DREADNOUGHTS & BATTLEWAGONS  FOLIO GAME EXCLUSIVE RULES

CORONEL & THE FALKLAND ISLANDS

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10.0 INTRODUCTION
These Exclusive Rules simulate the Battle of Coronel off Chile in which the German East Asia Squadron, commanded by Vice-Admiral von Spee, decimated the British 4th Cruiser Squadron, commanded by Rear-Admiral Cradock in November 1914. The British then dispatched a more powerful force to hunt down and obliterate the German force, resulting in the Battle of the Falkland Islands.

11.0 BATTLE OF CORONEL
Compass: Place the compass marker in hex 0101 pointed at the “1” hexside position (indicating North).

Game Length (1 November 1914): The game begins with the Movement Phase of the first game turn. The German player is the first player. The game lasts fifteen turns.

Set Up
Germany (East Asia Squadron): Ships may enter on game turn one at any speed desired by the owning player (including using evasive maneuver). All ships enter from the north side of the map between hex row 17xx and 27xx.

Scharnhorst: Hex 0816
Gneisenau: Hex 0817
Nurnberg: Hex 1218
Dresden: Hex 1219

Britain (4th Cruiser Squadron): Ships may enter on game turn one at any speed desired by the owning player (including using evasive maneuver). All ships enter from the south side of the map between hex row 03xx and 13xx.

Good Hope: Hex 0911
Monmouth: Hex 0711
Macedonia: Hex 0710
Carnarvon: Hex 0910

Special Rules: Torpedo range is four not six hexes. The “-1” modifier is applied at a range of three to four hexes. The Germans had expended half their ammunition during the foregoing Battle of Coronel. All German gunnery attacks suffer a “-1” firing throw die.

Reinforcements: None

Exiting the Map: If players have a second map, it can be used to extend the maps east or west.

Victory Conditions: The British win if at the end of the scenario, every German ship is either DIW, a hulk, and/or sunk. The Germans win if at least three of the German ships exit the north side of the map or at least one British battle cruiser is a hulk or sunk. If neither of these conditions are fulfilled, the game is a draw.

Optional Rules: If both sides agree, the British player may include the British ship Canopus, which must enter on the east side of the map.
Historically, the Canopus was enroute to the battle from the east, but it was too slow and too far away to participate. This optional rule does not alter the victory conditions.

12.0 BATTLE OF THE FALKLAND ISLANDS
Compass: Place the compass marker in hex 0101 pointed at the “1” hexside position.

Game Length (8 December 1914): The British player is the first player. The game lasts ten turns.

Set Up
Britain (Admiral Sturdee’s Squadron): All ships are heading northeast at standard speed and not conducting evasive action.

Invincible: Hex 1110
Kent: Hex 0810
Inflexible: Hex 1010
Glasgow: Hex 1209
Cornwall: Hex 0911
Carnarvon: Hex 0711

Germany (East Asia Squadron): All ships are heading southeast at standard speed and not conducting evasive action.

Scharnhorst: Hex 1118
Leipzig: Hex 1018
Gneisenau: Hex 0816
Nurnberg: Hex 0817
Dresden: Hex 1218

Special Rules: Torpedo range is four not six hexes. The “-1” modifier is applied at a range of three to four. The Germans had expended half their ammunition during the foregoing Battle of Coronel. All German gunnery attacks suffer a “-1” firing throw die.

Reinforcements: None

Exiting the Map: If players have a second map, it can be used to extend the maps east or west.

Victory Conditions: The British win if at the end of the scenario, every German ship is either DIW, a hulk, and/or sunk. The Germans win if at least three of the German ships exit the north side of the map or at least one British battle cruiser is a hulk or sunk. If neither of these conditions are fulfilled, the game is a draw.

Optional Rules: If both sides agree, the British player may include the British ships Bristol and Macedonia, which must enter on the west side of the map on game turn one. Historically these ships were dispatched to chase down the German colliers in the area. If this optional rule is in play, the German victory conditions will also be fulfilled if at least three of the German ships exit anywhere along the west side of the map.

Game Turn Record Track

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