

BATTLE OF THE FALKLAND ISLANDS

December 8, 1914

Historical

Beaufort Number: 4/5

Sea State 1-3 feet

Wind Direction and Speed: from NW 6-15 knots

Scale: 18000 (1" = 500 yds)

Game Turn: 2 minutes per turn

COVER SHEET

ORDER OF BATTLE

GERMANY

Prior to the battle the German player designates a flagship (either Gneisenau or Scharnhorst). The flagship has the following characteristics Bridge: 7, Flag: 8, Crew +1, The Gneisenau or Scharnhorst (whichever is not chosen) has Bridge: 7, Crew +1, all other German ships have Bridge 7, Crew +1.

<u>SHIP</u>	<u>SHIP LOG ID</u>
Gneisenau	0484-1
Scharnhorst	0483-1
Leipzig	0504-1
Dresden	0517-0
Nurnberg	0513-0

BRITISH

Prior to the battle the British player designates a flagship (either Inflexible or Invincible). The flagship has the following characteristics Bridge: 7, Flag: 8, Crew 0, The Inflexible or Invincible (whichever is not chosen) has Bridge: 7, Crew 0, all other British ships have Bridge 7, Crew 0. The British fleet is divided into three squadrons.

Squadron 1

Inflexible	0637-0
Invincible	0635-0
Kent	0761-1
Cornwall	0758-1

Squadron 2

Glasgow	0867-0
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Squadron 3 (see option 1)

Carnarvon	0770-1
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NOTES: (1) The German fleet is moving at 22 knots

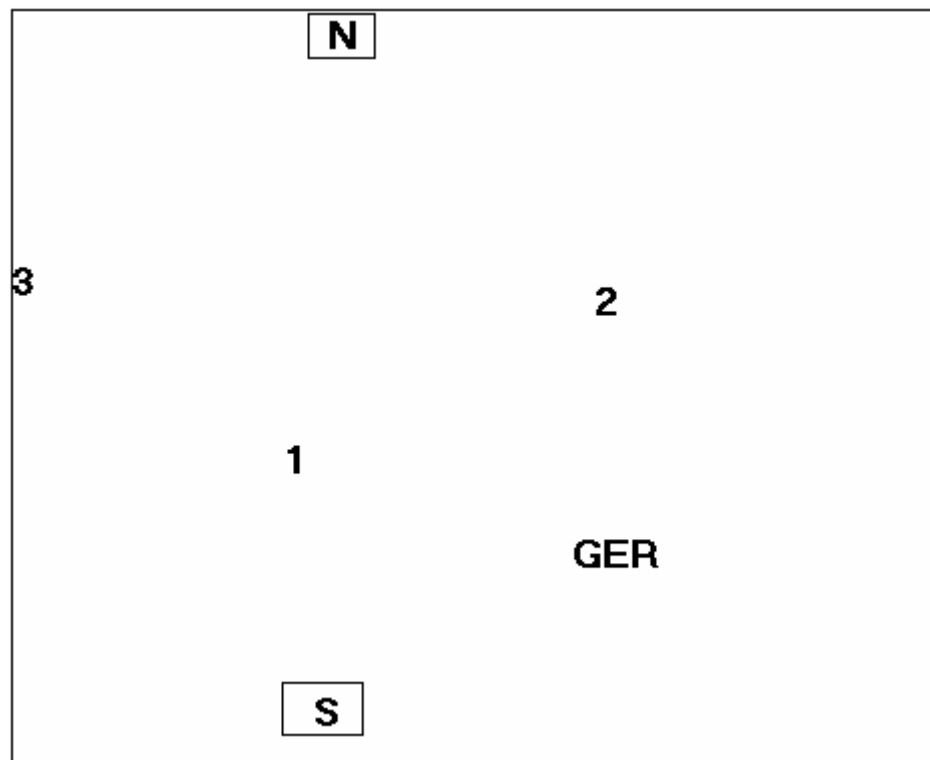
(2) The British fleet is moving at 24 knots with the exception of the Cornwall and Kent that is moving at 22 knots and the Carnarvon that is moving at 20 knots.

(3) The action starts at approximately 12:45pm when the British Battle cruisers started firing on the German squadron.

(4) Visibility is considered to start at 20,000 yards

(5) All fleets must remain in line ahead formation until the German squadron orders a “break”. When this happens all German ships may sail independently. One turn after this order the British ships may also sail independently.

SET-UP



GER represents the approximate German set up location. The numbers represents the approximate British set up locations.

The length of the map (east to west) is 36,000 yards (18 nautical miles) if option 1 is used or 50,000 yards (25 nautical miles). The width of the map (north to south) is 30,000 yards (15 nautical miles).

This is an open sea area so ships and the board may be adjusted as necessary for the scenario

GERMAN PLAYER

The German player sets up 10,000 yards from the South edge of the board and 12,000 yards from the East edge of the board moving South East.

BRITISH PLAYER

Squadron 1 starts 14,000 yards from the South edge and 32,000 yards from the East edge moving South East.

Squadron 2 starts 28,000 yards from the South edge and 12,000 yards from the East edge moving South East.

Squadron 3 starts 32,000 yards from the South edge and 40,000 from the East Edge, moving South East (See option 1).

OPTIONS

1) The Carnarvon played a very small part in the battle and can be removed from play with the consent of both players. This will reduce the size of the playing area.

2) The weather played a significant role in the battle. It did not get hazy until after 4pm (long after the battle was decided). As an option the weather starts getting worse at 1pm. Every five turns a die is rolled (-1 or less) visibility increases by 2,000 yards, (0) visibility is increased by 1,000 yards, (1-2) visibility remains the same, (3-4) visibility is reduced by 1,000 yards, (5-6) visibility is reduced by 2,000 yards, (7-8) visibility is reduced by 3,000 yards, (9) visibility is reduced by 4,000 yards. If visibility is reduced below 15,000 yards subtract 1 from the die, if visibility is below 12,000 subtract 2 from the die roll, if visibility is less than 8,000 yards subtract 3 from the die roll.

3) Creating Armed Merchantmen – The MACEDONIA and the OTRANTO (from the Battle of Coronel) were large armed merchantmen. Although armed merchantmen are somewhat useless in naval combat, using the following rules the players can add armed merchant men to their task forces. The British created a wide variety of armed merchantmen which they used in both world wars. For the purposes of Seekrieg V there will only be three types of armed merchantmen, small, medium and large. Small armed merchantmen carry two guns forward and two guns aft, OR (optional WW2 configuration) one forward, one aft, one port and one starboard (a total of 4). Medium carry two guns forward, two guns aft, one gun starboard and one gun port OR (optional WW2 configuration) one forward, one aft, two starboard and two port (a total of 6). Large armed merchantmen carry two guns forward, two guns aft, two guns starboard, and two guns port (a total of 8). Armed Merchantmen lose one gun for

every 100 damage points received. Refer to the following chart for Armed Merchantmen types.

Armed merchantmen have no fire control system.

For WWI scenarios the armed merchantmen used 4.1” guns. For game purposes use the gun data on the “V” class destroyers (Second Battle of Helgoland).

For WW2 scenarios the armed merchantmen used 4.7” guns. For game purposes use the gun data on the “H” class destroyers (Battle of Spartivento).

ARMED MERCHANTMEN

TIME PERIOD	SIZE	USE MERCHANT LOG
WW1	SMALL	Orminster
WW1	MEDIUM	City of Oran
WW1	LARGE	Southern Cross
WW2	SMALL	Glenmoor
WW2	MEDIUM	Clan Fraser
WW2	LARGE	Svend Foyn

ADDITIONAL SCENARIOS

1) Bristol (0866-0) and Macedonia finds the colliers – At approximately 11:30pm the British light cruiser Bristol and armed merchant ship Macedonia found Von Spee’s three colliers near Port Pleasant. The game board is 16,000 yards square. 10,000 yards off the East side of the board is a land mass. The three German ships enter on the South end (heading North at 12 knots), 2,000 yards from the East edge of the map.

The British player enters on the South edge, 15,000 yards from the East edge heading North East at 20 knots. The object of the British player is to sink all three colliers before they exit on the North edge of the board. If any German ship exits on the North edge of the board the German player wins.

All ships are considered “spotted” at the beginning of the game.

2) Kent vs Nurnberg – Played on a map 20,000 yards square. Nurnberg is 12,000 yards ahead of the Kent and both ships are facing west. Nurnberg is moving at a speed of 22 knots and Kent is moving at a speed of 25 knots.

2) Glasgow vs Dresden – Historically the Glasgow entered Chilean neutral waters and destroyed the Dresden when the ship was coaling. This scenario assumes the Glasgow

waited for the Dresden to leave neutral waters before attacking. This scenario is played on a map 16,000 yards square. Dresden sets up first, facing the Glasgow 1,000 yards from the east edge. The Glasgow sets up second, facing the Dresden 1,000 yards from the west edge. Both ships are moving at 16 knots.

Sea State for Scenario #3

Beaufort Number: 5 Sea State 4-8 feet

Wind Direction and Speed: from NE 22-27 knots

4) Admiral Sturdee is trapped– This assumes that instead of running Admiral Von Spee decides to engage the British ships as they leave their base in the Falklands.

The game board is 20,000 yards square. The East side of the map is the British base. The mouth of the British base (Port William) is considered to be 12,000 yards wide. The East side of the map is considered to be land with the exception of the 12,000 yard mouth opening of Port William, the center of which is located 10,000 from the Southern edge of the map. The land mass starts from the East edge of the map to 4,000 yards west.

The British ships enter the game board on the Eastern side of the map coming out of the mouth of Port William at 12 knots in line ahead formation.

The order of battle is the same as the Battle of the Falkland Islands. The British player also adds the HMS Bristol and Macedonia to his fleet.

The British player may form up to three squadrons.

The first squadron includes the Bristol and Glasgow, which are moving from Port Stanley to support the fleet leaving from Port William. These ships have variable a variable entry. Starting turn 5 the British player rolls a die. If the die roll is less than or equal to the number of turns after turn 5 the British ships may enter on any part of the Northern edge of the map at least 4000 yards from the eastern edge. NOTE: a die roll of “0” represents “0” not “10”.

The up to two squadrons enter from the Eastern side of the Map.

The German ships are located 12,000 yards from the Eastern edge and 8,000 yards from the Southern edge of the map heading North at 12 knots.

The German Player may form up to two squadrons. The second squadron may be line abreast of the first squadron but not closer than 12,000 yards from the Eastern edge of the map.

5) Reinforcing the Falklands - The German Admiralty considered sending one or two battle cruisers after they heard word of the British sending two battle cruisers to the Falklands. Unfortunately the “shock” of loosing in the Battle in Heligoland Bight had the German Admirals think more conservatively and thus the battle cruisers stayed in port. This scenario explores the possibility of adding battle cruisers to the German forces. Add the Derfflinger (0454-0), and the Von Der Tann (2647-0) to the German set-up. Both ships are bridge 7, crew 0. The German player may create up to two formations and set them up facing any direction in the same set-up location as outlined in the original scenario.

The British Admiralty responds by reinforcing to its Battle Cruiser squadron by adding two cruisers. The British player adds Penelope (0892-0), Royalist (0894-0) and Canopus (0597-2). Both ships are bridge 7, crew 0. The British player may create up to four squadrons. Half of the squadrons (round fractions up) may start at “squadron 1” starting location, the other half start at “squadron 2” location.