

# **Dreadnought Scenarios, 1914-1918**

**Scenarios created by Patrick Polley**

**Dreadnought** is a tactical level game of sea combat in the first half of the 20th century. Each counter represents one Dreadnought, two cruisers or five destroyers. Each game-turn represents 15 minutes of real-time.

## **14.0 ADDITIONAL SCENARIOS**

### **14.1 Yellow Sea Breakout (hypothetical) August 1914**

#### **ORDERS OF BATTLE & DEPLOYMENT**

##### **German**

CA Two 4-6/2-6

CL Two 2-4/1-7

##### **Japanese**

B Two 6-13/3-5

DD Two 1-4/3-7

German player enters from North end of two NS maps, Japanese player from the south.

**GAME LENGTH:** 10 turns

**VICTORY CONDITIONS:** German player receives full victory points for any German ship exiting from the south map edge.

## 14.2 Black Sea Convoy (hypothetical) July 1915

### ORDERS OF BATTLE & DEPLOYMENT

#### Russian

B Four 6-8/5-4  
CL One 2-4/1-7  
DD One 1-4/3-7

#### Ottoman

BC One 15-10/7-7  
CL One 2-4/1-7  
DD One 1-4/5-7

Ottoman player enters from the east map of two EW sheets, Russian player enters anywhere on the north edge.

**SPECIAL RULES:** Transports Six (movement of 3, defense strength of 1)

**GAME LENGTH:** 15 turns

**VICTORY CONDITIONS:** Ottoman player receives 5 victory points for every transport exiting the West map edge.

## 14.3 Adriatic (hypothetical) August 1916

### ORDERS OF BATTLE & DEPLOYMENT

#### **Austro-Hungarian**

BB Three 27-12/5-5  
CL One 2-4/1-7  
DD Two 1-4/5-7

#### **Italian**

BB Four 15-12/6-5  
CA One 5-6/2-5  
CL One 2-4/1-7  
DD Two 1-4/3-7

Austro-Hungarian player enters from the West of two EW map sections, Italian player enters from the East.

**GAME LENGTH:** 12 turns

**VICTORY CONDITIONS:** Austro-Hungarian and Italian players must acquire at least 10 VP to win.

## **14.4 Mediterranean (hypothetical) Fall 1916**

### **ORDERS OF BATTLE & DEPLOYMENT**

#### **German/Austro-Hungarian**

BC One 15-10/7-7 (German)  
BB Four 27-12/5-5 (Austro-Hungarian)  
CL One 2-4/1-7  
DD Two 1-4/3-7

#### **French/British**

BC Three 10-12/2-7 (British)  
BB Four 13-13/5-5 (French)  
CL Two 2-4/1-7  
DD Three 1-4/5-7

Austro-Hungarian and German players enter from the West of two EW map sections, French and British players enter from the East.

**GAME LENGTH:** 12 turns

**VICTORY CONDITIONS:** Central Powers and Allied players must acquire at least 10 VP to win.

## **14.5 Dogger Bank**

### **ORDERS OF BATTLE & DEPLOYMENT**

#### **German**

BC One 15-10/7-7  
One 15-10/8-7  
One 18-11/10-7  
CA One 6-8/4-6  
CL One 3-5/2-8  
DD Two 1-4/3-7

#### **Great Britain**

BC Two 10-12/2-7  
Three 18-13/5-7  
CL One 3-5/2-8  
DD Three 1-4/5-7

German enters from North of two NS map sections on turn one.

Great Britain enters from North of two NS map sections on turn two.

#### **GAME LENGTH:**

**VICTORY CONDITIONS:** British must sink at least one German BC or CA to win.

## 14.6 Baltic Sea, Minesweeping Scenario (Hypothetical) late 1916

### ORDERS OF BATTLE & DEPLOYMENT

#### Russian

BC One 18-13/5-7  
BB Three 16-12/5-5  
CL Two 2-4/1-7  
DD Three 2-5/5-8

#### German

BB Four 14-10/7-5  
CL One 3-5/2-8  
DD Two 2-4/4-8  
MS Two

Russian player places 10 mine hexes in the center of a map grid.

German light forces and minesweepers may be placed anywhere on that map grid except directly on a mine hex.

Russian player enters from one map grid away from the east on turn 1. German player enters from one map grid away from the west.

**SPECIAL RULES:** Minesweepers move at 3 MP, defense strength of 1. Minesweepers sweep a hex by remaining on it a full turn and rolling as though repairing damage. A successful damage removal roll at the end of the turn removes the mines.

If a German ship enters a minefield it is attacked at +81. A Russian ship in a minefield is attacked at +10.

**VICTORY CONDITIONS:** German player must sweep 5 mine hexes to obtain victory. Each mine hex swept counts as 1 VP.