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	Leipzig
Gneisenau	Nurnberg
Dresden	

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

Good Hope	Otranto
Monmouth	Glasgow

Special Rules: Torpedo range is four not six hexes. The "-1" modifier is applied at a range of three to four hexes. Sea conditions are rough. Ships' speeds may only be increased by one per Movement Phase, regardless of their maneuver rating. The sun is setting during the battle, any ship firing at a target that is in the firing ship's northwest, west or southwest quadrant receive one extra firing throw die.

Reinforcements: None

Exiting the Map: Ships may not exit the map (both admirals were in pursuit of each other, and the Chilean coast is off the right side of the map). If ships reach any side of the map (except the right (east side)), all ships may be shifted along the map to allow play to continue. If players have a second map, it may be placed anywhere except right of the first map.

Victory Conditions: The British win if at least one German ship is DIW, a hulk, or sunk. The Germans win if at least two British ships are a hulk or sunk. If neither or both of these conditions are fulfilled, the game is a draw. If at least two of the German ships are DIW, a hulk, or sunk, the game is a British victory regardless of British casualties.

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

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15