

OPERATION OFF CROMER

December 6, 1939

Historical

Beaufort Number: 3

Sea State 1-3 feet

Wind Direction and Speed: from SE to SW 6-15 knots

Scale: 18000 (1" = 500 yds)

Game Turn: 2 minutes per turn

**COVER SHEET**

This scenario is offered as a training scenario to help introduce new players to the game. Both sides have few combat ships which allow the game to be played within a few hours. There is only one additional scenario which has a small impact on play time.

### ORDER OF BATTLE

#### BRITAIN

British ships have Bridge: 7, Crew 0.

<u>SHIP</u>	<u>SHIP LOG ID</u>
(DD) Jersey	1274-0
(DD) Juno	1278-0
Corea (merchant)	INNESMOORE (GBR)
King Egbert (merchant)	KING ARTHUR (GBR)

#### GERMANY

The German ships have Bridge: 7, Crew 0

<u>SHIP</u>	<u>SHIP LOG ID</u>
(DD) Bernd Von Arnim	0563-0
(DD) Erich Giese	0560-0
(DD) Hans Lody	0562-0

#### NOTES:

- 1) The map is 20,000 yards square (i.e. 20,000 yards north to south and 20,000 yards east to west.). The map can be adjusted as the ships move.
- 2) The British player sets within 5,000 yards of the south and west edges of the map heading north at 12 knots.
- 3) The object of the British player is to exit one or more of the merchant ships on the north edge of the map
- 3) The German player sets up at within 8,000 yards of the east edge of the map and within 5,000 yards of the south edge of the map heading north at 12 knots.
- 4) The German player may not set up closer than 8,000 from any British ship

5) The object of the German player is to sink both British merchant ships, without losing a destroyer.

### **ADDITIONAL SCENARIOS**

- 1) Reinforcing the convoy – This scenario evens up the sides and adds one light cruiser to each side's forces.

The British player adds the light cruiser Glasgow (0940-0) which has bridge 7 and crew 0.

The German player adds the light cruiser Königsberg (0548-1) which also has bridge 7 and crew 0.

In this scenario the merchant ships are removed from play and the object of the game is to sink or disable (main guns knocked out OR speed reduced to 6 knots or less) the enemy's fleet.