DREADNOUGHT Scenarios:

By GRAHAM WHEATLEY (from Phoenix 23)

Almost all of the real -life campaigns and battles have been beaten to death. And so, in a fit of insanity, I have cooked up the following what-if scenarios to grace your hex sheets:

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

Abbreviations: C= heavy cruiser; L= light cruiser; D= destroyer.

14.0 ADDITIONAL SCENARIOS

14.1 Falkland Islands 8th December 1914

ORDERS OF BATTLE & DEPLOYMENT

British Player:	hex /facing /speed
Invincible (191)	D0709 /NE /6
Inflexible (192)	D0609 /NE /6
C11	D0410 /NE /5
L21	D0906 /NE /6

German Player:	hex /facing /speed
C51	D1608/NE/5
L61	D1708/NE/5
L51	D1807/NE/5

GAME LENGTH: 16 game turns

SPECIAL RULES: The British C11 cruiser unit has a top speed of '5'.

BASE VISIBILITY: 12 hexes

VICTORY CONDITIONS: At least 2 German units must break sighting with no irreparable damage by game-turn 16. British must sink or wreck all German ships. If neither condition is met, the game is a draw.

14.2 Dogger Bank 24th January 1906

ORDERS OF BATTLE & DEPLOYMENT

British Player:	**hex /facing /speed**
Dreadnought (011)	D1602 /N /5
L11	D1601 /N /5

German Player:	**hex /facing /speed**
Hessen (701)	A1608 /SE /4
C51	A1709 /SE /4
D51	A1809 /SE /4

GAME LENGTH: 20 game turns

BASE VISIBILITY: 8 hexes

VICTORY CONDITIONS: German player must exit the south or east sides of map F with the Hessen by the end of the scenario. The British player must wreck the Hessen (or sink it.). If neither condition is met the game is a draw.

HISTORICAL NOTES: After the First World War broke out in late 1905 two small squadrons of ships met off Dogger Bank. The Germans believing that their new pre-Dreadnought Hesse was unsinkable, sent it out into the North Sea for trials. But they had not reckoned with the Dreadnought, which was cruising in the area. (I know, but I have to think of something!!)

14.3 Trafalgar 12th November 1914

ORDERS OF BATTLE & DEPLOYMENT

French Player:	hex /facing /speed
France (504)	E0812 /NW /5
Paris (504)	E0913 /NW /5
C11	E0713 /NW /5
C12	E0811 /NW /5
L11	E0712 /NW /5
011	E1013 /NW /5

Spanish Player:	hex /facing /speed
Espana (951)	D1306 /NE /5
Jaime I (952)	D1206/ NE /5
Alfonso (953)	D1107 /NE /5
C51	D1405 /NE /5
L51	D1307 /NE /5
D51	D1007 /NE /5

BASE VISIBILITY: 10 hexes

GAME LENGTH: 12 game-turns

VICTORY CONDITIONS: Victory is based on point count, with the Spanish Player getting 10 extra victory points for each French dreadnought wrecked or sunk at the end of the scenario.

HISTORICAL NOTES (!): Let me see ... Oh, yes. Soon after Austria- Hungary's declaration of war, Spain entered the war, on the Central Powers' side.
Because of the lack of troops any major conflict between Spain and France was likely to take place at sea. And so it happened.

14.4 The Falkland Campaign
October-November 1914

CAMPAIGN GAME

British Player:
Force 1:
Australia (202)
C11
L11

Force 2:
C1 1
L21
L22

Force 3:
C11 *

Force 4:
C11 *
C1 2
L11

Force 5:
Invincible (191)
Inflexible (192)
C11
L21

German Player:
C51
L61
L51

At the beginning of each scenario the British Player rolls a die (secretly) to show him which force he uses (a roll of 1 = use Force 1 etc.). If he rolls a '6' or number already rolled, he rolls again.

Special Notes:
* = take 2 from speed of unit and add one to attack and defense (represents pre-dreadnoughts Triumph and Canopus).

BASE VISIBILITY: in all scenarios is 10 hexes.

VICTORY POINTS:
German Player: 20 victory points if German force (all of it) breaks sighting. Normal points for inflicting damage.
British Player: double points for inflicting damage.

Note: the German force is represented in each scenario, so in each scenario there is C51, L61 and L51.