

The following sections are to replace their corresponding sections in your rulebook.

5.0 FLEET MARKERS

Fleet markers are the heart of this game. Fleet markers represent individual ships, a fleet of ships, or no ships at all.

On the backs of every warship, collier, merchant, and fleet marker counter there is a “?” with a ship’s silhouette. This is to hide the identity of the counter. Red counters are Allied, gray counters are German.

On the front side of every fleet marker there is a number that corresponds to a Fleet Box on the Allied or German Fleet Charts. Fleet markers are numbered from 1-10 for the Allies and 1-12 for the Germans. Since the Fleet Chart remains hidden from the opponent, the identity of fleet markers and the large number of ships with them are hidden. The opponent does not know if a “?” counter is a warship, collier, merchant, or fleet marker. And he or she also does not know if a fleet marker will be representing a fleet of ships or no ships at all. Each player is thus unaware of which enemy ships are where.

The Allied and German Fleet Charts should be hidden from your opponent using the Chart Blinds.

All fleet markers are allowed to be on the map at any one time, but the Fleet Boxes do not each have to have ships in them. Thus it is possible, for example, for the German player to have only two Fleet Boxes with any ships in them and to have a further 10 fleet markers on the map that are nothing but decoys. A skilful player, who remembers that bluffing and subterfuge are part of the game, can have his or her enemy chase after nothing but a ghost. He or she can also fool the opponent into thinking an actual ship, with the “?” on the backside of the counter facing visible, is nothing but an empty fleet marker.

During the course of a turn, fleet markers are moved, representing the movement of ships within its Fleet Box. Thus, all ships within the Fleet Box must be moving at the same speed for the fleet marker to be moved. Otherwise faster ships would have to leave the Fleet Box and enter the map.

5.1 Decoys

A fleet marker representing a Fleet Box with no ships in it is considered a Decoy. Decoy fleet markers have an unlimited movement allowance and can even be

taken off the map and dropped in a new location at any time during the player’s Action Phase. Of course, moving a fleet marker more than the maximum movement allowance of any ship would obviously reveal to an opponent that the fleet marker is a Decoy. For that reason, the skilful player will move a Decoy fleet marker as if it were a group of his warships. Decoys, of course, cannot undertake any attacks or offensive action, since they do not represent any real ships.

Decoy fleet markers may not completely surround friendly warship. Each warship, or fleet marker representing warships, must be adjacent to at least one hex that is either unoccupied or occupied by friendly warships, colliers, or merchants.

5.2 Revealing a Unknown Ships

The identity of unknown ships, or counters with the “?” visible, is revealed to the opponent at certain times. When revealing a fleet marker, the player must declare which ships are in the corresponding Fleet Box, but his opponent is not allowed to see the Allied or German Fleet Chart, the amount of coal each ship has, or the damage each ship has sustained.

Whenever a ship or fleet marker enters the hex of an enemy unknown ship combat takes place (10.0). However, the first roll in the combat sequence is a location roll. It is possible that location will fail and the identity of the unknown ship would not be revealed.

The unknown ship can also be revealed when certain actions take place, such as the bombarding of an enemy port, the capture or sinking of an enemy merchant, or the raid of an enemy possession. In any of these cases the unknown ship is not necessarily always revealed.

Players must have ships in their corresponding Fleet Box in order for a fleet marker to reveal the identity of their opponent’s unknown ship. In other words, a Decoy cannot reveal the identity of another fleet marker. Decoys can’t be moved into enemy-occupied hexes, including hexes occupied by Allied merchants.

The player moving into the hex of an enemy unknown ship simply declares that his or her “?” marker represents ships without revealing which ships it represents. Combat takes place and the identities of all units involved are revealed if there is a successful location roll. If the roll is unsuccessful, the enemy unknown ship is moved to an adjacent hex.

In cases where a fleet marker is revealed to be a Decoy, the player owning the fleet marker is free to remove the fleet marker from the map if he wishes to do so, to be replaced onto the map the following Action Phase.

Whenever an unknown ship is revealed to be a warship or group of warships, the player may take as many fleet markers as he wishes from the map during his turn (or from off of the map if some were removed beforehand) and place them on the hex where the unknown ship was revealed. The player may then decide to move his ships to another Fleet Box as well if he wishes, as long as the corresponding fleet marker is in the same hex. Thus the following turn, a number of fleet markers may leave the same hex, hiding to the opponent the fleet that was just recently revealed.

For example, let us say that #4 German fleet marker moves to Papeete to bombard the French possession. A die is rolled (see 10.2) and the fleet marker is revealed. The ships in the #4 Fleet Box on the German Fleet Chart consist of the *Scharnhorst*, *Gneisenau*, *Leipzig*, and *Nürnberg*. It is the main grouping of German ships. The bombardment is conducted. At the end of the bombardment, the German player wishes to hide this fleet. Having only two other fleet markers representing real ships (#3 and #6), the German player decides that #1, #2, #11, and #12 fleet markers will remain at sea as Decoys, while #5, #7, #8, #9, and #10 will be picked up off of the map and moved to Papeete. During the following German Action Phase the German player moves fleet markers #4, #5, #7, #8, #9, and #10 away from Papeete, all in different directions. Only one of them, #4, actually has the German fleet but the Allied player does not know which of the six new unknown ship markers has the German fleet. He does know, however, that the German player is around Papeete and he may be able to figure out where the next likely destination will be. Historically, the Allies only became aware of von Spee when he appeared in different locations, such as when he bombarded Papeete. Some of the more perceptive British officers realised that with an appearance at Papeete and later at Easter Island, it was plainly obvious Spee was heading towards the Cape Horn.

5.3 Moving without a Fleet Marker

Individual ships may move on the map without a fleet marker. As they would have their “?” visible, their identity is hidden. Fleet markers make it possible to have fleets without obvious stacks of multiple

counters on the map. Players may also choose to “show” the identity of their units on the map if they want their opponent to know where a particular ship is located.

5.4 Merchants and Fleet Markers

Allied merchants (see 7.0) markers may not be hidden in a Fleet Box, but as they have a “?” counter face, their identity can be hidden from the opponent.

6.2 Minor Ports

Minor ports are represented by an anchor symbol in a coloured circle. After entering a minor port, units may replenish their coal stocks according to the amount printed on the Coal Stores Sheet. For example, a port capable of providing 1,500 t can only provide 1,500 t to the entire fleet, not to each ship.

Minor ports can only be entered by friendly and enemy ships. Enemy ships may also bombard and raid minor ports (see 10.0). Neutral minor ports can be entered by ships of any player.

7.2 Attacking Merchants

When a German warship or fleet marker enters the hex of an unknown ship that is actually a merchant, the owning player must declare that the unknown ship is, in fact, a merchant. A D10 is then rolled. On a roll of 1-3 the attacking unknown ship is revealed. On a roll of 4-10 it is not revealed. A decoy fleet marker cannot attack a merchant.

Note: A roll of 0 is considered a roll of 10 on the D10.

Another die is rolled. On a roll of 1-5 the merchant marker is considered captured and the German player earns victory points (see 14.0). The German player may also take on 700 t of coal that is considered to be in the merchant. This coal can be distributed among his ships in the Fleet Box immediately.

On a roll of 6-10 the merchant marker is considered sunk and the German player earns victory points but the coal is lost.

7.3 Attacking Merchants in a Minor Port

(Removed)

8.1 Coal Usage in Movement

Coal is deducted from the bunker of these ships during the Action Phase sub-phase where coal is deducted (see 2.0).

If a ship remains stationary in an Ocean Hex, 100 t are discarded. In an Island Hex, harbour, or port no coal is consumed.

If a player has his ships spread among many fleet markers and on the map, it is suggested that after each fleet marker or ship is moved at cruising speed on the map, a “Used” counter be placed on it. Place the appropriate speed of the “Used” counter onto the fleet marker or unknown ship.

This is to ease the coal deduction step of the Action Phase by reminding the players how much coal must be deducted from each ship. A wise player will feign coal deduction when moving a fleet marker with no ships in order to fool his opponent.

8.4 Coaling in a Raid

Ships cannot coal from an enemy major port. They can coal from an enemy minor port or harbour with a successful raid. To do so, the ships enter the enemy minor port or harbour and a D10 is rolled. On a roll of 1-3 the raid is unsuccessful and nothing occurs. On a roll of 4-5 the raid is unsuccessful and the unknown ship is revealed. On a roll of 6-8 the raid is successful and the ships can take as much coal as the harbour is capable of providing. On a roll of 9-10 the raid is successful but the unknown ship is revealed.

8.7 Colliers

Colliers can hold more coal than most warships. They do not consume the coal in their bunkers when moving. They instead store it to coal warships.

German colliers cannot be captured by the Allies. When an Allied warship enters the hex of a German collier that is unaccompanied by German warships, the collier is automatically destroyed. A D10 is rolled and on a roll of 1-3 the unknown ship is revealed and on a roll of 4-10 the unknown ship is not revealed.

The coal stored in each collier is kept track of with 100 t, 500 t, 1,000 t, and 2,000 t coal markers.

10.1 Occupation

The Allied player is required to occupy certain German possessions in order to gain victory points and free-up certain ships for movement. Which

possessions these are and which nations need to occupy them is detailed in 12.0 and 13.0.

To occupy a German possession an army marker (see 12.0 and 13.0) is simply moved into the hex containing that possession. These army markers need to be escorted (12.0 and 13.0). During the attack sub-phase a D10 is rolled. On a roll of 1-3 the invasion is unsuccessful and can be attempted the following turn. On a roll of 4-10 the invasion is successful and the possession is considered occupied and owned by the Allied player. Flip the army marker to its “Captured” side. Victory points are then awarded to the Allied player.

Any enemy warships within the port or harbour that is to be occupied need to be destroyed or moved before an attempt to occupy the possession can take place. Both the destruction of the enemy warships in port (through naval combat) and the attempted occupation can take place during the same Action Phase.

When a possession is captured, the coal limit of that possession is transferred to an Allied ship or collier in the same hex immediately after capture.

10.2 Bombardment

The German player may bombard Allied major ports, minor ports, and harbours to gain victory points.

To bombard an Allied port or harbour the German warships or fleet markers are moved into the hex containing the port or harbour during the movement sub-phase of the Action Phase. The warships are not, however, considered to be in the port or harbour for coaling considerations.

During the attack sub-phase of the Action Phase a die is rolled. On a roll of 1-4 the bombardment is successful but the unknown ship is revealed. On a roll of 5-10 the bombardment is successful and the unknown ship is not revealed. Victory points are awarded in either case.

Any enemy ships within the port or harbour must be destroyed through naval combat before a bombardment can take place, and both combat and bombardment can take place in the same turn.

German ports captured by the Allies may not be bombarded by the Germans.

10.3 Attacking Merchants and Colliers

The method of capturing or sinking colliers and Allied merchant markers has been described above (7.2). To attempt the capture or sinking of a merchant marker or collier, warships must simply have entered the hex of the merchant marker or collier during the movement sub-phase. The owning player declares that the unknown ship is a merchant or collier. The attempt to capture or sink the unit is attempted during the attacks sub-phase.

An attempt to capture or sink merchant markers or colliers occurs after all enemy warships are destroyed in the hex.

Victory points are awarded depending on whether the ship was sunk or captured.

10.4 Destruction of Wireless Stations

The German player may destroy wireless stations in order to receive victory points.

To do so, a warship enters the hex containing a wireless station during the movement sub-phase of the Action Phase. A D10 is rolled. On a 1-5 the attempt is successful and the wireless station is destroyed. A Wireless Destroyed marker is placed on the hex. On a roll of 6-10 the wireless station is destroyed but the identity of the unknown ship is revealed.

10.5.1 Allied Damage in Combat

The damage inflicted during combat is kept track of differently for the German and Allied player, and is also dependent on the ship in question. For the German player the damage inflicted on his ships is kept track of on the German Ship Chart. For the Allies, damage inflicted on ships is represented with the Damage counters and with Turrets Damaged/Destroyed counters, or represented on the Allied Ship Chart in the same way as German ships.

Whenever the deck, conning tower, or belt of an Allied ship not on the Allied Ship Chart is hit, the ship has its corresponding 'Damage' counter placed on it.

When the deck or belt is hit, the 'Damage Belt Deck' counter is placed on the unit. When this occurs, the belt and deck armour ratings of the ship are reduced by 2. When the conning tower is hit, the 'Damage Conning Tower' counter is placed on it and the conning tower armour is reduced by two.

When the turret of an Allied ship not on the chart is hit, a Turret Damaged counter is placed on the ship. When this occurs, the gunnery rating of the ship is reduced by two and turret armour rating reduced by 1.

When a damaged Allied ship's belt, conning tower, or deck is hit a second time, the ship is destroyed and removed from the map. Again, this is for a ship not on the Allied Ship Chart.

A hit on the turrets of an Allied ship with a Turrets Damaged counter on it has its guns completely knocked out and the Turrets Damaged counter is replaced by the Turrets Destroyed. The ship may no longer fire until repaired. A third hit on the turrets has no effect.

10.5.2 Damage in Combat on Ship Charts

When the belt armour of a ship is hit, the cruising speed, full speed, and flank speed is reduced to 2, 3, and 4 respectively until repaired and the belt armour rating is reduced by 1.

10.5.3 Combat Sequence

Combat occurs as follows after a warship enters the hex occupied by enemy fleet markers or warships. The attacker is always considered the player who moved his ships into an enemy-occupied hex, the defender is always considered the player who occupied the hex originally.

1) Unless in port, a D10 is rolled in order to locate the ships. On a roll of 1-6 the location is successful, the defending unknown ship is revealed and you may continue on to Step 2. On a roll of 7-10 the location is unsuccessful, the unknown ship is not revealed and the fleet that was attacked moves to an enemy-unoccupied adjacent hex. If none is available, location is always successful. When in an island hex, a location roll is successful on a roll of 1-5.

If combat is taking place in a port or harbour, a D10 is rolled in order to determine if the ships are caught at anchor. On a roll of 1-3 the ships are caught at anchor, their identity is revealed, and the ships caught at anchor may not fire in Round One of combat. On a roll of 4-10 the ships are not caught at anchor, their identity is revealed, and you may continue on to Step 2.