

SEEKRIEG 5

A3H

COMMAND SYSTEM – HUMOROUS FLAG COMMANDS*

BR	Break out the oars	(and row you) Self explanatory. Useful for any ship that is dead in the water or to increase the speed of a moving ship very slightly. Can be used as a Bridge Command.
BP	Prepare boarding parties	Instructs ships to prepare boarding parties in accordance with Section 6.9.5. Must be issued one turn prior to BO(#).
BO(#)	Board ship	Identifies ship to be boarded. Cannot be issued without preparatory signal BP on previous turn.
BW	Break wind	Self explanatory. Requested action may NOT be performed until signaled.
CD	Change dice	Instructs all ships to replace old dice with new ones that might roll something decent.
CE	Cease exploding	Instructs all ships suffering DE100 to ignore the effect. Not quite as useful as it sounds as it is unlikely the intended recipient will be able to acknowledge the signal.
CW	Circle the wagons	This command is used to instruct a column of ships to begin turning, following the lead ship to create a circle of ships. This defensive maneuver has been proven to work against large numbers of adversaries.
DA	Do it again (the right way this time)	Self explanatory.
DH	Duh!	Self explanatory. Particularly useful when responding to a painfully obvious signal.
DN(#)	Disregard next flag command	Completely useless command. Can be made even more useless by appending (#).
DU	Drink up!	Self explanatory. (NOTE: Not available to US warships after July 1, 1914)
DS	Death Star	Your orbiting artificial moon-sized base can instantly destroy, with its mighty beam particle weapon, the enemy ship you're firing at. You can invoke this command as many times you want during a game but, after each turn you use it, you must wear a closed visor black helmet and breathe heavily. Since this greatly reduces chances of cracking jokes and drink beer, the use of this flag command is not as frequent as its destructive power might suggest.
FB	Feeling better now...(think I'll go for a walk)	A handy flag command, useful in situations where the flagship has just suffered a devastating blow. (With apologies to Monty Python).
FC	Form committee	Particularly useful flag command during periods of indecision.
FK(R)	Ship(s) to assume ram speed	Self explanatory. Usually the last flag command issued before hearing the sound of scraping, grinding and crunching metal.
KA	Kiss ass goodbye	Self explanatory. May be appended to a variety of signals as appropriate.
KB	Keep nearer the beer	Self explanatory and with apologies to David Beatty.
LS	Look for shrubbery	All ships scatter to find a shrubbery and return it to the admiral. (More apologies to Monty Python)
N(X)	Need Gin and Tonic	Useful in a multitude of situations. (S) Scotch, (B) Beer, (W) Whiskey (R) Rum or (V) Vodka may be substituted for (X).
PB	Place bets	Useful as an append to a signal ordering a unit to perform something dangerous. For the sake of morale, signal should be directed only to remaining ships in formation.
PZ	Execute Rule 6	Completely useless flag command (but it sounds impressive...).
RA	Run away!	More urgent version of ZZ flag command.
RD	Roll dice better	[Insert Country] expects captains to roll dice better next turn.
SI(#)	Sing sea shanty	Instructs all ships in formation to begin singing sea shanty (#). A numbered list of songs must be prepared prior to start of the game.
SH	Ships will sing in harmony	Useful append to flag command SI(#), especially if the admiral is a music lover.
ST	Stop sinking	Orders a little known modification to Archimedes' Principle wherein water taken aboard does not affect the displacement of the ship.

* Thanks to Roy McCammon, Robert Gillen, Kyle Stoddard, Amedeo Matteucci, Bill Schleihauf, William Durocher, Lewis Buterakos and John "LodanMar".

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COMMAND SYSTEM – ADDITIONAL FLAG COMMANDS*

EC	Engage the enemy more closely	Ship(s) so signaled are to rapidly close and engage the nearest enemy ship(s).
UU(#)	Immediate torpedo attack to (P)ort, (S)tarboard or (B)oth	All ships launch all torpedoes at any available target in the direction ordered. Do not launch if doing so would imperil a friendly ship. When the command is given, the flagship is implicitly reserving the right to continue forward or turn in any direction. The launching ship should take this into consideration when deciding whether not a friendly ship is in peril. Torpedoes will not be launched if target cannot be seen. Any ship not having issued Bridge Command TR during the previous turn may not fire torpedoes until next game turn.
UX(#)	Immediate torpedo attack against enemies at true bearing (#)	Same as UT and UU except no target is likely to be visible from the ships ordered to fire. Torpedoes will be launched along specified by (#) and using the widest possible spread.
UI(#)	Conduct independent torpedo attack	Directs the recipient(s) to maneuver independently (Bridge Command AI must be issued) and conduct a torpedo attack as soon as possible. If (#) is appended, then the targets are along true bearing (#). The recipient(s) needs no further permission to launch.
UF(#)	Form up for torpedo attack against targets at true bearing (#)	Similar to UI except the flagship must give permission before torpedoes can be launched. The intent is for the recipient to gather up his ships (divisions, squadrons, flotillas, etc.) and head to a favorable position to conduct a torpedo attack but still remain under control of the flagship. Subordinate flagships may give individual direction to ships under their command. The order may be repeated to indicate that the enemy position has changed. Remaining under control of the flagship takes priority over launching.
UL(#)	Launch coordinated torpedo attack	The follow-up command to UF. The recipient has permission to launch, but is still under control of the flagship.
UA(#)	Select target in (N)ormal or (R)everse order	Directs targeting orders for torpedo fire against a formation of enemy ships according to the relative positions of the two formations.
UW(#)	Set salvo spread to (T)ight, (S)tandard or (W)ide	Directs spread settings for torpedo fire.

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