 1905 would convulse the Empire for nearly the entire year, eventually leading to a new Russian constitution in 1906. Not heeding the obvious signs of discontent, Nicholas II would continue to struggle against attempts to limit his powers and reform the shaky government over the next decade, which together with the stress of the Great War, would ultimately lead to the revolutionary end of Imperial Russia in 1917.

GREAT WAR AT SEA: THE RUSSO-JAPANESE WAR takes players to this time when battleships ruled the seas, the submarine was but a toy and airpower consisted of observation balloons. Twenty-seven battle and 23 operational scenarios depict the major actions of the war, along with a number of hypothetical situations that examine potential earlier or later starts to the conflict and use of ships on both sides that did not take part but could have.

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Components

THE RUSSO-JAPANESE WAR includes this scenario book, one *Great War at Sea* system rulebook, one operational map covering the waters around Japan and the Korean Peninsula, one tactical map, 70 “long” and 140 square playing

pieces, two fleet formation cards, fleet log sheets and ship data sheets along with two dice. Avalanche Press Ltd. grants game owners permission to copy the log and data sheets in order to play the game.

Game Rules

THE RUSSO-JAPANESE WAR uses the *Great War at Sea* system rulebook, except as noted in the following section. The terms “Allied” and “Central Powers” in the system rule-

book should be read as “Russian” and “Japanese,” respectively.

Special Rules

Adrift at Sea

A player receives one-half of the VPs (round fractions up) for each enemy ship which has insufficient fuel to return to a friendly port (captured or starting) at the end of play.

Amphibious Operations

Several operational scenarios involve amphibious operations against enemy ports, and the potential reinforcement of friendly ports. The following rules apply, except as noted in individual scenarios.

- Missions (5.2). Transports loaded with troops may be assigned an invasion mission, by which they will move to and then commence unloading troops in an enemy or contested coastal zone or port. All movement for an invasion mission must be plotted either to the end of the game, or to the point where the fleet completes six turns in a friendly port (5.22). Troops may also be transported to friendly ports not under enemy attack, however in these situations they are and given a transport mission and unloaded like cargo (11.5).

- **Transports.** Each loaded transport carries one point of troops per hull box.

- **Invasion Fire Support.** The turn transports start unloading for an amphibious invasion, the invading player must score at least six hits from bombardment (refer to Bombardment rules below). If this condition is not met, invading forces may not fire in the first round of ground combat.

- **Unloading.** After six turns of unloading as part of an invasion, the player unloading troops rolls one die for each transport. On a result of 6, the transport unloads all troops. Every six turns thereafter, roll one die for each remaining unloaded transport, adding one to the result for each six turns that have passed after the initial six. On a modified result of 6 or higher, the transport unloads. Transports that successfully unload may on subsequent turns be placed in a new fleet, that may then be given an abort mission to a friendly port.

- **Ground Combat.** If both players have troops in adjacent zones or in the same zone, ground combat occurs at the end of the first daylight turn of each game day (0600). Each player rolls one die for each troop present; each result of 6 eliminates an enemy troop.

- **Port Capture.** To capture an enemy minor port, a player must unload troops in or adjacent to the port zone, and through ground combat eliminate all enemy troops present while still having at least one troop remaining. To capture an enemy major port, a player must unload troops in or adjacent to the port zone, and through ground combat eliminate all enemy troops present, while still maintaining at least 10 troops in or adjacent to the port zone. Unless otherwise specified in a scenario, once a port is captured, all enemy supplies there (and any intrinsic supply capability) are eliminated.

- **Base Changes.** Ships in a port captured by the enemy must leave the port the following turn, or be scuttled and removed from the game (VPs are awarded to the capturing player). Roll one die for each ship remaining in port; on a result of 5 or 6, the ship is captured intact, in which case the capturing player receives double the VPs (the ship is still removed from the game).

Balloon Carrier

BS01 Rus carries five balloons, which can carry an observer aloft for long-range observation. At the start of any daylight turn, Rus can deploy one balloon (place the balloon marker in the fleet box with Rus). While the balloon is deployed, the fleet containing Rus is treated as though

there is a friendly airship occupying the same sea zone (17.3). When the balloon is aloft, Rus is restricted to speed 1vs. The balloon must be recovered at the end of the last daylight turn of each day. To do so, the Russian player rolls one die and adds the current weather condition (clear is +1, mist is +2, etc) ; on a result of 7 or more the balloon is lost. Once five balloons have been used up, Rus may no longer function as a balloon carrier.

Blockade Mission

If a fleet with an intercept mission enters or occupies a sea zone that contains an enemy port, the owning player may write "Block" on the log sheet for it during the Orders Phase. During the Move Fleets Phase of the turn in which "Block" is plotted for a fleet, the player removes some or all of the ships from the fleet box and places them directly on the map, face-down. If all of the fleet's ships go on the map, the fleet marker is removed. Ships placed on the map now have a blockade mission and gain a +2 modifier for contact with any enemy fleets, including those on a raid or supply mission, attempting to enter or exit the port. Ships with a blockade mission do not require a fleet marker, may not move on the operational map, and use one fuel point per turn. Blockading ships do not roll for encounters with enemy ships in the blockaded port. All ships blockading a given port are treated as one fleet for contact and combat purposes. When the blockading player wishes to end or reduce the blockade, he or she assigns the ships leaving blockade duty to a fleet with an abort mission to the nearest friendly port. Note: Port Arthur has a very narrow entrance; contact between fleets attempting to enter or exit this port and any blockading squadron is automatic.

Bombardments

In operational games, unless otherwise noted fleets with a bombardment mission may fire at shore targets one time before needing to return to port for more bombardment ammunition. Roll dice to determine hits scored during a bombardment: primary guns score a hit on a result of 5 or 6, secondary guns on a result of 6, and tertiary guns on a 6 followed by a second result of 5 or 6. In scenarios where VPs are awarded for bombarding ports, unless otherwise specified, the maximum number of VPs that may be accumulated by scoring hits on a given port is ten for a major port, and five for a minor. If a ship that has previously conducted a bombardment prior to reloading enters tactical combat, the owning player secretly rolls one die; on a result of 6, the ship cannot fire its largest gun type (ammunition exhausted).

Coaling at Ports

Unless otherwise noted, the Russian player may draw an unlimited amount of coal from Port Arthur and Vladi-

vostok, and up to five boxes may be drawn per turn at any other Russian-controlled port. The Japanese player may draw an unlimited amount of coal from any major port in Japan, up to ten boxes per turn at any minor port in Japan, and up to five boxes may be drawn per turn at any other Japanese-controlled port. Either player may draw up to three boxes per turn at neutral ports.

Coastal Contact

Fleets (including those on raid or supply missions) in enemy coastal or island zones within two zones of an enemy port on the operational map may be spotted. Roll one die as though checking for contact (5.4), on a successful contact (ignore 5.41), the fleet is spotted, and the controlling player must report the number of capital and light ships, and the presence of any transports/colliers.

Coastal Defense Mission

Players may place any ships starting the game in port directly on the map face-down. Ships placed on the map this way have a coastal defense mission and gain a +2 modifier when attempting to contact any enemy fleet that enters the sea zone they occupy. Ships with a coastal defense mission do not require a fleet marker, may not move on the operational map, and use one fuel point per turn. All ships in a given sea zone with a coastal defense mission are treated as one fleet for contact and combat purposes. When a player wishes to end or reduce the number of ships with a coastal defense mission in a given sea zone, he or she assigns the ships leaving coastal defense duty to a fleet with an abort mission with the nearest friendly port as their destination.

Coastal Waters

Some coastal zones are marked as restricted coastal waters; ships moving through these zones are limited to a speed of one zone per turn. Exception: Japanese ships may ignore this restriction for coastal waters zones adjacent to Japan.

Colliers (12.5)

Use small transport pieces to represent colliers, except that colliers have twelve, not eight, coal boxes.

Combat Round

A round of combat is one completion of the tactical sequence (20 impulses).

Confirming Hits

In some scenarios, the special rules will direct that a gun-

nery or torpedo hit must be "confirmed" by a second die roll. Roll the die again, and on the result specified, the hit takes effect. Otherwise, the hit is ignored.

Cripples

A crippled ship is one that has lost half its hull boxes, half its guns or suffered a reduction in speed. In operational games, a ship must be given an abort mission to a friendly major port within six turns of being crippled (intermediate stops to refuel are allowed). Crippled ships are worth one-half of their VPs (round fractions up) in each operational scenario.

Decoy Fleets

At the start of play, players may place fleet markers containing no ships on the operational map, to act as decoys. The decoys must be placed in locations where the scenario indicates ships begin play. Decoy fleets plot moves two turns in advance, and may move at a speed of one or two sea zones per turn. The decoys may not declare any contact modifiers. Any time contact is made with a decoy fleet by enemy ships, submarines, airships or aircraft or minefields, the decoy is immediately removed. Decoy fleets are immediately removed if they enter a space that could be mined per scenario instructions, or enemy coastal or island zones. Players may choose to remove decoy fleets from the map at any time. Players may also create new decoy fleets, subject to scenario limitations and the number of fleet markers, by splitting one off from any existing fleet on the map (real or decoy). If no limit on decoys is stated in a scenario, the maximum number of decoys available to a player is half the number of allowed fleets, rounded down.

Escort Mission (5.2)

Ships may be assigned to an escort mission, even if not initially co-located with the fleet they are to escort. Once assigned, the escort fleet must pre-plot moves to rendezvous with the fleet to be escorted, after which the escort conforms to the moves of the escorted fleet.

Entering Port (11.3)

To enter a port, a fleet must first spend a move entering the sea zone of the port (thus, to enter a port in one turn from an adjacent sea zone requires two moves).

Fast and Slow Ships

Ships may be plotted to move more than one sea zone per turn, depending on their speed. Use the table below to determine operational movement allowances.

Printed Speed	Revised Movement
2+	Three sea zones per turn
2	Two sea zones on odd turns, three sea zones on even turns
1	Two sea zones per turn
1s	One sea zone on odd turns, two sea zones on even turns
1vs	One sea zone per turn

1vs refers to a ship with a bordered circle around the movement rating on its playing piece

Fleet Markers

Unless otherwise specified by the scenario, the Russian and Japanese players may each have up to eight fleets in play.

Fuel Use

Use of the fuel and endurance rules (12.0) is mandatory for all operational scenarios. All ships have 24 fuel points per box as opposed to 12 (a fuel point is the number of zones that could be moved at a speed of one hex per turn before checking off a box). Ships that move one sea zone per turn expend one fuel point, those that move two sea zones expend three fuel per zone (for a total of six), while those that move three expend four fuel per zone (for a total of 12).

Game Days

A game day is six operational turns. The first turn of each game day is the first daylight turn (0600) following a night turn.

Gunnery Range (7.6)

Unless otherwise specified, primary guns are limited to two hexes and no plunging fire hits may be scored. Secondary guns are limited to a range of two hexes, while tertiary guns may only fire at targets in the same or an adjacent hex.

Ice

Some sea and coastal zones are marked as containing sea ice; these areas are covered with ice during the months of December through March. When ice is present, ships may move through these zones at a top speed of one zone per turn. When a zone containing sea ice is entered, roll two dice for each ship; on a result of 12, the ship loses one hull box. Exception: Russian ships within two sea zones of

Vladivostok do not check for damage from ice, as they are protected by icebreakers stationed there.

Impulse Sequence (7.31)

Use the following impulse sequence:

1. Determine which player has initiative.
2. Initiative player moves all groups with speed 2.**
3. Both players conduct gunnery combat.
4. Both players conduct torpedo combat.
5. Non-initiative player moves all groups with speed 2.**
6. Initiative player moves all groups with speed 2 or 1.
7. Both players conduct gunnery combat.
8. Both players conduct torpedo combat.
9. Non-initiative player moves all groups with speed 2 or 1.
10. Initiative player moves all groups with speed 2, 1 or 1s.
11. Both players conduct gunnery combat.
12. Both players conduct torpedo combat.
13. Non-initiative player moves all groups with speed 2, 1 or 1s.
14. Initiative player moves all groups including 1vs.
15. Both players conduct gunnery combat.
16. Both players conduct torpedo combat.
17. Non-initiative player moves all groups including 1vs.
18. Initiative player moves all groups including 1vs.
19. Both players conduct gunnery combat.
20. Both players conduct torpedo combat.

**On impulses 2 and 5, ships with speed 2+ may move one or two tactical hexes

1vs refers to a ship with a bordered circle around the movement rating on its playing piece

Inland Sea

Russian ships may not enter the Inland Sea (the dark blue sea zones around the island of Shikoku). Japanese ships moving in these zones are restricted to a speed of one zone per turn.

Islands (7.41)

If an island is present in a sea zone where contact occurs, and the island does not overlap one of the sea zone borders, treat only the center shaded tactical hex as land.

Leaders (16.0)

Unless otherwise noted, a leader must be on the largest ship type in a fleet, in order allow a player to claim operational and tactical modifiers. Note that some scenarios will specify a specific ship or type on which a leader must be placed. Unless specified in a scenario, raiding fleets do not require a leader. A fleet with a leader may change its mission by plotting the change three turns (two, if wireless is available) in advance. As opposed to being assigned a new

mission after six turns in a friendly port (5.22), a fleet may be also assigned a new mission after spending three turns (two, if wireless is available) in the same sea zone as a fleet with a friendly leader.

Low Freeboard

Ships with the low freeboard symbol add one to the result when checking for foundering (8.52), and may not fire any of their guns if the weather is squall or worse (11.73).

Major Ports (11.31)

Fleets may move into the sea zones of enemy major ports and conduct blockade or bombardment missions there, but may not enter the major ports.

Merchant Location Table (10.2)

Some scenarios allow fleets with intercept missions to search for merchant ships per 10.0. As a modification to 10.23, roll one die on the MLT for each raiding or intercept fleet (not ship) in a sea zone with a merchant density number.

Mine Warfare

Mine warfare follows the rules of Section 13.0, with the following exceptions.

- To place a minefield, a ship must follow the restrictions of 13.31, except that the ship must remain in a sea zone for one turn (not four).
- Minelaying. Each ship designated as a minelayer in a scenario may lay six minefields per minelaying mission. Ships may replenish mines by spending three turns in a friendly port, after which they may be given another minelaying mission.
- Some scenarios may designate ships other than minesweepers (type MS) as capable of sweeping mines. These ships may conduct minesweeping operations per 13.63. However, modify the results of the sweep attempt die roll under 13.63 as follows: on a result of 1, the minesweeping vessel is destroyed, on a 2, 3 or 4 there is no effect, and on a 5 or 6 one minefield is removed.
- Minefields and Hidden Units. Off-map units such as raiding or supply task forces, and submarine flotillas, must be placed on the map when entering sea zones which could contain minefields as declared by a given scenario.

Minor Ports (11.31)

Ships may enter enemy minor ports, in which case they automatically make contact with any enemy ships in the port. If the intruding player wishes to attack the ships

in the port, roll one die; on a result of 6, the ships in the port are surprised, and are considered dead-in-the-water for the duration of the engagement. During port combat, ships may move into the same tactical hex, and may make torpedo attacks.

Multiple Gun Types

Ships with this symbol in place of their gunnery factor have gun types other than just tertiary; refer to the ship data sheet.

Neutral Ports (11.3)

All ports on the RUSSO-JAPANESE WAR map aside from those belonging to Russia or Japan are neutral. Unless otherwise noted, no combat is allowed in neutral ports except those of Korea, however a player may assign ships to coastal defense/blockade missions in a neutral port zone, in order to improve the odds of intercepting an enemy fleet attempting to enter or exit the port. Ships remaining in a neutral port for more than six turns, or those ending a scenario in a neutral port, are interned (removed from the game), and their VP awarded to the opponent.

Night (11.4)

Treat twilight turns as night turns for scenarios occurring in months from October through March (inclusive) on the RUSSO-JAPANESE WAR map.

Pre-Plotted Movement (5.12)

If a fleet with an intercept, raiding or supply mission is within two sea zones of a friendly or neutral port, it plots movement three turns in advance; otherwise, it must pre-plot all movement until such time as it moves within two sea zones of a friendly or neutral port, makes contact with an enemy fleet or takes a prize on the Merchant Location Table (in either case, it may re-plot movement) or spends three turns in the same sea zone with a friendly leader. Exceptions: intercept, raiding or supply mission fleets with leaders present may always pre-plot three turns in advance, likewise an intercept, raiding or supply mission fleet may also be assigned a new pre-plot after spending three turns in the same sea zone as a fleet with a friendly leader (if the fleet remains in the same sea zone as the fleet with the friendly leader, it may pre-plot three turns in advance). This change from the usual pre-plotting rules represents the absence of wireless in the game's time period. Note: Japanese fleets ignore this special rule for scenarios occurring in 1904 and later, while Russian fleets ignore this special rule for scenarios occurring in 1906 and later.

Sail Capable

Per 12.13, ships with the sail capable symbol may move one sea zone every other turn without expending fuel.

Shallow Draft

Per 7.42, capital ships with the shallow draft symbol suffer no die roll penalty when checking for grounding, while light ships with the symbol never check for grounding.

Sighting Range (7.27)

Sighting range at night is one-half that during daylight (round any fraction up), as affected by weather (11.73).

Slow-Firing Guns

The primary guns on Russian B18-B21 and CD01-CD03 and the Japanese CD01 and CD02 are an older slow-firing type; when a hit is obtained with these guns, roll another die. The hit only takes effect on a result of 4 or greater. Hits obtained by the Japanese C16-C18 (indicated by a box around their primary gunnery on the Ship Data Sheet) must be confirmed by a second result of 6.

Starting Turn

Some operational scenarios specify one side or the other decides the turn on which play starts. This does not change the length of the scenario; it allows the player to decide what time of day (daylight, nighttime) the scenario actually starts.

Submarines (15.0)

Use the following rules for the early submarine boats included in the game:

- Submarine Plotting (15.1). The submarine must be secretly plotted as occupying a friendly port zone. The submarine may be noted as being in port, for purposes of reloading (15.3). If the port where the submarine is located is captured by amphibious assault, the submarine is lost and three VPs are awarded to the opponent.
- Submarine Contact (15.2). A player may have a submarine check for contact, if an enemy fleet moves within two sea zones of the submarine's position during daylight turns when weather is squall or better. Sea zones counted cannot be across land from the submarine. Secretly roll one die and subtract one from the result if the enemy fleet is two sea zones from the submarine's position. On a result of 5 or 6, the submarine has made contact, and the opponent reports the number of capital and light ships, and the presence of any transports/colliers. The player controlling the submarine may roll the die when no submarine is present and report a failure to contact the enemy, in order to confuse the opposing player.
- Torpedo Attack Factors (15.3). A submarine may make one torpedo attack before it must reload. Submarines without torpedoes may still attempt to make contact, but

may not attack. Submarines may reload torpedoes after spending 30 turns in a friendly port.

- Submarine Attack (15.4). If a submarine that makes contact with an enemy fleet, roll one die, subtracting one if the target fleet moved two sea zones this turn; on a modified result of 5 or 6, the submarine may attack the fleet (otherwise, it was too distant to get a firing position). Each submarine attack is resolved separately. For each submarine attack, if there are escorts (DD, TB, or AY) in the target fleet, roll one die, adding one to the result for every four escorts (round fractions down) in the fleet; the submarine is sunk on a result of 6 or greater. If the submarine is sunk, roll a second die, adding the escort modifier as above; on a result of 1 through 3 the submarine is sunk after it attacks, while on a result of 4 through 6 it is sunk before it attacks.
- Target Selection (15.41). The submarine player selects what type of ship (light, or all other types) will be attacked, and randomly draws a target.
- Resolution (15.42). One die is rolled for the attack, and a hit is scored on a result of 6 or greater. Add one to the result if the target is a capital ship or transport/collier, or if the target is dead in the water. Damage is resolved on the Torpedo Damage Table.
- Placement. The submarine's piece is placed on the map for the remainder of the game, if the submarine attempts to make a torpedo attack.
- Submarines and Hidden Units. Off-map units such as raiding or supply fleets must be placed on the map when entering sea zones which could contain or be adjacent to a submarine as declared by a given scenario.

Supply Missions.

Colliers do not use fleet markers unless they are part of a fleet that (1) contains more than two ships or (2) includes warships. The owning player notes the location of the colliers starting on the map, and plots their movement as though they were a raiding fleet off-map (5.2), resolving contact with any on-map enemy fleets with which they cross paths. Ships with supply missions may combine with fleets of any type as desired, in order to refuel ships of the fleet with which they have combined.

Tactical Movement and Combat (7.3).

Note that while setup may result in capital, light and other ship types stacked together at the start of an engagement, each of these constitutes a separate group if the owning

player desires, which may move independently of the others without receiving any penalty.

Torpedo Combat Modifiers.

Torpedoes have a range of zero (same tactical hex; do not apply a +1 for range). For scenarios taking place prior to 1903, roll one die again when any torpedo hit is achieved. On a result of 4 through 6 the hit takes effect; otherwise it is ignored.

Towing (11.2).

In some situations, a player may elect to have a ship tow another, in order to conserve fuel. In these cases, the two ships involved in the operation move at a speed of one sea zone every other turn. The towing ship uses fuel each turn as if it had moved one sea zone. Fleets with ships being towed may not move if the weather is squall or worse. If the tow is abandoned during tactical combat, the towed vessel may move, however for the first round, speed is restricted to 1vs speed.

Victory Points (VP).

In all scenarios, VP are awarded for ships sunk or damaged, in addition to other VP awarded under Victory Conditions. Two VPs are awarded for each hull box crossed off each B, AC or CD not sunk or crippled, while one VP is awarded for each hull box crossed off for each other ship not sunk or crippled. Three VP are awarded for each submarine sunk.

Weather (11.7)

Use the following tables for weather determination.

November-March

If weather is Fog (3) or better

Die Roll	Change
1	Decrease one level
2	Roll again; on 1-3 decrease one level, otherwise no change
3-4	No change
5	Roll again; on 1-3 increase one level, otherwise no change
6	Increase one level

If weather is Squall (4) or worse

1	Decrease one level
2	Roll again; on 1-3 decrease one level, otherwise no change
3-5	No change
6	Increase one level

April-October

If weather is Fog (3) or better

Die Roll	Change
1	Decrease one level
2	Roll again; on 1-3 decrease one level, otherwise no change
3-4	No change
5	Roll again; on 1-3 increase one level, otherwise no change
6	Increase one level

If weather is Squall (4) or worse

1-2	Decrease one level
3-5	No change
6	Increase one level

Weather Effects on Operations.

No amphibious operations, loading or unloading in coastal zones, coaling from colliers (except those in port) or land combat may take place in Squall weather or worse. No cargo or troop loading, unloading or coaling may take place in port in Storm weather or worse. Ship maximum speeds in Squall weather are three sea zones per turn, two zones per turn in Storm, one in Gale, and zero for typhoon conditions (see optional rules).

Optional Rules

Automatic Disengagement.

When resolving tactical combat in operational scenarios, at the end of each combat round in which the engaged ships are at maximum sighting range, roll one die; on a result of 5 or greater, the battle is concluded. The player with initiative may choose to add or subtract one from the result, and the player with an overall advantage in ship speeds (all ship speeds are least one level faster than those of the enemy) may also add or subtract one from the result. This represents the fact that many naval battles tended to end prior to complete destruction of one side, due to circumstances such as weather, deteriorating visibility, failing leadership or miscommunication within the engaged fleet.

Closer Speed Differential.

At the start of each round, roll one die. On a result of 1 through 4, ignore impulses 5, 9, 13 and 17 when proceeding through the tactical impulse sequence for the round. Instead, the non-initiative player moves in the same impulses (2, 6, 10, 14 and 18) as the initiative player, with the non-initiative player moving first.

Damages.

Ignore Referred Pain (8.6) when resolving damage to warships. For colliers, armed merchant cruisers and transports, any hits to primary guns become hull hits.

Gunnery Range (7.6).

Consider primary guns as limited to a range of two hexes and secondary guns to a range of one hex, while tertiary guns may only fire at targets in the same hex.

Maximum Combat Modifiers.

The maximum positive gunnery or torpedo modifier is +1, unless a target is dead-in-the-water (in which case that modifier is added as well for a maximum of +2).

Night Combat.

All gunnery and torpedo hits must be confirmed by a second result of 5 or 6. In addition, if the hit is scored against a target in the same hex as the firing ship, and other friendly ships are in the same hex, roll one die; on a result of 1, a friendly ship has been hit instead (randomly draw one, and roll for damage against it).

Primary Guns vs. Light Ships.

For each gunnery hit scored by primary guns against a light ship, roll a second die. On a result of 1 through 4, the hit is ignored; subtract one from the result if the target

is a DD or TB. Primary guns may not engage DD or TB at range zero.

Ramming.

All warships other than AY, BS, DD and TB-type ships may attempt to make ramming attacks. Immediately following each torpedo combat tactical impulse, ships from opposing sides in the same tactical hex may attempt to ram each other. Each ship may make one attempt; the initiative player declares the first attempt, and then players alternate (ships that are rammed may not make a ramming attempt). Roll one die for each attempt, adding one to the result if the target is towing or being towed, and two if the target is dead-in-the-water, subtract one if the target is faster than the ramming ship. A modified result of 6 or more indicates the ram is successful. A successful ram by a capital ship sinks the target ship. A successful ram by a light ship destroys two hull boxes on the target. The ramming ship loses one hull box for every two hull boxes (not counting previous damage) on the target, plus one additional box if the target had light hull armor, or two additional boxes if the target had heavy hull armor.

Screening.

For each torpedo hit scored by light ships which occupy the same hex as enemy light ships, roll a second die. On a result of 1 through 4, the hit is ignored.

Smoke on the Horizon.

As opposed to placing ships at maximum sighting distance when setting up tactical combat, place them one hex beyond sighting range, and mark their locations with a fleet marker. This represents the initial sighting of smoke (as opposed to a ship). Players must declare the exact number of ships in each tactical hex (but not types) if less than five, or specify "there are five or more." To disengage during combat, players must move beyond the maximum sighting distance plus one more hex.

Tropical Cyclones.

During the months of May through October, there is a chance of tropical cyclone formation. If during these months, an increase in weather severity is rolled in the

Weather Phase for one of the map sections, and the weather on at least one section is fog or better, immediately roll two dice. On a result of 12, one tropical cyclone appears. During May and June, roll a second die; on a result of 1 through 3, ignore the cyclone result.

If a tropical cyclone forms, do the following:

- Roll one die to determine if the cyclone enters on the southwest edge between X 1 and AN 1 (1-2) or on the southeast edge between AN 1 and AN 24 (3-6). Once the side is determined, roll a second die, multiplying the result by two if entering on the southwest edge or four if on the southeast edge; place a spare marker (or a hurricane marker from the GWAS games that include them) denoting the cyclone that many zones from AN 1 on the appropriate edge.

- Roll another die to determine storm intensity (see below); 1 indicates a tropical depression (TD), 2 a tropical storm (TS), 3 a Category One Typhoon (Cat 1), etc. Subtract one from the roll if in the months of May or June (minimum result is one).

- Roll one die to determine storm size. On a result of 1 through 3, the storm is size 0.5 (small), on a result of 4 or 5 it is size 1 (large) and on a 6 it is size 2 (very large). The storm size is constant throughout the event.

On subsequent turns, first roll for the overall weather variation, then roll separately for strengthening and then movement of the tropical cyclone.

Roll one die for strengthening of the cyclone. On a result of 1 (1 or 2, if the cyclone is Category Three or stronger), the cyclone weakens one level. On a result of 6, the cyclone strengthens one level (in the months of May or June, make a confirming roll on a result of 4 through 6). Tropical cyclones come in seven increasing strengths: Tropical Depression, Tropical Storm, Category One Typhoon, Category Two Typhoon, Category Three Typhoon, Category Four Typhoon and Category Five Typhoon. If a Tropical Depression is indicated as weakening, the cyclone dissipates (remove the marker from the map, and do not check for cyclone formation against until after 18 turns have passed). If the cyclone is already Category Five and strengthening is indicated, there is no effect. If the cyclone is in a coastal or land zone (not island zone), subtract one from the die roll result. If the overall weather condition for the map section the tropical cyclone is in is squall, subtract one from the die roll result, while if the condition is storm, subtract two. All modifiers are cumulative. A tropical depression is removed if the map weather level is squall or higher. A tropical storm is removed, if the weather level is storm or higher, while all typhoons are removed, if the map weather level is gale.

After resolving any intensity changes for the cyclone, if it is still on the map, roll one die for cyclone movement. On a result of 1, the cyclone moves northwest. On a 2 through 4, it moves north. On a result of 5 or 6, it moves

northeast. If the map weather level is fog or better, the cyclone moves one sea zone per turn; if the level is squall or worse, it moves two.

A tropical cyclone affects the sea zone where the marker is located, plus the sea zones adjacent to a large storm and those within two zones of a very large storm. The effects are noted below:

- Tropical Depression: All storm zones have squall weather.

- Tropical Storm: All storm zones have storm weather, while those adjacent to a storm zone have Tropical Depression effects.

- Category One (Cat 1): All storm zones have gale weather, those adjacent to a storm zone have Tropical Storm effects, while those within two zones of a storm zone have Tropical Depression effects.

- Category Two (Cat 2): All storm zones have Cat 1 effects; in addition, add one to the die roll for foundering and DD/TB loss. All other ship types must make a loss roll like DD/TB ("hull damage roll"), and suffer one hull damage on a result of 12. Any minor port subject to Cat 2 effects is unusable for the rest of the game. Zones adjacent to a storm zone have Cat 1 effects, those within two zones of a storm zone have Tropical Storm effects, and those within three zones of a storm zone have Tropical Depression effects.

- Category Three (Cat 3): All storm zones have Cat 2 effects, but add two instead of one to the foundering roll and DD/TB/AY loss die rolls and add one to the hull damage die roll for all other ship types. Any port subject to Cat 3 effects is unusable for the rest of the game. Zones adjacent to a storm zone have Cat 2 effects, those within two zones of a storm zone have Cat 1 effects, those within three zones of a storm zone have Tropical Storm effects and those within four zones of a storm zone have Tropical Depression effects.

- Category Four (Cat 4): All storm zones have Cat 3 effects, but add three instead of two to the foundering roll and DD/TB/AY loss die rolls and add two instead of one to the hull damage die roll for all other ship types. Zones adjacent to a storm zone have Cat 3 effects, those within two zones of a storm zone have Cat 2 effects, those within three zones of a storm zone have Cat 1 effects, those within four zones of a storm zone have Tropical Storm effects and those within five zones of a storm zone have Tropical Depression effects.

• Category Five (Cat 5): All storm zones have Cat 4 effects, but add four instead of three to the foundering roll and DD/TB/AY loss die rolls and add three instead of two to the hull damage die roll for all other ship types. Zones adjacent to a storm zone have Cat 4 effects, those within 2 zones

of a storm zone have Cat 3 effects, those within 3 zones of a storm zone have Cat 2 effects, those within 4 zones of a storm zone have Cat 1 effects, those within 5 zones of a storm zone have Tropical Storm effects and those within 6 zones of a storm zone have Tropical Depression effects.