Each "long" game piece represents an individual warship. The smaller ones represent individual small warships or groups of other ships. Each turn represents four hours of fleet movement. Each square on the operational map (where fleet movement occurs) is 32 statute miles across and each hex on the tactical map (where battles are fought) is 8,000 yards across.

Speed · Primary Gunnery · Secondary Gunnery · Tertiary Gunnery

Unit Type & Hull Number · National Insignia · Ship Name · Torpedoes circle = hull mounted, triangle = deck mounted

This game piece depicts the British battleship Iron Duke. The Royal Navy ensign is in the upper left, followed by ship class (battleship) and hull number. The ship's name is in the lower left. In the top center is her maximum speed. The three numbers in the upper right are the ship's firepower. The first number is the primary armament. The second is secondary guns and the last is for tertiary guns. Gunnery range is 3, 2 and 1 hexes, respectively.

In the lower right is the torpedo value. The symbol (circle or triangle) denotes the type of torpedo tube.

Each ship has a corresponding entry on the Ship Data Sheet to track damage. As damage is inflicted, boxes are crossed off. These are shaded to reflect the armor type. No shading denotes no armor, diagonal denotes light armor and dark shading heavy armor. Primary gunnery hits penetrate all armor. Secondary penetrates light and no armor. Tertiary hits penetrate no armor. Hits that do not penetrate are ignored.

Players divide their ships into fleets, which are kept on organization charts. Fleet pieces move on the map, and their movement is plotted based on their mission. Fleets move until opposing fleets occupy the same sea zone (square on the map). When this occurs players roll one die to see if the fleets spot one another. If so the ships are placed on the tactical display. Players determine which side has the initiative. The player with the initiative places his ships along one side of the display. Fleets begin at the maximum spotting range which is 4 hexes during daylight and 2 at night.

Ships then move and fight, following the tactical sequence of play. In the following example from the opening days of the Great War the German battlecruiser Goeben and light cruiser Breslau are approached by four British armored cruisers. Historically the British commander declined combat. Let's assume he didn't . . .

German ship values are Goeben with gunnery 6-3-1 and Breslau 0-0-3; both are speed 2. British ships are Defence with gunnery 1-5-0; Black Prince, Duke of Edinburgh and Warrior are all 1-2-0. All British ships are speed 1.

Tactical Movement and Combat

For this example, we'll ignore torpedo combat.

First, determine Initiative. The Allied player rolls one die for a 4 and the British win (1-3 would have been German). The German ships are placed in the center hex of the display and the British ships along one side as shown below:

The initiative player moves ships with speed 2+.

The British ships may not move. Both players conduct gunnery. Maximum range is 3, so at range 4 no one may fire. The player without the initiative moves ships with speed 2+. The German ships may not move.

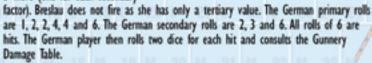The initiative player moves ships with speed 2 and 2+. Again, the British ships may not move.

Both players conduct gunnery. Range is still 4, so no ship can fire.

The player without the initiative moves ships with speed 2 and 2+. Now the German ships move one hex closer to the British.

The initiative player moves ships with speed 1, 2 and 2+. The British move one closer to the Germans, making the range 2.

Both players conduct gunnery. Range is now 2 and all ships with primary and secondary values may fire. Effects occur simultaneously. The German player targets Black Prince with Goeben and rolls 6 dice (one for each primary factor) and 3 more (one for each secondary factor). Breslau does not fire as she has only a tertiary value. The German primary rolls are 1, 2, 2, 4, 4 and 6. The German secondary rolls are 2, 3 and 6. All rolls of 6 are hits. The German player then rolls two dice for each hit and consults the Gunnery Damage Table.

He rolls a 10 for his primary hit and an 11 for his secondary hit, inflicting 3 hull hits and a speed reduction on Black Prince. All four British cruisers target Goeben and the British player rolls four dice for primary and eleven dice for secondary gunnery. His primary rolls are: 2, 4, 5, 6 and his secondary rolls 1, 1, 2, 2, 2, 3, 3, 4, 5, 6, 6, scoring one primary and two secondary hits. The British player rolls two dice for each hit and consults the Gunnery Damage Table as well. A roll of 7 for the primary hit inflicts a primary gunnery hit, reducing Goeben's primary value to 5. The secondary gunnery hits are 3 and 5. These destroy Goeben's torpedo mount and hit but do not damage the hull (Goeben is heavily armored and a secondary hit does not penetrate).

Next, the player without the initiative moves ships with speed 1, 2 and 2+. The German player decides the damage to Goeben makes the risk too great and moves away, opening the range to 3.

The initiative player moves all his ships. Black Prince suffered a reduction in speed to 1 slow. In addition the three hull hits are more than half the five required to sink the ship which reduces speed again, this time to 0. Black Prince is dead in the water and the British player decides not to pursue with his three mobile ships. The range is now three.

Both players conduct gunnery, repeating the process above. This time only primary factors are used due to the range. The German player rolls five dice (Goeben's primary gunnery having been reduced) and the British four. Neither scores a hit.

In the subsequent German "move all ships" step the German player moves the two ships out of range and steams away, ending the engagement.

Victory

To win the British player would have had to sink Goeben or reduce her speed. The German player must sink at least two of the British ships. The scenario ends in a draw.

Gunnery Damage Table	
Dice Roll	Hit Type
2	Critical Damage
3	Torpedo Mount
4	Secondary
5	Hull
6	Secondary
7	Primary
8	Tertiary
9	Primary
10	Hull*
11	2 Hull, lose one movement
12	Critical Damage