

# ADMIRAL ON DECK

*Advanced Rules for Queen Victoria's Navy.*

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## A1.0 Introduction

Admiral On Deck includes advanced rules and historical scenarios for use with BoneGames game of late 19th century warfare Queen Victoria's Navy. This rule-set is not a complete game. Ownership of Queen Victoria's Navy is necessary in order to play Admiral On Deck.

Admiral On Deck contains rules for admiral grade, crew grade, multi-ship counters (torpedo boats), mines, and more. Historical scenarios from the Sino-Japanese War of 1895 to the 1904-1905 Russo-Japanese War are included for use with these rules.

All Admiral On Deck Rules are denoted by the designation A#.#. An additional game chart and new ship counters are included with the Admiral On Deck rules.



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## A2.0 Crew Grade

Crew grade is used to determine the skill and efficiency of the crew of individual ships. Crew grade effects combat and fire fighting. Once set by scenario, the crew grade of a ship remains in effect until the ship is removed from play. There are three types of crew grade: Poor, Normal, and Veteran.

**A2.1 Poor Crew Grade:** A poor crew grade reflects a crew that is inexperienced and lacking in basic ship handling skills. Crews with poor crew grade suffer a -1 column shift for all direct fire, torpedo, and ram attacks. Fires are extinguished on a result of 6 on a d6 for ships with a poor crew grade. Poor crews incur a -1 penalty to the die roll when attempting to join a new division (ref A4.0).

**A2.2 Normal Crew Grade:** A normal crew grade represent crews that have mastered basic ship handling skills. A normal grade crew receives no bonuses or detriments with respect to combat or fire fighting. Normal crews suffer no detriment to the die roll when attempting to join a new division. If no crew grade is specifically mentioned assume the crew grade to be normal.

**A2.3 Veteran Crew Grade:** A veteran crew grade represent crews that have attained high levels of efficiency and skills through training and combat experience. Veteran crews are rare in this era. A veteran crew receives a +1 column shift for all direct fire, torpedo and ram attacks. A veteran crew extinguishes a fire on a roll of 4-6 on a d6. Veteran crews have a +1 bonus to the die roll when attempting to join a new division (ref A4.0).

## A3.0 Admiral Grade

Admiral Grade is used to determine the skill of the admiral commanding a fleet. The grade of the admiral is determined by the scenario. Some scenarios list separate vice-admirals for each division of the fleet. In those scenarios, the rating of the overall fleet admiral is used to determine the initiative modifier while the skill rating of each Vice-Admiral is used to determine the success of maneuvers that their division executes. Sections A3.0 and A4.0 replace Section 19.0 of the rules in Queen Victoria's Navy.

**A3.1 Poor Admiral Grade:** A poor admiral rolls only 3 dice when determining advantage. A division led by a poor admiral suffers a -1 penalty when rolling for the success of fleet maneuvers.

**A3.2 Normal Admiral Grade:** A normal admiral rolls 5 dice when determining advantage. A division led by a normal admiral suffers no penalty when rolling for the success of fleet maneuvers.

**A3.3 Veteran Admiral Grade:** A veteran admiral rolls 7 dice when determining advantage and suffers no detriment when rolling for the success of divisional maneuvers.

**A3.4 Losing Admiral Grade:** An admiral is considered "killed" if the ship that the admiral is occupying drops out of formation, is sunk, or if the ship suffers a conning tower critical hit that causes the ship to go out of control. The fleet (or division) that has lost their admiral is automatically disadvantaged on the following turn and the fleet can only execute level 0 maneuverers. (ref A4.0). A new admiral comes into play on the following turn. If there is no existing admiral in the fleet to replace the "killed admiral" then the grade of the replacement admiral is always a grade lower than the level of the admiral that was "killed".

## A4.0 Fleet Maneuvers

Individual fleet maneuvers are given a difficulty rating of 0, 1, or 2. Whenever a division attempts a maneuver, the player must roll a d6. This roll is modified by subtracting the difficulty rating of the maneuver and adding the skill rating of the admiral whose division is executing the maneuver. Sea State and visibility will also effect the die rule if these optional rules are being used. If the result is 1, the maneuver is not executed and the fleet will move in a straight line for the remainder of the turn. If the result is 0 or less, then the fleet becomes disorganized (see section A4.2).

**A4.1.1 Line Direction Change (0 or 1):** A fleet in a line formation may make a 1 or 2 hexside change in direction. A 1 hexside change has a difficulty rating of 0. A 2 hexside change has a difficulty rating of 1.

**A4.1.2 Change formation from Line to Echelon or from Echelon to Line (1):** A fleet moving in a line formation changes to an echelon formation when all ships of the line make a 1 or 2 hexside turn simultaneously. A fleet moving in an echelon formation changes to a line formation when all ships simultaneously turn into a line ahead formation. This change has a difficulty rating of 1.

**A4.1.3 Battle Turn Away (2):** To use the battle turn away maneuver the fleet must be in a line formation. All ships then simultaneously begin a 180° turn (3 hex side) using the worst turn rate of the ship in the formation. A player using the battle turn away maneuver rolls for the success of the maneuver when the fleet begins the maneuver. This change has a difficulty rating of 2.

**A4.1.4 Attempting more than 1 maneuver (+1):** If a fleet has not yet finished a maneuver and attempts to execute another maneuver then the difficulty rating of each additional maneuver is increased by +1.

Example: A division in a line formation makes a 1 hexside turn. Before the last ship in the formation has completed the turn the fleet makes another 1 hexside turn. The second maneuver has a difficulty rating of +1 or 1 in this example. If another maneuver was attempted before the last ship has completed the first maneuver then the difficulty rating would be +2 plus the difficulty rating of the maneuver.

**A4.2 Disorganization:** A fleet that rolls  $\leq 1$  on the maneuver roll become disorganized. The player randomly selects a vessel in the division that failed the maneuver and rolls an additional d6. On a 1-3 the ship turns opposite to that required by the maneuver. On a 4-6 the ship continues to move in a straight line. All ships following after this vessel will follow the selected ship instead of executing the maneuver. All of these ships are now considered out of formation for combat purposes.

**A4.3 Reorganizing Divisions:** Ships can reorganize into new divisions during the game to remove the effect of being out of formation or for tactical purposes. The ship trying to join an existing division must meet the requirements to be considered part of the formation for speed and direction (ref 11.4). Once these requirements are met, the player rolls a d6. On a result of 4-6 the ship is now part of the formation. Crew grade can modify the die roll.

## 5.0 Multi-ship Counters

Multi-ship counters represent from 1 to 4 vessels that are too small to be represented individually as a single ship in the game. Such vessels include torpedo boats, torpedo boat destroyers, and small 3<sup>rd</sup> class cruisers. Multiship counters are never considered

part of a division and suffer no penalty for not being in a formation. Multiship ship counters cannot ram other ships. No more than 1 friendly multi-ship counter can stack in a hex. Single ship counters can ram ships in a multi-ship counters. Attacks against a multi-ship counter are directed against a single ship of the multi-ship counters. Attacks from a multi-ship counter cannot be combined into a single attack and must be rolled separately.

Example: A French multi-ship counter representing 4 torpedo boats is attacking a British battleship. The British battleship fires tertiary batteries against 1 torpedo boat and scores 4 hits. Since a single French torpedo boat can take only 2 hits, 1 boat is destroyed and the excess damage is lost. The 3 remaining torpedo boats can now make 3 separate attacks against the battleship and may not combine their gun or torpedo batteries into a single combined attack.

**A5.1 Torpedo Boats (TB) and Torpedo Boat Destroyers (TBD):** TBs and TBDs may change their speed by  $\pm 3$ . TBs and TBDs may change 3 hexsides per turn. If the optional sea state rules (ref 17.0) are being used then TBs and TBDs suffer significant penalties in bad weather. TB's and TBD's are considered low freeboard ships. In Sea State 2, the maximum speed of these vessels is reduced by 3. In Sea State 3, the maximum speed of these vessels is reduced by 5.

**A5.2 TB & TBD Damage Cascade:** TBs and TBDs are only damaged on H, B, and C hits. Critical hits automatically sink one vessel. Treat all other hits as a miss.

**A5.3 Small Cruisers:** Cruisers represented by a multi-ship counter can accelerate by 3 and decelerate by 2. These vessels may change their facing 2 hexsides per turn. These small cruisers are low freeboard vessels and suffer significant penalties in bad weather (ref 17.0).

## A6.0 Mines

Free floating and moored mines were used during the period covered by Queen Victoria's Navy Admiral On Deck with significant results. Mines were more powerful than torpedoes due to their larger warheads and general lack of effective underwater protection of the ships of this period. Moored mines are coastal defense weapons and should only be used in scenarios taking place near a port or enemy coast. Free floating mines can be used in any scenario and represent mines pushed off the back of a vessel. Mines have no friends and any ship that enters a hex with at least 1 mine factor worth of mines must be subjected to a mine attack.

**A6.1 Mine Placement:** Moored mines are secretly placed on the map board before play begins. No more than 6 mine factors of moored mines may be placed in a hex. Free floating mines are secretly placed during the ship movement phase in the hex that the ship dropping the mines occupies. No more than 3 mine factors worth of floating mines may be placed in a hex. The ship placing the mines is not effected by the mines the ship is dropping but would be attacked by any mine factors already existing in the hex. Floating mines cannot be placed in a hex containing moored mines.

**A6.2 Mine Factors:** The mine factor represents the density of mines located in the hex. The larger the number the more mines in the hex. The mine factor is used to determine the initial column used to determine the success of an attack. When a mine field successfully attacks a ship (scores a hit), the mine factors in the hex is reduced by 1. A mined hex reduced to 0 mine factors cannot attack any ships and is removed from play.

**A6.3 Mine Attacks:** Any ship that enters a hex with existing mine factors must suffer a mine attack. Mine attacks are rolled on Table 1: Combat Chart starting in column 0. Add the appropriate column shifts as shown on Table A12: Mine Combat Modifiers. The column used to determine the attack is modified by the speed and size of the ship. If a hit is rolled then the ship takes damage. Roll all damage using Table 2a: Damage Allocation Chart and ignore the ship armor. If a critical hit is scored, use Table A2c: Torpedo & Mine Critical Damage Chart.

**A6.4 Mine Characteristics:** All mines in Admiral On Deck have a strength of 12. Roll for damage inflicted on a ship using Table 2a, the Damage Allocation Chart.

Example: A Russian armored cruiser drops 2 mine factors worth of floating mines in a hex that is entered by a British battleship moving at speed 4. The British vessel would roll on the +1 column (-1 for mine factors, +1 for speed, + 1 for size) to determine if the ship is hit.

**A6.5 Critical Torpedo & Mine Damage:** Ships in the period of Admiral On Deck where inadequately protected against underwater hits and several capital ships were lost during the Russo-Japanese wars due to mine hits. If a torpedo or a mine causes a critical hit, use Table A2c: Torpedo & Mine Critical Damage Chart to determine the critical hit. If another critical hit is rolled, use Table 2b: Critical Damage Chart to determine the effect of the hit and ignore all following critical hits.

## A7.0 Combat Modifications

There are three modifications to the basic combat rules in Admiral On Deck. These rules add expanded or more realistic combat models to the game.

**A7.1 Quickfire (QF) Secondary Batteries:** Towards the end of the 1880's, British gun manufacturers introduced the quickfire gun. In previous gun designs, the rounds were separate from the charge and the gun breaches required several steps to open and close. These limitations reduced the rate of fire for these weapons. Quickfire guns used fixed ammunition (shell and propellant were in a single case) and introduced improved gun breach mechanisms that were easier to open and close. Weapons up to 5.5" in caliber showed a marked increase in rate of fire. Larger weapons were still slow to load since the rounds were heavy and the charge was still loaded separately. Secondary batteries with a "q" suffix are considered quickfire weapons and receive a +1 column shift.

**A7.2 Combined Battery Attacks:** If two or more separate batteries of the same type (primary, secondary, tertiary) on a ship attack the same target, then the attack is combined into 1 attack if the last 2 characters of each battery are the same.

Example: A French battleship has three secondary batteries, H4G2 B2G2 •4E1, all of which are attacking an Italian vessel. The H2G2 and B2G2 batteries would be combined into one attack of 6 guns. The attack with the •4E1 battery would be resolved separately.

**A7.3 Torpedo Combat Clarification:** Resolve all torpedo attacks starting from the -1 column of Table 1: Combat Chart, rather than the 0 column as described in section 10.4.

## A8.0 Coastal Batteries

Coastal batteries represent direct fire guns, indirect fire mortars, and torpedo batteries used to defend ports and harbors. Coastal batteries had superior fire control during this period so are more effective than ship-borne weapons. Coastal batteries should only be used for games played in the vicinity of ports and harbors. Coastal batteries use the

range definitions described in Table A13: Coastal Artillery Range Definitions and the combat modifiers listed in Table A14: Coastal Artillery Combat Modifiers.

**A8.1 Coastal Batteries:** Coastal Gun batteries are denoted on a log by the name of the battery and type followed by the battery statistics. Coastal batteries use a different set of range modifiers since fire control for these weapons was much superior than ships during this period. All other direct fire rules apply.

Examples:

10" BRL1 Primary [4S4S]	primary gun battery
7.5" MLR1 Secondary [4S2G]	secondary gun battery
3" QF1 Tertiary [6H1D]	tertiary battery
18" TT battery [Qf4 18"]	torpedo battery
12" Mtr1 Primary [4Z6S]	primary mortar battery

**A8.2 Damaging Coastal Batteries:** Coastal batteries are hit only on penetrating primary battery hits or any non-tertiary critical hit. A penetrating primary battery hit will destroy 1 gun. A magazine critical hit will automatically destroy the whole battery while any other critical hit will destroy 1 additional gun or torpedo battery.

**A8.3 Mortars & Howitzers:** Mortars and howitzers were used in some coastal batteries in the period covered by Queen Victoria's Navy. These high angle weapons were extremely effective due to the lack of deck armor of ships of this period. Mortars and howitzers cannot fire at targets at short or extreme range. Use the lowest hull armor rating to check for penetration of hull hits by mortars and howitzers.

Example: A ship suffering a hull hit by a mortar battery has a hull armor value of G and a belt armor values of D. The defensive armor of the ship would be D against the mortar attack. If the only hull armor rating of the ship was G then the defensive armor of the ship would be G.

## A9.0 Land

Scenarios with coastal batteries will have some hexes designated as coastlines. No ship may enter a hex that is within 1 hex of a coastline hex. Capital ships that enter within 4 hexes of a coastline hex may run aground. Roll on the "0" column for each hex within 4 hexes of coastal hex that the ship enters. If a hit is rolled, the ship suffers damaged as if rammed (ref 12.0). Ships that run aground are stopped dead in the water. Ships that are aground may float themselves off by rolling a 6 on a d6 during the End Turn Activities phase. The roll is modified by the ship's crew grade.

## A10.0 Torpedo Nets

Torpedo nets were hung from the sides of capital ships while at anchor to protect the ships from torpedo attacks. All capital ships (BBs, ACs, and TUs) are assumed to be equipped with torpedo nets. When deployed, the ship is restricted to a maximum speed of 1. All torpedo attacks against a ship with deployed torpedo nets suffer a -2 column shift penalty. It takes 15 turns to deploy or undeploy torpedo nets.

**A10.1 Torpedo Net Fouling:** A ship that has deployed torpedo nets can become fouled from hull hits. For each hull hit inflicted on the ship roll on the critical hit table. If the result is a steering or speed casualty then the ship suffers that casualty. Any other result has no effect.

**A10.2 Fouling Recovery:** A ship that suffers a steering or speed causality from torpedo nets can clear the causality by rolling a 1 on a die during the End Turn phase.

## A11.0 Pre-Plotted Movement (Optional)

Pre-plotted movement is an optional rule that can be used by more experienced players. When using pre-plotted movement, the disadvantaged player must pre-plot the path that all divisions and free movement ships will follow. The advantage player plots only half (round up) of the movement points of his ships and divisions. Once both players have moved their ships half of their movement points, the advantaged player must plot the remaining movement points of his ships and divisions. Both players must also plot on their movement logs when torpedo salvos will be fired but the movement plots of the salvos are not written down until the salvo is launched.

## A12.0 Scenarios

Unlike Queen Victoria's Navy, the scenarios presented in Admiral On Deck represent actual naval engagements that occurred between 1880 and 1905. Players will need to read the scenario instructions carefully to see which optional rules will be required. Several variations of the same scenario may be presented to provide for "what if?" situations or for better game balanced play. For games that state the map is free floating, this means that the map is not fixed in position and moves with a ship that moves to the edge of the board by shifting all counters on the board back into a central area of the map.

**A12.1 Opening Engagement (Sino-Japanese War July 25, 1894):** Japan attacks Chinese shipping as a prelude to their occupation of Korea. The Japanese flying squadron attacks a pair of Chinese ships that were escorting troop ships to Port Arthur.

Japanese Flying Squadron (Rear-Admiral Tsuboi) (Normal)

PC1 Yoshino (flag)  
 ••• E2G2q •4E1q •2•1 TT fp2s2 14" DS: 1 Sp: 7  
 E E E E E E E E

PC2 Naniwa, PC3 Takachiho  
 B2M3 B3F1 TT fpsa 14" DS: 1 Sp: 6  
 C C C C C C C C (B)

Chinese Escorts (Poor)

PC1 Chi-Yuan  
 •••• •2I1 •1G1 •2A1 TT p2s2 14" DS: 1 Sp: 5  
 C C C C C

TGB1 Kuang Yi  
 •••• •3E1q •2A1 TT f2x2 14" DS: 1 Sp: 5  
 A A

Trn1, Trn2 Transport (optional)  
 •••• •••• •••• TT None DS: 2 Sp: 5  
 ••••••••••••••••

**Scenario Setup:** The two Chinese ships set up on the Northern edge (top) of the mapboard. The Japanese ships set up on the Southern edge (bottom) of the mapboard.

**Victory Conditions:** The Japanese player wins if both Chinese vessels are sunk. The Chinese player wins if both Chinese vessels survive to the end of the game. Any other result is a draw.

### Special Rules:

1a - Chinese ships have a crew grade of poor.

1b - Chinese and Japanese ships are not considered in formation.

1c - Chinese player cannot fire at the Japanese ships until the Japanese fires first or moves to within 8 hexes.

1d - Japanese player cannot close to within short range during the Japanese player ship movement.

1e - Game map floats. Game length is 15 turns.

### Scenario Options:

The transports were left at the port of Asan. In this option, the Chinese are escorting the transports from Asan to Wei-Hai-Wei. Special rules 10.1.c and 10.1.d do not apply. Game length is now 20 turns. Japanese player wins if both transports are sunk. Chinese player wins if both transports survive the game. Any other result is a draw.

**A12.2 The Battle of the Yalu (Sino-Japanese War Sept. 17, 1894):** In the major fleet engagement of the war, the Japanese fleet under Admiral Ito intercepts the Chinese Fleet off the Yalu river.

#### Japanese Flying Squadron: Rear-Admiral Tsuboi (Normal)

PC1 Yoshino (flag)  
••• E2G2q •4E1q •2•1 TT fp2s2 14" DS: 1 Sp: 7  
E E E E E E E E

PC2 Naniwa, PC3 Takachiho  
B2M3 B3F1 TT fpsa 14" DS: 1 Sp: 6  
C C C C C C C C (B)

#### Japanese Main Squadron: Vice-Admiral Ito (Normal)

PC 4 Matsushima (flag). PC5 Itsukushima, PC6 Hashidate  
L1S4 D6E1q •8•1 TT fpsa 14" DS: 2 Sp: 5  
C C C C C C C C

Notes: PB in Matsushima has P/S/Aft arc. In Itsukushima & Hashidate PB Fwd/P/S and tertiary batteries •3•1.

AC 1 Chiyoda  
•••• A2E1q A4E1q •4•1 TT fps 14" DS: 1 Sp: 6  
B B B E E

Note A2E1 SB is 1/2 strength the Fwd/Aft arc.

CB 1 Fusō  
E2J3 •2G2 •1G2 •3•1 TT ps 18" DS: 1 Sp: 4  
D D D D D E E

Note: PB only have P/S arcs. •2G2 SB is 1/2 strength in fwd/aft arcs.

ACv 1 Hiei  
•1H2 •1H2 •••• •••• TT ps 14" DS: 1 Sp: 4  
•• C C

Note: 1st PB has Fwd/P/S arc. 2nd PB only has P/S arc.

### Chinese Fleet: Admiral Ling (Normal)

TU1 Ting Yuen (flag), TU2 Chen Yuan  
J4S4 G2F1 TT fps 14" DS: 3 Sp: 5  
C C C C C C C K K K K K K K K (G)

Notes: Low freeboard ship.

AC1 King Yuen, AC2 Lai Yuan  
F2J1 B1F1 TT fpsa 18" DS: 1 Sp: 5  
B B H H H H (E)

AC3 Ping Yuen  
E1M3 A1F1 TT fpsa 18" DS: 2 Sp: 3  
C C J J J (E)

PC 1 Chi Yuan  
J2J1 B1F1 •2A1 TT fpsa 15" DS: 1 Sp: 5  
E E E E E (B)

PC2 Chih Yuan, PC3 Ching Yuan  
C3J1 C1F1 •4•1 TT fpsa 18" DS: 1 Sp: 6  
E E E E E (D)

PC4 Chao Yung, PC5 Yang Wei  
A2M3 A2E1q DS: 2/1 Sp: 5  
A A A (A)

TB Fu Lung (2 boats)  
[0] •1•1 TT 2f 14" DS: n/a Sp: 7  
[0] •1•1 TT 2f 14" DS: n/a Sp: 7

Notes: Each boat as 2 reload torpedos

**Scenario Setup:** Chinese fleet sets up first in a line-abreast formation. Japanese fleet sets up second at maximum visibility range.

**Victory Conditions:** Chinese & Japanese: +1 victory point (VP) for each enemy ship ≥25% hull damage, 2 VPs for each enemy vessel ≥50% hull damaged, 4 VPs for each enemy vessel ≥75% hull damaged, and 6 VP's for each enemy ship sunk. Player with most VPs is the winner.

### Special Rules:

2a - Chinese ship crews are poor.

2b - Chinese TUs can only fire their PBs 10 times.

2c - Chinese PBs on TUs inflict 2 point of damage per hit instead of 4.

2c - Game map floats. Game length is 20 turns.

**A12.3 The Battle of the Yellow Sea (August 10, 1904):** The Russian Fleet under Admiral Vitgeft sorties from Port Arthur in a breakout attempt to reach Vladivostock.

#### Russian 1st Battleship Squadron: Admiral Vitgeft (Poor)

B1 Tzesarvitch (flag)  
M4U4 G2K2 H6G2 D8A1 TT fps 18" DS: 5 Sp: 6  
D D D D D D D D M M M M M M M M M M M M M M (M)

B2 Retvisan  
 L4U4 G6G2 C14A1 TT fap2s2 18" DS: 5 Sp: 6  
 C C C C C C C C C L L L L L L L L L L L L L L L L (M)

B3 Pobieda  
 I4N3 E5G2 •15A1 TT fp2s2 15" DS: 4 Sp: 6  
 C C C C C C C C C C I I I I I I I I I I I (F)

Russian 2nd Battleship Squadron: Rear-Admiral Ukhtomsky (Poor)

B3 Peresviet (flag)  
 MI4N3 E5G2 •15A1 TT fp2s2 15" DS: 5 Sp: 6  
 C C C C C C C C C C I I I I I I I I I I I (F)

B4 Sevastopol, B5 Poltava  
 N4U4 E6G2 •5•1 TT fp2s2 15" DS: 4 Sp: 6  
 C C C C C C C C P P P P P P P P P P P P P P (H)

Russian Cruiser Squadron: Rear-Admiral Teitzenstein (Normal)

PC1 Askold (flag)  
 •••• A2G2 A5G2 •7A1 TT fp2s2 15" DS: 2 Sp: 7  
 D D D D D D D D D D D D D D (H)  
 Note: A2G2 SB is 1/2 strength in fwd and aft arcs.

PC2 Pallada, PC3 Diana  
 •••• A2G2 A3G2 •12A1 TT fps 15" DS: 3 Sp: 6  
 D D D D D D D D D D D D D D (H)  
 Note: A2G2 SB is 1/2 strength in fwd and aft arcs.

PC4 Novik  
 •••• A1E1q A2E1q •2•1 TT fp2s2 15" DS: 1 Sp: 8  
 C C C C C  
 Note: A2G2 SB is 1/2 strength in fwd and aft arcs.

Japanese 1 BB Squadron: Admiral Togo (Veteran)

B1 Mikasa(flag)  
 M4U4 H7G1 •12A1 TT ps 18" DS: 5 Sp: 6  
 C C C C C C C C C C C C C C C L L L L L L L L L L L L L L L (L)

B2 Ashai  
 N4U4 H7G1 •12A1 TT ps 18" DS: 5 Sp: 6  
 B B B B B B B B B I I I I I I I I I I I I I I I (N)

B3 Fuji  
 K4U4 •3B1 •5•1 TT fps 18" DS: 3 Sp: 6  
 B B B B B B B Q Q Q Q Q Q Q (K)

B4 Shikishima  
 N4U4 F7G1 •10A1 TT fps 18" DS: 5 Sp: 6  
 B B B B B B B B I I I I I I I I I I I I I I I (N)

AC1 Kasuga, AC2 Nisshin  
 F1N3 F2K2 H7G2 •6B1 TT ps 18" DS: 3 Sp: 6  
 A A A A H H H H H H H H H H (H)  
 Notes: F1N3 PB has fwd arc. F2K2 PB has aft arc.

3rd Division: Vice-Admiral Dewa (Normal)

AC3 Yakumo (flag)  
 F2K2 F6G2 •9B1 TT fps 18" DS: 3 Sp: 6  
 C C C C C C G G G G G G G G G G (N)

PC1 Kasagi, PC2 Chitose  
 E2K2 C5E1q •7A1 TT faps 18" DS: 2 Sp: 7  
 E E E E E E E E E (E)

PC3 Takasago  
 E2K2 C5E1q •7A1 TT fp2s2 18" DS: 2 Sp: 7  
 E E E E E E E E

5th Division: Vice-Admiral (Normal) Hashidate (flag), Asama, Matsushima, Sai Yen

PC4 Matsushima, PC5 Hashidate  
 L1S4 D6E1q •8•1 TT fpsa 14" DS: 2 Sp: 5  
 C C C C C C C C

Notes: PB in Matsushima has P/S/Aft arc. In Itsukushima & Hashidate PB Fwd/P/S and tertiary batteries •3•1

AC4 Asama  
 F4J2 A7G2 •7A1 TT fp2s2 18" DS: 3 Sp: 7  
 B B B B B B G G G G G G G G G G G G (N)

PC6 Sai Yen (ex-Chinese Chi Yaun)  
 J2J2 J2G2 •7A1 TT fp2s2 18" DS: 1 Sp: 5  
 C C C C C  
 Notes: PB J2J2 has Fwd/P/S arc. SB has P/S/Aft arc.

6th Division: Vice-Admiral (Normal)

PC7 Akashi, PC8 Suma  
 •••• E2G2 A3E1q •4•1 TT ps 15" DS: 1 Sp: 6  
 B B B B B B  
 Notes: E2G2 SB is 1/2 strength in Fwd/Aft arcs.

PC9 Itsukushima  
 L1S4 D6E1q •3•1 TT fpsa 14" DS: 2 Sp: 5  
 C C C C C C C C  
 Notes: PB Fwd/P/S arc.

PC10 Idzumi  
 •••• A2G3 A3E1 TT fpsa 18" DS: 2 Sp: 5  
 A A A A A A  
 Notes: A2G3 SB Fwd/Aft/P/S arc.

**Scenario Setup:** Russian fleet enter by division in the center of the western mapboard. Japanese 1st, 5th, & 6th Squadrons enter in line formation on the Northern edge of the mapboard at maximum visibility range. Japanese 3rd squadron enters in line formation in the SW corner of the mapboard on turn 5.

**Victory Conditions:** Russian & Japanese: +1 victory point (VP) for each enemy ship ≥25% hull damage, 2 VPs for each enemy vessel ≥50% hull damaged, 4 VPs for each enemy vessel ≥75% hull damaged, and 6 VP's for each enemy ship sunk. Russian player

receives 4 VPs for each BB that remains in the game that can attain full speed. Player with most VPs is the winner.

**Special Rules:**

3a - If Russian Admiral Vitgeft is killed then the Russian fleet must exit off the western edge of the mapboard.

3b - Japanese PBs on BBs and ACs are +1 to hit at short and medium range.

3c - Game map floats. Game length is 30 turns.

**Optional Rules:**

Had Russian Admiral Makaroff not died when the BB Petropavlosk was mined, he would have commanded the Russian fleet during it's breakout. Admiral Makaroff is a veteran admiral. Admiral Vitgeft becomes Vice-Admiral of the 2nd BB squadron and is an average admiral.

**A12.4 Tushima May 27-28 1905:** The Russian Baltic fleet attempts to force the Straits of Tushima in order to reach the Russian port of Vladivostock now that Port Arthur has fallen to the Japanese.

**Russian 1st Division: V-Adm Rojestvensky (Normal)**

B1 Kniaz Suvarov (flag), B2 Imp. Alexander III, B3 Borodino, B4 Orel  
 M4U4 H6G2 •15•1 TT p2s2 15" DS: 5 Sp: 5  
 C C C C C C C C C C C C C C J J J J J J J J J J J J J J (J)

**Russian 2nd Division: R. Adm Folkersam (Normal)**

B5 Osliabia (flag)  
 I4N3 E5G2 •15A1 TT fp2s2 15" DS: 4 Sp: 6  
 C C C C C C C C C C I I I I I I I I I I (F)

B6 Sissoi Vrelike  
 J4U4 D3G2 •5•1 TT fap2s2 18" DS: 3 Sp: 5  
 B B B B B B B B M M M M M M M M (G)

B7 Navarin  
 J4S4 D3F2 •3•1 TT fap2s2 15" DS: 3 Sp: 5  
 B B B B B B B B K K K K K K K K (J)

Notes: Primary Batteries suffer -1 column shift

AC1 Admiral Nakhimov  
 E6J2 E5F2 •3B1 TT fps 15" DS: 3 Sp: 5  
 B B B B B B B B G G G G G G (D)

**3rd Division: R. Adm Nebogatoff (Normal)**

B8 Imperator Nikolai I (flag)  
 G2S4 D2K3 D4F1 TT fp2s2 15" DS: 4 Sp: 5  
 A A A A A A A A J J J J J J J J (G)

CD1 Gen Adm Graf Apraksin, CD2 Admiral Seniavin, CD3 Admiral Ushakov  
 H4N3 A2E1q •2•1 TT faps 15" DS: 2 Sp: 5  
 A A A A A H H H H H (H)

**Cruisers: R. Adm Enquist (Normal)**

PC1 Oleg (flag)  
 •••• G4G2 E4G2 A6A1 TT ps 15" DS: 2 Sp: 7  
 C C C C C C C C C C C C C C

Notes: G4G2 SB is 1/2 strength in Fwd/Aft arcs.

PC2 Aurora  
 •••• B6G2 •12A1 TT fps 15" DS: 2 Sp: 6  
 B B B B B B C C C C C C C C (H)

AC2 Dmitri Donskoi  
 •••• •3G2 •6E1 TT fp2s2 15" DS: 2 Sp: 5  
 B B B B D D D D D D

PC3 Svetlana  
 •••• •3G2 •2•1 TT ps 15" DS: 1 Sp: 7  
 A A B B B B (D)

PC3 Jemtchug, PC4 Izumrud  
 •••• •3E1q •2•1 TT fps 18" DS: 1 Sp: 7  
 B B C C C C (B)

AC3 Vladimir Monomakh  
 •2J2 •3G2 •4E1q TT fps 15" DS: 2 Sp: 5  
 B B B D D D D D

**Japanese Fleet 1 BB Squadron: Adm Toga (Veteran)**

B1 Mikasa  
 M4U4 H7G1 •12A1 TT ps 18" DS: 5 Sp: 6  
 C C C C C C C C C C C C C C L L L L L L L L L L L L L L (L)

B3 Fuji  
 K4U4 •3B1 •5•1 TT fps 18" DS: 3 Sp: 6  
 B B B B B B B B Q Q Q Q Q Q (K)

B4 Shikishima  
 N4U4 F7G1 •10A1 TT fps 18" DS: 5 Sp: 6  
 B B B B B B B B I I I I I I I I I I I I I I I I (N)

**2 BB Squadron Nisshin (flag), Asahi, Kasuga**

B2 Ashai  
 N4U4 H7G1 •12A1 TT ps 18" DS: 5 Sp: 6  
 B B B B B B B B I I I I I I I I I I I I I I I I (N)

AC1 Kasuga (flag), AC2 Nisshin  
 F1N3 F2K2 H7G2 •6B1 TT ps 18" DS: 3 Sp: 6  
 A A A A H H H H H H H H (H)

Notes: F1N3 PB has fwd arc. F2K2 PB has aft arc.

**CA Division: V. Admiral Kamimura (Normal)**

AC3 Idzumo (flag), AC4 Iwate  
 H4K2 H7G2 •6B1 TT ps 18" DS: 3 Sp: 6  
 C C C C C C I I I I I I I I I I (R)

AC5 Tokiwa, AC6 Asama  
 F4J2 A7G2 •7A1 TT ps 18" DS: 3 Sp: 7  
 B B B B B B G G G G G G G G G G G G (N)

AC6 Adzuma  
 F4K2 F6G2 •9B1 TT fps 18" DS: 3 Sp: 7  
 C C C C C C G G G G G G G G G G G G (N)

AC6 Yakumo  
 F4K2 F6G2 •6B1 TT fps 18" DS: 3 Sp: 7  
 C C C C C C G G G G G G G G G G G G (N)

3rd Division: V. Adm Dewa (Veteran)

PC1 Kasagi (flag), PC2 Chitose  
 E2K2 C5E1q •7A1 TT faps 18" DS: 2 Sp: 7  
 E E E E E E E E E E

PC3 Otawa  
B2G2 B3E1q •2A1 TT faps 18" DS: 2 Sp: 6  
 D D D D D D (E)

Notes: B2G2 SB is 1/2 strength i the Fwd/Aft arcs.

PC4 Niitaka, PC5 Tsushima (4th Division)  
A2G2 A2G2 •5A1 TT faps 18" DS: 3 Sp: 6  
 D D D D D D D D

4th Division: V Adm Uriu (Normal)

PC6 Naniwa (flag), PC7 Takachiho  
 •••• B4G2 •5A1 TT faps 14" DS: 3 Sp: 6  
 C C C C C C C C

PC8 Akashi  
 •••• E2G2 A3E1q •4•1 TT ps 15" DS: 2 Sp: 6  
 B B B B B B

Notes: E2G2 SB is 1/2 strength in Fwd/Aft arcs.

5th Division: V. Adm Kataoka (Normal)

PC9 Matsushima (flag). PC10 Itsukushima, PC11 Hashidate  
 L154 D6E1q •8•1 TT fpsa 14" DS: 2 Sp: 5  
 C C C C C C C C

Notes: PB in Matsushima has P/S/Aft arc. In Itsukushima & Hashidate PB Fwd/P/S and tertiary batteries •3•1.

PC12 Sai Yen (ex-Chinese Chi Yaun)  
 J2J2 J2G2 •7A1 TT fp2s2 18" DS: 1 Sp: 5  
 C C C C C

Notes: PB J2J2 has Fwd/P/S arc. SB has P/S/Aft arc.

**Scenario Setup:** Russian fleet enter by division in the center of the western mapboard. Japanese 1st, 2nd, CA, 4th & 5th Squadrons enter in line formation on the Eastern edge of the mapboard. Japanese 3rd squadron enters in line formation in the NW corner of the mapboard 5 turns after the last Russian vessel enters the map.

**Victory Conditions:** Russian & Japanese: +1 victory point (VP) for each enemy ship  $\geq 25\%$  hull damage, 2 VPs for each enemy vessel  $\geq 50\%$  hull damaged, 4 VPs for each

enemy vessel  $\geq 75\%$  hull damaged, and 6 VP's for each enemy ship sunk. Player with most VPs is the winner.

**Special Rules:**

4a - All Russian crews are poor. All Russian capital ships have their maximum speed reduced by 2. All other Russian vessels have their maximum speed reduced by 1.

4b - Japanese PBs on BBs and ACs are +1 to hit at short and medium range.

4a - Game map floats. Game length is 30 turns.

**A13.0 Bibliography**

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**Table A10: Crew Grade Modifiers<sup>1</sup>**

Activity	P	N	V
Combat (all types)	-1	0	1
Extinguish Fire (d6)	-1	0	1

**Table A11: Admiral Grade Modifiers<sup>1</sup>**

Activity	P	N	V
Advantage (# of die rolled)	3	5	7
Division Maneuvers	-1	0	0

**Table A12: Mine Combat Modifiers**

# of Mine Factors	1	2	3 - 4	5 - 6
	-2	-1	0	1
<b>Ship Speed</b>	<b>1</b>	<b>2</b>	<b>3 - 4</b>	<b>≥5</b>
	-2	0	1	2
<b>Floating Mines</b>				-1
<b>Capital Ships</b>				+1
<b>Multi-ship counters</b>				-1

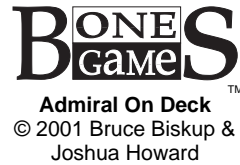
**Table A14: Coastal Artillery Combat Modifiers**

Target Range	S	M	L	X
Primary & Secondary Batteries	+1	0	-1	-2
Tertiary Batteries	0	-1	-2	n/a
<b>Number of Batteries</b>	<b>1</b>	<b>2</b>	<b>3-4</b>	<b>5≥</b>
Primary & Secondary Batteries	-2	0	1	2
	≤3	≤5	≤7	≤9
Tertiary Batteries	-1	0	1	2
<b>Gun Situational Modifiers</b>				
Target speed 0				+2
Target speed ≤2				+1
PB or SB firing at non-capital ships				-2
<b>Optional Rule Gunnery Modifiers</b>				
Sea State 3 PB & SB				-1
Firing at night w/o searchlight				-2
Target ship illuminated by searchlight				+2

**Table A2c: Torpedo & Mine Critical Damage Chart**

Dice Result	Combat Result
2	Mag
3	Ht3
4	Ht3
5	Ht2
6	Ht1
7	Ht1
8	Ht1
9	Ht2
10	Ht2
11	Ht3
12	Mag

<sup>1</sup> For Table A10 & Table A11 P is poor, N is normal, and V is veteran.



**Table A13: Coastal Artillery Range Definitions**

Range	≤1895	≤1900	≤1904	>1904
Short	≤5	≤7	≤10	≤12
Medium	≤8	≤14	≤18	≤24
Long	≤12	≤18	≤24	≤30
Extreme	≤16	≤22	≤30	≤36

PC IR ▶ Diana	PC IR ▶ Novik	B IR ▶ Sevastopol	B IR ▶ Kniaz Suvarov	B IR ▶ Imp Alexander III	B IR ▶ Borodino			
B IR ▶ Orel	B IR ▶ Oslabia	B IR ▶ Sissoi Veliki	TU IR ▶ Navarin	AC IR ▶ Adm Nakhimov	bB IR ▶ Imp Nikolai I			
CD IR ▶ G A Graf Apraksin	CD IR ▶ Adm Seniavin	CD IR ▶ Adm Ushakov	PC IR ▶ Oleg	PC IR ▶ Aurora	AC IR ▶ Dmitri Donski			
PC IR ▶ Svetlana	PC IR ▶ Jemтчug	PC IR ▶ Izumrud	AC IR ▶ Vladimir Monomakh	B IR ▶ Poltava	PC IR ▶ Pallada			
B IR ▶ Tsessarevitch	B IR ▶ Retvisan	B IR ▶ Pobieda	B IR ▶ Peresviet	PC IR ▶ Askold	PC IR ▶ Takasago			
PC IR ▶ Yoshino	PC IR ▶ Naniwa	PC IR ▶ Takachiho	PC IR ▶ Matsushima	PC IR ▶ Itsukushima	PC IR ▶ Hashidate			
AC IR ▶ Chiyoda	CB IR ▶ Fuso	ACv IR ▶ Hiei	B IR ▶ Mikasa	B IR ▶ Asahi	B IR ▶ Fuji			
B IR ▶ Shikishima	AC IR ▶ Kasuga	AC IR ▶ Nisshin	AC IR ▶ Yakumo	PC IR ▶ Kasagi	PC IR ▶ Chitose			
AC IR ▶ Asama	PC IR ▶ Sai Yen	PC IR ▶ Akashi	PC IR ▶ Suma	PC IR ▶ Idzumi	AC IR ▶ Idzumo			
AC IR ▶ Iwate	AC IR ▶ Tokiwa	AC IR ▶ Adzuma	PC IR ▶ Otowa	PC IR ▶ Tsushima	PC IR ▶ Niitaka			
PC CH ▶ Chi Yuan	TGB CH ▶ Kaung Yi	TU CH ▶ Ting Yuen	TU CH ▶ Chen Yuan	AC CH ▶ King Yuen	AC CH ▶ Lai Yuan			
AC CH ▶ Ping Yuen	PC CH ▶ Chih Yuan	PC CH ▶ Ching Yuan	uPC CH ▶ Chao Yung	PC CH ▶ Yang Wei	TB CH ▶ Fu Lung			
TR ▶ Transport A	TR ▶ Transport B	COASTAL ▶ Gun A	COASTAL ▶ Gun B	COASTAL ▶ Gun C	COASTAL ▶ Gun D	COASTAL ▶ Gun E	COASTAL ▶ Mtr A	
COASTAL ▶ Torp A	COASTAL ▶ Torp B	COASTAL ▶ Torp C	COASTAL ▶ Torp D	COASTAL ▶ Torp E	COASTAL ▶ Mtr B	COASTAL ▶ Mtr C	COASTAL ▶ Mtr D	COASTAL ▶ Mtr E

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PC IR ▶  Diana	PC IR ▶  Novik	B IR ▶  Sevastopol	B IR ▶  Kniaz Suvarov	B IR ▶  Imp Alexander III	B IR ▶  Borodino			
B IR ▶  Orel	B IR ▶  Osliabia	B IR ▶  Sissoi Veliki	TU IR ▶  Navarin	AC IR ▶  Adm Nakhimov	bB IR ▶  Imp Nikolai I			
CD IR ▶  G A Graf Apraksin	CD IR ▶  Adm Seniavin	CD IR ▶  Adm Ushakov	PC IR ▶  Oleg	PC IR ▶  Aurora	AC IR ▶  Dmitri Donski			
PC IR ▶  Svietlana	PC IR ▶  Jemtchug	PC IR ▶  Izumrud	AC IR ▶  Vladimir Monomakh	B IR ▶  Poltava	PC IR ▶  Pallada			
B IR ▶  Tsessarevitch	B IR ▶  Retvisan	B IR ▶  Pobieda	B IR ▶  Peresviet	PC IR ▶  Askold	PC IJ ▶  Takasago			
PC IJ ▶  Yoshino	PC IJ ▶  Naniwa	PC IJ ▶  Takachiho	PC IJ ▶  Matsushima	PC IJ ▶  Itsukushima	PC IJ ▶  Hashidate			
AC IJ ▶  Chiyoda	CB IJ ▶  Fuso	ACv IJ ▶  Hiei	B IJ ▶  Mikasa	B IJ ▶  Asahi	B IJ ▶  Fuji			
B IJ ▶  Shikishima	AC IJ ▶  Kasuga	AC IJ ▶  Nisshin	AC IJ ▶  Yakumo	PC IJ ▶  Kasagi	PC IJ ▶  Chitose			
AC IJ ▶  Asama	PC IJ ▶  Sai Yen	PC IJ ▶  Akashi	PC IJ ▶  Suma	PC IJ ▶  Idzumi	AC IJ ▶  Idzumo			
AC IJ ▶  Iwate	AC IJ ▶  Tokiwa	AC IJ ▶  Adzuma	PC IJ ▶  Otowa	PC IJ ▶  Tsushima	PC IJ ▶  Niitaka			
PC CH ▶  Chi Yuan	TGB CH ▶  Kaung Yi	TU CH ▶  Ting Yuen	TU CH ▶  Chen Yuan	AC CH ▶  King Yuen	AC CH ▶  Lai Yuan			
AC CH ▶  Ping Yuen	PC CH ▶  Chih Yuan	PC CH ▶  Ching Yuan	uPC CH ▶  Chao Yung	PC CH ▶  Yang Wei	TB CH ▶  Fu Lung			
TR ▶  Transport A	TR ▶  Transport B	COASTAL ▶  Gun A	COASTAL ▶  Gun B	COASTAL ▶  Gun C	COASTAL ▶  Gun D	COASTAL ▶  Gun E	COASTAL ▶  Mtr A	
COASTAL ▶  Torp A	COASTAL ▶  Torp B	COASTAL ▶  Torp C	COASTAL ▶  Torp D	COASTAL ▶  Torp E	Mtr B ▶  Mtr B	Mtr C ▶  Mtr C	Mtr D ▶  Mtr D	Mtr E ▶  Mtr E

Admiral On Deck Counter Sheet, Front (no color)

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B ▶  B	B ▶  B	B ▶  B	B ▶  B	PC ▶  PC	PC ▶  PC				
bB ▶  bB	AC ▶  AC	TU ▶  TU	B ▶  B	B ▶  B	B ▶  B				
AC ▶  AC	PC ▶  PC	PC ▶  PC	CD ▶  CD	CD ▶  CD	CD ▶  CD				
PC ▶  PC	B ▶  B	AC ▶  AC	PC ▶  PC	PC ▶  PC	PC ▶  PC				
PC ▶  PC	PC ▶  PC	B ▶  B	B ▶  B	B ▶  B	B ▶  B				
PC ▶  PC	PC ▶  PC	PC ▶  PC	PC ▶  PC	PC ▶  PC	PC ▶  PC				
B ▶  B	B ▶  B	B ▶  B	ACv ▶  ACv	CB ▶  CB	AC ▶  AC				
PC ▶  PC	PC ▶  PC	AC ▶  AC	AC ▶  AC	AC ▶  AC	B ▶  B				
AC ▶  AC	PC ▶  PC	PC ▶  PC	PC ▶  PC	PC ▶  PC	AC ▶  AC				
PC ▶  PC	PC ▶  PC	PC ▶  PC	AC ▶  AC	AC ▶  AC	AC ▶  AC				
AC ▶  AC	AC ▶  AC	TU ▶  TU	TU ▶  TU	TGB ▶  TGB	PC ▶  PC				
TB ▶  TB	PC ▶  PC	uPC ▶  uPC	PC ▶  PC	PC ▶  PC	AC ▶  AC				
COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	TR ▶  TR	TR ▶  TR		
Torp F ▶  Torp F	Mtr F ▶  Mtr F	G Torp ▶  G Torp	G Torp ▶  G Torp	H Torp ▶  H Torp	I Torp ▶  I Torp	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	COASTAL ▶  COASTAL	
Torp J ▶  Torp J	Gun F ▶  Gun F	Gun G ▶  Gun G	Gun H ▶  Gun H	Mtr H ▶  Mtr H	H Mtr ▶  H Mtr	I Mtr ▶  I Mtr	J Gun ▶  J Gun	I Gun ▶  I Gun	J Gun ▶  J Gun

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