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.