

PLAY BOOK: FATAL ALLIANCES

:DREADNOUGHTS IN FLAMES MODULE.

1. INTRODUCTION

Dreadnoughts in Flames (DriF) is a set of house rules used to magnify and better model the role of the navies in WWI when using the rules for Fatal Alliances III (FA) (Compass Games) which is itself a modification of World in Flames (ADG). It is a Print and Play Expansion that requires FA and also a Vassal Module which is an expansion of the FA III module.

Design Note

Essentially, the rules use every naval ship active in WWI that is larger than a Gun Boat. Destroyers and other light ships are represented as flotillas as are Mine Layers. Mine Sweepers and Escorts are abstracted with the Destroyer Flotillas. Smaller ships like Gun Boats, Sloops, Corvettes and boats are abstracted in Port Defense rules and Foreign Stations. Some coastal defense ships are added but as yet I have not added Monitors, Auxiliaries and the like. Use FA unit counters for Subs, Seaplane Tenders and carriers. There are >700 new units in the expansion.

2. PLAY TEST SUMMARY

Play tests (3 so far) have indicated that,

- There are less pas options as there is more to do at sea.
- DriF causes about a $10\% \pm 5\%$ reduction in BP's due to increased home front Morale boosts to Both the CW and the Germans.
 - This can reduced by;
 - Better German timing and OOD in anti-Blockade moves
 - Better CW Naval deployment.
- Ships number albeit high in 1914 are reduced in December 1915 by Pre-1900 ships and Dec 1916 (1900 to 1910) ships, respectively, going in for Refit and probably scrapped. The Reserve Fleets viability was short.
 - December :1915

- CW: 28 Pre Dreadnoughts, 18 Armored Cruisers, and 20 older Protected Cruisers.
 - 1915, the old Pre dreadnoughts of the Formidable class (3), London Class (3) Queens Class (2), Duncan Class (5), Majestic Class (9) and Canopus Class (6). Also, 18 Armored Cruisers of the Edgar, Diadem, Drake and Cressy Classes and about 28 older Protected Cruisers must be scrapped (like historically occurred) or refitted in the Repair cycle.
- German: 4 older Protected Cruisers and the whole of the reserve (7 Pre Dreadnoughts and 7 Cruisers).
- December: 1916
 - CW: 2 BattleCruisers, 4 Dreadnoughts, 7 Pre-Dreadnoughts, 11 Armored Cruisers, and 2 Protected Cruisers.
 - German: 12 Pre-Dreadnoughts, 2 Armored Cruisers, and 8 Protected Cruisers.
- The CW must Refit a number of these ships and maintain a building program to replace the older ships (especially as the 2*D10 CRT, penalizes the older hull designs and fire control systems). US Entry to supplement the Naval forces is essential.
- The Germans can accommodate the loss.

3. RULES

Rules in Blue apply to Dreadnought in Flames and are used instead of the Fatal Alliances Rules.

Rules in small font are for the vassal module.

Scale.

Units

Army unit unchanged.

Surface Units:

Each mention of a Surface Combat Unit in the FA Rules is an equivalent SU (eSU).

Each DrIF unit is an actual ship. In any rules reference, 2 Dif unit equals an eSU.

DD's are flotillas as are Mine Layers only in DrIF

4. DEVELOPMENT

The methodology of confirming the actual ships, their attributes, their Order of Battle as of August 1914, their actual location on the outbreaks of war and their condition (active, reserve, refitting etc.) is given in the references. The data base holding this information is a simple oortable Spreadsheet and it can be easily amended. The spreadsheet is in the file package.

Attack values were determined by trying to keep to the values in FA but checking them by noting main gun (size (inches diameter) and number (size * number) and adding 40% of secondary guns (size * number) to yield a fire factor. This was then quality controlled on an X-Y chart with FA attack factors. Factors were changed where there were anomalies.

Defense values were checked similarly by using a relationship with belt amour. Un-armored has a Defense value of 10. Dreadnoughts (BB) have a value of 5 or 6.

Range was checked against the published sources as was speed. Surprisingly, some ranges were very low (<3,000 Nm). Especially for ship designed to work in the Adriatic Sea.

Ranges of 5,000 nm were given a value of 3 and other ranges graded against this value.

Speeds of 20 Knots were given a value of 3 and other speeds graded against this value.

The game pieces were made by using Excel look-ups for filling the base data in a Graphic (5” * 5”). This was then copied and pasted into Power Point slides (Set 5” * 5”) by a macro.

The Slides were then saved as *.PNG files, sorted into logical groups (e.g. German Protected Cruisers) and then resized to 150*150 pixels using an online PNG bulk resizing tool (BulkResizePhoto.com). These were then usable to make the Vassal Module from the latest Fatal Alliance Model.

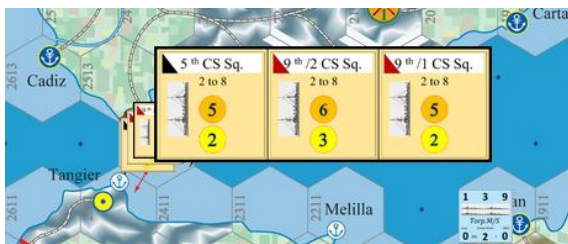
These *.PNG files were then modified (using InfanView to make panoramic horizontal view 10 PNG files wide (i.e. now ½ inch). These “strips were then added to vertical panoramic views to make print and play unit sheets (10’ * 5”) of counter ½ inch by ½ inch. They can

be printed. I find it easiest to add the *.PNG files to PowerPoint, and print the slides as they maintain their size (that PowerPoint file is in the file package).

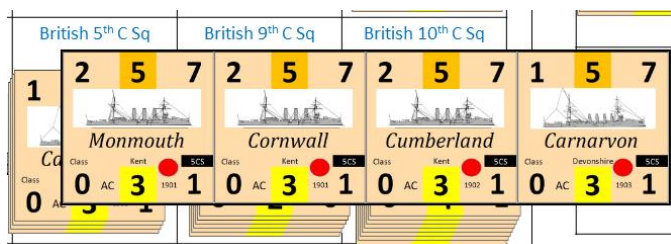
5. FEATURES

1. Units are color coded to show organization,

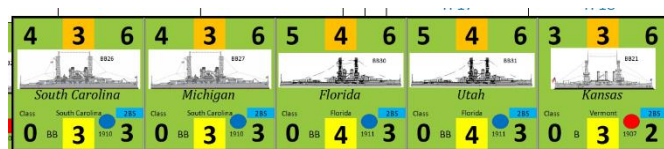
E.g. 5th AC Squadron in Gib,



Players can change the OOB so this is just to enable historical set up.



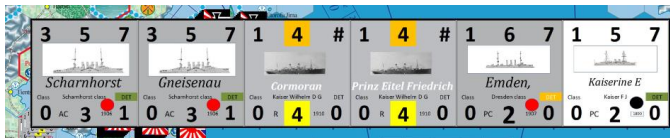
2. Ships have age class coded by colored dots. Black <1900, Red 1900 to 1910, Blue >1910



This Feature is aimed to model the running of older ships.

- All ships with a Black circle must enter the Repair box in the Production phase of Dec 1915 and 1917 and 1919.
 - All ships with a Red circle must enter the Repair box in the Production phase of Dec 1916 and 1918.
 - All ships with a Blue circle must enter the Repair box in the Production phase of Dec 1917.
3. German Far-Seas forces can scatter before the CW has a turn. This was tested and confirmed by using a CP Naval impulse either in impulse 3 or 5. The Ships include,
 - a. Goben and Breslau in Pola

- b. AMC K WDG in Bilbao
- c. PC Konigsberg in East Africa
- d. 2 AC, 2PC, 1AMC in the China Station.
- e. 2 PC in Mexico
- f. 2 PC in Cuba
- g. 2 AMC in USA



4. Resources being shipped are on the map for easy calculation.



5. Japanese CP and Japanese AP forces are marked..



6. DREADNOUGHT IN FLAMES RULES DISCUSSION

Testing the Effect of Dreadnoughts in Flames on Game play especially Morale effects is important to game balance.

Most Morale losses are unchanged or unaffected in Dreadnought in Flames. Sea control differs, however. Basic FA has loss of Morale for control of the North Sea and the English Ch. @ 0.3 Morale Points each. Dreadnoughts in Flames has more mission types that may affect Morale.

DriF causes about a 10%± 5% reduction in BP's due to increased home front Morale boosts to Both the CW and the Germans.

- Movement of Lone Raiders has a pro CP effect in making Sea Zone Control more probable.

- (Any nations Aux C) can move double range if moving alone including being alone in a sea box at the end of the move (modeled with an auxiliary collier).
- Port Incursions (no Morale Effect)
- Port bombardment. Pro AP as Raiders cannot hide away in owned port without risks.
- Station Raids (Bad Press). Pro CP as can cause 1 to 8 Morale Point loss per turn. This is offset by the sheer number of AP ships available to guard Stations. It is really only a concern pre-March 1915 while the CW is moving ships to the World Map. Guarding ports and Convoys is a good use of older ships and DD Squadrons.
- Convoy ASW escorts (DD's) can stay at sea. This is just taken from WIF Convoys in Flames and works well.
- Convoy Raider Escorts (Pro AP) as Convoys are protected from any 1st Impulse attack. This works well.
- Strategic Sub/ASW: Has about a 2 morale point effect early but could get to 5 Morale Points. Strategy and Tactics for Sub deployment is very important.
- Control of Zones just before Return to Base. In Dreadnought in Flames the CW can lose 1 Morale point for the sea box number that a CP ships occupies in a sea zone that has a CW port. This means all sea zones with a CP port are possible point losses. This represents isolated non convoy shipping losses. This is pro CP but balanced by the AP ship numbers and it makes for a very enjoyable Far Seas Raider hunting mini game and many less Pass impulses
- Mine Warfare. Morale unaffected directly.
- Distant Blockade. The net effect here in good weather is likely to be 3.5 Morale Points per turn.
- Age of Ships and Re fits. This ensures that the AP does not neglect light ship building.
- Missions including Station Keeping, Commerce Raiding, Gun Boat Diplomacy and Local Command on the World map vs CP presence. This table has the effect of always having the threat of new Raiders appearing. Japan is more likely to move towards the CP early. However, in none of my testing games did it actually become a CP ally.

7. DRIF RULES AND EFFECTS

Play testing has revealed the most probable effects of the Dreadnoughts in Flames additional rules and units.

1.2.1 Counters

- a Each mention of a Surface Combat Unit in the FA Rules is an equivalent SU (eSU). However, each unit in DrIF an actual ship. Therefore, in any FIA rules reference, two (2) Drif unit equals one (1) eSU. Nota that DD's flotillas / Mine Layers are only in DrIF
- b DRif Units have fronts with Attack, Defense, Anti air, Shore bombardment, Speed and Range. Also there is the ship name (larger font), the ship class, ship type (AC, PC, B, BB, BC, DD) , year of laydown and Oder of Battle (OOB) which is colour coded. The backs have Productions Cost and Time to build.

This has effects in the Scapa Flow 11.3.5.6, rule basing (2.3.3) and Sea Transport 11.3.5.1.3.

I found no ill effect on the game and enjoyed the extra "chrome". The only time 2DrIF are not needed is to initiate battle which is best left at the WIF/FA standard of flipping one counter. Costs of ships to make and repair are less in DriF as they are individual ships.

4.2.1 Scrapping during Reinforcements.

- A. All DrIF ships with a Black circle must enter the Repair box in the Production phase of Dec 1915 and 1917 and 1919, or they can be scrapped.
- B. All DrIF ships with a Red circle must enter the Repair box in the Production phase of Dec 1916 and 1918 or they can be scrapped..
- C. All DrIF ships with a Blue circle must enter the Repair box in the Production phase of Dec 1917 or they can be scrapped.

In Dec, 1915, the old Pre dreadnoughts of the Formidable class (3), London Class (3) Queens Class (2), Ducan Class (5) , Majestic Class (9) and Canopus Class (6). Also , 15 Armored Cruisers of the Edgar and Cressy Classes and about 20 older Protected Cruisers must be scrapped (like historically occurred) or refitted in the Repair cycle. This and then the Red dot ships followed by the Blue dot ships, seems to model ship availability well based upon ship age, and also makes the case for building newer light ships.

Mine Warfare

11.3.2.5a Mine Layers

- A. Mine laying/Sweeping occurs just before Return to base as per combat and conforms to the Hague Convention in 1907 Article 1
- B. DriF uses additional mine warfare abilities.
- C. Mines: Some major power have three Mine Layer Squadrons (MLS) (it counts as a single eq SCS) while others have one (the number is from historical OOB 's). However, it is clear from historical records that mines were not in good supply until 1917. The Blockade of the North sea was only then possible. Hence only one MLS is available to each nation until 1917. Also note that while historically PC's did lay mines even offensively, their effects are not extensive enough to model here. If a Minelayer Squadron is at sea at the Return to Base Phase, then it lays a mine in the sea area boundary of choice in the sea area it occupies.
- D. For the Baltic and Black Seas, use a line of hex dots passing through the sea boxes and extrapolated to the coasts.

- E. Turn the Mine Layer over to show the Mine Field side. Place the mine on the Sea boundary line. This is now a +1 Protected sea zone (so a new protected sea zone or a +1 to an existing protected sea zone. The counter alone also affects Subs (1 a strength of 1 per counter).
- F. Follow 11.3.2.5 as normal for crossing a protected sea zone.
- G. Mine Sweeping. DD/Mine Sweeper can remove one (1) mine counter per turn by moving to the sea zone and remaining there until the return to base phase. Return the swept Mine/Mine Layer to any of its home ports.
- H. Port Mines are modelled using the Port incursion rules (see below)

This rule allows small ship actions (perhaps covered by heavy units) to lay mines.

11.3.2.6 E Patrolling.

- D. DrIF Aux Cruisers can move double range if moving alone including being alone in a sea box at the end of the move (modelled with an auxiliary collier). The Sea box eventuating will depend upon the ships Speed (i.e., speed- sea zones moved). Since the Zero box is the lowest so if Speed -sea zones is negative, use the zero box

This combined with the Random World Events which sometime spawn a new raider allows the Raider a fighting chance to control CW port Seas zones. Raid CW stations or less likely attack convoys.

11.4.4 Scouting Squadrons D

- D. Scout Searching: (Each extra Squadron (must be ≥ 4 DrIF ships) of PC, AC or BC gives a -2 DRM (-2 Max) on the search role. Scouts are normally unavailable for battle in the initial round unless Surprise points are used to include them. Place Scouts in the Scout Box of the Battle Board if Battle is initiated.
- E. Searching for enemy units that only include submarines is +1 DRM. (Sub hunting missions only 11.4.7c)

This rule makes use of the Fleet PC's as they were used in the war. It makes the player decide, do I want to use these ships to force battle or keep them to fight. Surprise points can be used to make them available for the 1st round of battle. The extra DRM of -2 balances the risk reward decision in my experience with testing.

2D10 CRT

The 2*D10 Battle CRT and the use of the Battle Board and the Combat sequence 11.4.7a allows Long range BB/B/BC fire to take place based on a enjoyable model. This is followed by Screens (and secondary guns) exchanging fire and finally depending upon Surprise Points, night or day torpedo attacks, avoid battle , rejoining of Scouts, DRM's or combat type selection (Sub/Surface/Nav Air).

Day time 4 Fire Factors of BB fire (*) = 8 Fire Factors of older fire control Pre

Dreadnought's fire (B) (*) = 16 Factors of Screen and Secondary fire =4 Factors of

Night Surface Torpedo (**) = 3 Subs = 6 ASW = Shore Batteries from a Major Port = Laid Mines

(*) more effective vs AC, PC DD and convoys.

(**) more effective vs B and AC's

11.5.1 Port Attacks Port Incursions

- A. This rule represents the importance of light ship management and port protection. Port Attacks occur after all combat.
- B. After Naval combat is completed, one face up DD or Subs, can attack an enemy port in their sea zone that has no face up DD in Port (models Light Port defence ships). Heavy ships cannot port attack by incursion. It assumed that the attack is a night attack. Note that an enemy port with a face up DD will be immune to such attacks. This was a key use of older DD's.
- C. Attackers must fight through the Port Defences (mostly light forces represented by coastal mine fields and Port guns). Use the Shore Guns Row of the 2*D10 DrIF CRT for Home or Overseas Ports.
- D. If the port has a face up DD in the stack, the Attack by Subs and or DD's is aborted immediately. If there are no face-up DD's, attacking subs attack any chosen class of target ships in port. (e.g., Attack BB's only).
- E. *Hint: So always have port defence on your ships in bases or a daring raid might sink you best ships in harbor!*

11.5.2 Port Bombardments

- A. This rule ensures that hiding out in a port is not necessarily always safe. However, since neutral ports cannot be bombarded, they can be havens (with some political cost). Politics would have to be employed in this case.
- B. Port Bombardments occur after all combat. After Naval combat is completed, PC, AC; BC, B and BB's, in any one sea box only, can attack enemy ports in their sea zone by Bombardment. Fire Ships by their type (BB&BC, then B's, then AC&PC's using their respective rows on the CRT. There is one (1) fire round only. Flip one ship to initiate the Port bombardment. Fire Strengths are modified by the Sea Box bombardment values just like in Shore bombardment, so higher sea boxes are more effective. There is no search and no surprise rolls **and only one round**. All Results are About (X=A, D=A). roll defence as normal.
- C. The Port Guns fire back at the attacking ships using the Shore Gun Rows of the CRT. Defenders choose the first loss units hit as in normal naval combat.
- D. *Hint: Raiders cannot hide away in port without risks.*

The CRT has values for Shore Batteries.

11.5.3 Station Raids

- A. Station raids occur after all combat in the active players naval impulse.
- B. This rule represents the bad press and resultant Morale Loss from raids on home or overseas stations and/or sinking of independent shipping. Bombardment of home seaside towns (often at night) was a big political issue. Typically, they were hit and run missions by fast ships.
- C. Any fast ship (speed factor ≥ 5) in sea box of can flip after Naval Combat and then raid a vacant CW station (defined as a Port in the sea area without a Ship or Taskforce) to cause Morale loss to Britain. A maximum of one (1) ship per Sea Box in a Sea Area can be used. Morale points (i.e. 1/10 of a morale level) are equal to the Ship Fire Power times the Sea box number (Ship FP* Sea Box).
- D. Stations can only be raided once per turn for this Morale Effect. Mark the Station with a Morale Marker or some other reminder.
- E. Record the Morale loss on the game record for later consideration when calculating total morale effects.

- F. Hint: Don't leave ports vacant or catch and sink the raiders. In the War, nations often stationed old battle ships at each port.

This employs the numerous light DD ships in a risk and reward decision of defending or attacking.

11.5.2 Port Bombardments

- E. This rule ensures that hiding out in a port is not necessarily always safe. However, since neutral ports cannot be bombarded, they can be havens (with some political cost). Politics would have to be employed in this case.
- F. Port Bombardments occur after all combat. After Naval combat is completed, PC, AC; BC, B and BB's, in any one sea box only, can attack enemy ports in their sea zone by Bombardment. Fire Ships by their type (BB&BC, then B's, then AC&PC's using their respective rows on the CRT. There is one (1) fire round only. Flip one ship to initiate the Port bombardment. Fire Strengths are modified by the Sea Box bombardment values just like in Shore bombardment, so higher sea boxes are more effective. There is no search and no surprise rolls **and only one round**. All Results are About ($X = A$, $D = A$). roll defence as normal.
- G. The Port Guns fire back at the attacking ships using the Shore Gun Rows of the CRT. Defenders choose the first loss units hit as in normal naval combat.
- H. Hint: Raiders cannot hide away in port without risks.

This is important if the AP gets the initiative and the German Raiders are in German far seas ports. It therefore promotes the hide and seek nature of the Raider Hunting war.

11.5.3 Station Raids

- G. Station raids occur after all combat in the active players naval impulse.
- H. This rule represents the bad press and resultant Morale Loss from raids on home or overseas stations and/or sinking of independent shipping. Bombardment of home seaside towns (often at night) was a big political issue. Typically, they were hit and run missions by fast ships.
- I. Any fast ship (speed factor ≥ 5) in sea box of can flip after Naval Combat and then raid a vacant CW station (defined as a Port in the sea area without a Ship or Taskforce) to cause Morale loss to Britain. A maximum of one (1) ship per Sea Box in a Sea Area can be used. Morale points (i.e. 1/10 of a morale level) are equal to the Ship Fire Power times the Sea box number (Ship FP* Sea Box).
- J. Stations can only be raided once per turn for this Morale Effect. Mark the Station with a Morale Marker or some other reminder.
- K. Record the Morale loss on the game record for later consideration when calculating total morale effects.
- L. Hint: Don't leave ports vacant or catch and sink the raiders. In the War, nations often stationed old battle ships at each port.

This rule can have a significant Morale effect and in play testing in the early war (Pre 1915) before the AP get enough ships into the world map, play testing showed up to 9 Morale Points lost is a worst case. The rule promotes the requirements to make

hunting down the raiders and for keeping the fleet deployed worldwide. However, the English coast is also vulnerable if left unguarded.

13.0.1 Distant Blockade

- A. DriF assumes that there is dispersed single ship food cargoes coming into the Central Power's Ports or at least its trading partners. A blockade of the incoming food impacts upon the CP Nations Morale.
- B. Count Allied Powers ships in English Channel, North Sea, Faroes Gap, Denmark Strait and the Norwegian Sea with a speed of 5 or more only. Count Central Powers ships in those zones that have a speed of 5 and Triple (*3) that value. Subtract the CP calculation from the AP count and look up the table. Effects are on the German Economy/Morale.
- C. Score an additional 3 Morale point loss on German starting 1917 as German Food Reserves run out.
- D.

	Blockade Value (#AP-3*CP) Fast Ships/			
Value	<0-8	9-20	21-40	>40
March to October	+10 MP	-3MP	-4MP	-5MP
November to February	+5 MP	-2MP	-3MP	-4MP

- E. MP = Morale Points.
- F. Blockade is less effective in severe weather.

In play testing this rules effect is dependent upon weather. Many AP ships are tied up in this duty and a late CP raid by the High Seas BC Squadron and Cruisers can cause some mitigation of the Blockade. However, in general, Germany is hit with ~4Morale points per turn above the Fatal Alliances basic game. The effect is balanced by the U -boat Strategic Warfare (see below)

13.0.2 Sea Denial/Control

- A. Sea control is determined after the Partisans Phase.
 - B. Control means that there is only CP ships in the Zone.
 - C. Morale: If the CP controls any sea zone **with a CW Port** at the end of all impulses, (CW only) lose 1 morale points (i.e. 1/10th of a morale level) per sea Box Number.
 - D. Rationale: News Papers and public opinion of the day would not stand for any enemy control of sea zones. Safe Shipping was a clear expectation of the British Public. Hint : always keep a few fast ships to cover sea zones.
- Exceptions: (1) Do not count the Baltic Sea; (2) Do not count the Adriatic sea unless Italy is at war.

Play testing saw this have effect in the early war at Christmas Island and in the East Pacific. It is a constant threat to the AP and needs to be mitigated.

13.0.3 Submarine Convoy Strategic Warfare

- A. Any undamaged Subs remaining face up, can now attack the Cargos (assume that the Cargo ships turned back) and Morale (Bad press from Food shortages).
- B. Perform this just before Return to base.
- C. Roll on the Table below separately for each un flipped sub in a Convoy sea zone.
- D. Results are L (lost Resources) CW (Morale loss)-(Sub Hits , Damaged or Sunk (Test hits vs Defence normally)
- E. DRM's are + DRM sea box of Subs, +2DRM unrestricted , -1 DRM Convoy Escort includes a DD, -1 for every 2 non-DD DriF ships in the Zero box, -1 nor NAV AIR, -1 in 1916 for ASW, -2 in ≥ 1917 for ASW. Note rules: 13.3.3 for ease of play and leaving ships stay at sea.
- F. Note surface Raiders and sub attacks on convoys points, have to do their convoy attacks in the naval impulses.

Play testing of this tactic of leaving the CP Subs in the sea boxes and hopefully avoiding Hunter Killer Squadrons normally had the effect of Costing the AP ~2 Morale Points per turn above the basic game. Hence about the same as the Blockade of Germany. Waiting to attack is a risk reward situation.

13.3 Return to Base

- A. DD's can remain at sea in any sea Box at the Return to base phase (saves time posting them each time).
- B. A designated Convoy anti Raider Escort TF can be added to the zero box. It must be comprising of at least 2 ships. Assume 50% of this TF is always on station with the Convoy and the other 50% is assumed to be in transit. So only one (1) unit out of every 2 is available to fight. (saves time doing the 1 box to zero box shuffle)

8. SCENARIO SET UP 1914

No	Country	ship	type	Launched	class	OOB	wif set up
1	Argentina	Garibaldi	AC	1896	Garibaldi	Fleet	
2	Argentina	San Martin	AC	1896	Garibaldi	Fleet	
3	Argentina	Belgrano	AC	1898	Garibaldi	Fleet	
4	Argentina	Pueyrredon	AC	1898	Garibaldi	Fleet	
5	Argentina	Almirante Brown	BB	1898	Almirante Brown	Fleet	
6	Argentina	Moreno	BB	1914	Rivadavia	CP	Construction Pool
7	Argentina	Rivadavia	BB	1914	Rivadavia	FU N/D	FACE UP NOV DEC 1914
8	Austrian	Franz Ferdinand	B	1908	<i>E F Ferd</i>	1BS	Trieste
9	Austrian	Raquetzky	B	1908	<i>E F Ferd</i>	1BS	Trieste
10	Austrian	Zrinyi	B	1908	<i>E F Ferd</i>	1BS	Trieste
11	Austrian	Viribus Unites	BB	1911	Tegetthoff	1BS	Trieste
12	Austrian	Tegetthoff	BB	1912	Tegetthoff	1BS	Trieste
13	Austrian	Proinz Euan	BB	1912	Tegetthoff	1BS	Trieste
14	Austrian	Sankt G	AC	1905	Sankt G	1CS	Trieste
15	Austrian	Kaiser KVI	AC	1905	Kaiser KVI	1CS	Trieste
16	Austrian	Maria Theresia	AC	1905	Kaiser KVI	1CS	Trieste
17	Austrian	E Karl	B	1903	<i>E Karl</i>	2BS	Trieste
18	Austrian	E Friedrich	B	1903	<i>E Karl</i>	2BS	Trieste
19	Austrian	E Ferdinand Max	B	1903	<i>E Karl</i>	2BS	Trieste
20	Austrian	Budapest	B	1900	<i>Hapsburg</i>	2BS	Trieste
21	Austrian	Monarch	B	1900	<i>Hapsburg</i>	2BS	Trieste
22	Austrian	Wein	B	1900	<i>Hapsburg</i>	2BS	Trieste
23	Austrian	Kaiser F J	PC	1909	Kaiser F J	2PC	Trieste
24	Austrian	A. Spaun	PC	1910	A. Spaun	2PC	Trieste
25	Austrian	Aspern	PC	1909	Zenta	2PC	Trieste
26	Austrian	Zenta	PC	1909	Zenta	2PC	Trieste
27	Austrian	Szigetvar	PC	1909	Zenta	2PC	Trieste
28	Austrian	Torp.M/S	DD		Sweep Mines	1DD	Trieste
29	Austrian	Torp.M/S	DD		Sweep Mines	2DD	Trieste
30	Austrian	Torp.M/S	DD		Sweep Mines	3DD	Trieste
31	Austrian	Kaiserine E	PC	1910	Kaiser F J	DET	Tsingtao
32	Austrian	Szent Istvan	BB	1914	Tegetthoff	FU J/F	FACE UP J/F
33	Britain	Edgar	AC	1890	Edgar	10CS	Belfast
34	Britain	Hawke	AC	1891	Edgar	10CS	Belfast
35	Britain	Endymion	AC	1891	Edgar	10CS	Belfast
36	Britain	Gibraltar	AC	1892	Edgar	10CS	Belfast
37	Britain	Grafton	AC	1892	Edgar	10CS	Belfast
38	Britain	Theseus	AC	1892	Edgar	10CS	Belfast
39	Britain	Royal Arthur	AC	1891	Edgar	10CS	Belfast
40	Britain	Crescent	AC	1892	Edgar	10CS	Belfast
41	Britain	Aurora	PC	1913	Arethusa	10DD	Edinburgh

42	Britain	Torp.M/S	DD		Sweep Mines	10DD	Edinburgh
43	Britain	Sutej	AC	1899	Cressy	11CS	Derry or Belfast
44	Britain	Minerva	PC	1895	Eclipse	11CS	Derry or Belfast
45	Britain	Venus	PC	1895	Eclipse	11CS	Derry or Belfast
46	Britain	Doris	PC	1896	Eclipse	11CS	Derry or Belfast
47	Britain	Isis	PC	1896	Eclipse	11CS	Derry or Belfast
48	Britain	Charybdis	PC	1893	Astraea	12CS	Plymouth Port
49	Britain	Eclipse	PC	1894	Eclipse	12CS	Plymouth Port
50	Britain	Talbot	PC	1896	Eclipse	12CS	Plymouth Port
51	Britain	Diana	PC	1896	Eclipse	12CS	Plymouth Port
52	Britain	Superb	BB	1907	Bellerophon	1BS	Scapa Flow
53	Britain	Colossus	BB	1909	Colossus	1BS	Scapa Flow
54	Britain	Hercules	BB	1909	Colossus	1BS	Scapa Flow
55	Britain	Neptune	BB	1909	Neptune	1BS	Scapa Flow
56	Britain	Vanguard	BB	1909	St Vincent	1BS	Scapa Flow
57	Britain	St Vincent	BB	1909	St Vincent	1BS	Scapa Flow
58	Britain	Collingwood	BB	1909	St Vincent	1BS	Scapa Flow
59	Britain	Iron Duke	BB	1912	Iron Duke	1BS	Scapa Flow
60	Britain	Marlborough	BB	1912	Iron Duke	1BS	Scapa Flow
61	Britain	Sappho	PC	1891	Apollo	FU N/D	NOV DEC 1914 FACE UP
62	Britain	Sappho	PC	1890	Apollo	RP	Repair Pool
63	Britain	Bellona	PC	1908	Boadicea	FU N/D	NOV DEC 1914 FACE UP
64	Britain	Duke of Edinburgh	AC	1904	Duke of Edinburgh	1CS/1	Malta
65	Britain	Black Prince	AC	1904	Duke of Edinburgh	1CS/1	Malta
66	Britain	Warrior	AC	1905	Warrior	1CS/1	Malta
67	Britain	Defense	AC	1907	Minotaur	1CS/1	Malta
68	Britain	Amethyst	PC	1903	Gem	1CS/2	Malta
69	Britain	Gloucester	PC	1909	Bristol	1CS/2	Malta
70	Britain	Dublin	PC	1912	Chatham	1CS/2	Malta
71	Britain	Chatham	PC	1911	Chatham	1CS/2	Malta
72	Britain	Juno	PC	1896	Eclipse	1CS/2	Malta
73	Britain	Fearless	PC	1912	Active	1DD	Scapa Flow
74	Britain	Torp.M/S	DD		Sweep Mines	1DD	Scapa Flow
75	Britain	Lowestoft	PC	1912	Birmingham	1PC	Scapa Flow
76	Britain	Galatea	PC	1914	Arethusa	1PC	Scapa Flow
77	Britain	Inconstant	PC	1914	Arethusa	1PC	Scapa Flow
78	Britain	Cordelia	PC	1914	Caroline	1PC	Scapa Flow
79	Britain	Invincible	BC	1906	Invincible	1BC	Edinburgh
80	Britain	Princess Royal	BC	1909	Lion	1BC	Edinburgh
81	Britain	New Zealand	BC	1910	Indefatigable	1BC	Edinburgh

82	Britain	Queen Mary	BC	1911	Lion	2BC	Edinburgh
83	Britain	Lion	BC	1909	Lion	2BC	Edinburgh
84	Britain	Tiger	BC	1911	Lion	FU M/J	FACE UP Jan Fev 1915
85	Britain	Orion	BB	1909	Orion	2BS	Scapa Flow
86	Britain	Monarch	BB	1909	Orion	2BS	Scapa Flow
87	Britain	Conqueror	BB	1909	Orion	2BS	Scapa Flow
88	Britain	Thunderer	BB	1909	Orion	2BS	Scapa Flow
89	Britain	KGV	BB	1911	KGV	2BS	Scapa Flow
90	Britain	Ajax	BB	1911	KGV	2BS	Scapa Flow
91	Britain	Centurion	BB	1911	KGV	2BS	Scapa Flow
92	Britain	Audacious	BB	1911	KGV	2BS	Scapa Flow
93	Britain	Boadicea	PC	1909	Boadicea	FU N/D	NOV DEC 1914 FACE UP
94	Britain	Cochrane	AC	1905	Warrior	2CS	Scapa Flow
95	Britain	Achilles	AC	1905	Warrior	2CS	Scapa Flow
96	Britain	Natal	AC	1905	Warrior	2CS	Scapa Flow
97	Britain	Shannon	AC	1906	Minotaur	2CS	Scapa Flow
98	Britain	Active	PC	1911	Active	2DD	Scapa Flow
99	Britain	Torp.M/S	DD		Sweep Mines	2DD	Scapa Flow
100	Britain	Southampton	PC	1912	Birmingham	2PC	Scapa Flow
101	Britain	Birmingham	PC	1912	Birmingham	2PC	Scapa Flow
102	Britain	Nottingham	PC	1912	Birmingham	2PC	Scapa Flow
103	Britain	King Edward	B	1902	King Edward	3BS	Scapa Flow
104	Britain	Hibernia	B	1902	King Edward	3BS	Scapa Flow
105	Britain	Africa	B	1902	King Edward	3BS	Scapa Flow
106	Britain	Britannia	B	1902	King Edward	3BS	Scapa Flow
107	Britain	Commonwealth	B	1902	King Edward	3BS	Scapa Flow
108	Britain	Dominion	B	1902	King Edward	3BS	Scapa Flow
109	Britain	Hindustan	B	1902	King Edward	3BS	Scapa Flow
110	Britain	Zealand	B	1902	King Edward	3BS	Scapa Flow
111	Britain	Blanche	PC	1909	Boadicea	FU N/D	NOV DEC 1914 FACE UP
112	Britain	Devonshire	AC	1904	Devonshire	3CS	Scapa Flow
113	Britain	Antrim	AC	1903	Devonshire	3CS	Scapa Flow
114	Britain	Argyll	AC	1903	Devonshire	3CS	Scapa Flow
115	Britain	Roxburgh	AC	1904	Devonshire	3CS	Scapa Flow
116	Britain	Undaunted	PC	1914	Arethusa	3DD	Edinburgh
117	Britain	Amphoion	PC	1911	Active	3DD	Edinburgh
118	Britain	Torp.M/S	DD		Sweep Mines	3DD	Edinburgh
119	Britain	Liverpool	PC	1909	Bristol	3PC	Scapa Flow
120	Britain	Falmouth	PC	1910	Weymouth	3PC	Scapa Flow
121	Britain	Indomitable	BC	1906	Invincible	3rd BC	Malta
122	Britain	Inflexible	BC	1906	Invincible	3rd BC	Malta
123	Britain	Indefatigable	BC	1910	Indefatigable	3rd BC	Malta
124	Britain	Dreadnought	BB	1906	Dreadnought	4BS	Scapa Flow
125	Britain	Erin	BB	1906	Erin Ex Turk	4BS	Scapa Flow
126	Britain	Bellerophon	BB	1907	Bellerophon	4BS	Scapa Flow
127	Britain	Temeraire	BB	1907	Bellerophon	4BS	Scapa Flow

128	Britain	Agincourt	BB	1911	Agincourt Ex Turk	4BS	Scapa Flow
129	Britain	Blonde	PC	1910	Boadicea	FU N/D	NOV DEC 1914 FACE UP
130	Britain	Essex	AC	1901	Kent	4CS	Halifax/Canada
131	Britain	Berwick	AC	1902	Kent	4CS	Halifax/Canada
132	Britain	Lancaster	AC	1902	Kent	4CS	Halifax/Canada
133	Britain	Suffolk	AC	1903	Kent	4CS	Halifax/Canada
134	Britain	Good Hope	AC	1901	Drake	4CS	Halifax/Canada
135	Britain	Bristol	PC	1910	Bristol	4CS	Halifax/Canada
136	Britain	Torp.M/S	DD		Sweep Mines	4DD	Scapa Flow
137	Britain	Jupiter	B	1894	Majestic	5BS	London
138	Britain	Formidable	B	1898	Formidable	5BS	London
139	Britain	Irrestable	B	1898	Formidable	5BS	London
140	Britain	Implacable	B	1898	Formidable	5BS	London
141	Britain	Bulkwark	B	1898	London	5BS	London
142	Britain	London	B	1898	London	5BS	London
143	Britain	Veritable	B	1898	London	5BS	London
144	Britain	Prince of Wales	B	1901	Queen	5BS	London
145	Britain	Queen	B	1901	Queen	5BS	London
146	Britain	Lord Nelson	B	1904	Lord Nelson	5BS	London
147	Britain	Agamemnon	B	1904	Lord Nelson	5BS	London
148	Britain	Topaz	PC	1903	Gem	FU N/D	NOV DEC 1914 FACE UP
149	Britain	Arethusa	PC	1913	Arethusa	FU N/D	NOV DEC 1914 FACE UP
150	Britain	Monmouth	AC	1901	Kent	5CS	Gibraltar
151	Britain	Cornwall	AC	1901	Kent	5CS	Gibraltar
152	Britain	Cumberland	AC	1902	Kent	5CS	Gibraltar
153	Britain	Carnarvon	AC	1903	Devonshire	5CS	Gibraltar
154	Britain	Torp.M/S	DD		Sweep Mines	5DD	London
155	Britain	Russell	B	1898	Duncan	6BS	Liverpool
156	Britain	Cornwallis	B	1898	Duncan	6BS	Liverpool
157	Britain	Albemarle	B	1898	Duncan	6BS	Liverpool
158	Britain	Duncan	B	1898	Duncan	6BS	Liverpool
159	Britain	Exmouth	B	1898	Duncan	6BS	Liverpool
160	Britain	Diamond	PC	1904	Gem	FU N/D	NOV DEC 1914 FACE UP
161	Britain	Brilliant	PC	1891	Apollo	FU N/D	NOV DEC 1914 FACE UP
162	Britain	Sirius	PC	1890	Apollo	FU N/D	NOV DEC 1914 FACE UP
163	Britain	Drake	AC	1901	Drake	6CS	London

164	Britain	King Alfred	AC	1901	Drake	6CS	London
165	Britain	Leviathan	AC	1901	Drake	6CS	London
166	Britain	Foresight	PC	1904	Forward	6DD	London
167	Britain	Attentive	PC	1904	Adventure	6DD	London
168	Britain	Adventure	PC	1904	Adventure	6DD	London
169	Britain	Torp.M/S	DD		Sweep Mines	6DD	London
170	Britain	Prince George	B	1894	Majestic	7BS	Cork
171	Britain	Caesar	B	1894	Majestic	7BS	Cork
172	Britain	Majestic	B	1894	Majestic	7BS	Cork
173	Britain	Victorious	B	1894	Majestic	7BS	Cork
174	Britain	Sapphire	PC	1904	Gem	FU N/D	NOV DEC 1914 FACE UP
175	Britain	Cressy	AC	1899	Cressy	7CS	Edinburgh
176	Britain	Abourkir	AC	1900	Cressy	7CS	Edinburgh
177	Britain	Hogue	AC	1900	Cressy	7CS	Edinburgh
178	Britain	Bacchante	AC	1901	Cressy	7CS	Edinburgh
179	Britain	Euryalus	AC	1901	Cressy	7CS	Edinburgh
180	Britain	Skirmisher	PC	1903	Sentinel	7DD	Cardiff
181	Britain	Forward	PC	1904	Forward	7DD	Cardiff
182	Britain	Torp.M/S	DD		Sweep Mines	7DD	Cardiff
183	Britain	Albion	B	1896	Canopus	8BS	Cardiff
184	Britain	Canopus	B	1896	Canopus	8BS	Cardiff
185	Britain	Hannibal	B	1896	Majestic	8BS	Cardiff
186	Britain	Illustrious	B	1896	Majestic	8BS	Cardiff
187	Britain	Proserpine	PC	1897	Pelorus	FU N/D	NOV DEC 1914 FACE UP
188	Britain	Sentinel	PC	1903	Sentinel	8DD	Cardiff
189	Britain	Pathfinder	PC	1904	Pathfinder	8DD	Cardiff
190	Britain	Torp.M/S	DD		Sweep Mines	8DD	Cardiff
191	Britain	Goliath	B	1898	Canopus	9BS	London
192	Britain	Ocean	B	1898	Canopus	9BS	London
193	Britain	Magnificent	B	1898	Majestic	9BS	London
194	Britain	Marsellaise	B	1897	Majestic	9BS	London
195	Britain	Glory	B	1896	Canopus	9BS	London
196	Britain	Vengeance	B	1896	Canopus	9BS	London
197	Britain	Amphitrite	AC	1898	Diadem	9CS/1	Gibraltar
198	Britain	Argonaut	AC	1895	Diadem	9CS/1	Gibraltar
199	Britain	Europa	AC	1895	Diadem	9CS/1	Gibraltar
200	Britain	Challenger	PC	1912	Challenger	9CS/2	Gibraltar
201	Britain	Vindictive	PC	1897	Arrogant	9CS/2	Gibraltar
202	Britain	Highflyer	PC	1898	Highflyer	9CS/2	Gibraltar
203	Britain	Patrol	PC	1904	Pathfinder	9DD	Liverpool
204	Britain	Torp.M/S	DD		Sweep Mines	9DD	Liverpool
205	Britain	Australia	BC	1910	Indefatigable	DET	Sydney
206	Britain	Brisbane	PC	1915	Chatham	CP	Construction Pool
207	Britain	Pioneer	PC	1897	Pyramus	DET	Sydney
208	Britain	Encounter	PC	1912	Challenger	DET	Sydney
209	Britain	Melbourne	PC	1912	Chatham	DET	Sydney

210	Britain	Sydney	PC	1912	Chatham	DET	Sydney
211	Britain	Niobe	AC	1895	Diadem	DET	Halifax. Canada
212	Britain	Rainbow	PC	1890	Apollo	DET	Bering Sea
213	Britain	Hampshire	AC	1903	Devonshire	DET	Hong Kong
214	Britain	Minotaur	AC	1906	Minotaur	DET	Hong Kong
215	Britain	Triumph	B	1902	Swiftsure (ex Chile)	DET	Hong Kong
216	Britain	Newcastle	PC	1909	Bristol	DET	Hong Kong
217	Britain	Yarmouth	PC	1911	Weymouth	DET	Hong Kong
218	Britain	Swiftsure	B	1902	Swiftsure (Ex Chile)	DET	Calcutta
219	Britain	Fox	PC	1893	Astraea	DET	Calcutta
220	Britain	Weymouth	PC	1910	Weymouth	DET	Calcutta
221	Britain	Dartmouth	PC	1910	Weymouth	DET	Calcutta
222	Britain	Philomel	PC	1897	Pearl	DET	New Zealand
223	Britain	Pyramus	PC	1897	Pyramus	DET	New Zealand
224	Britain	Psyche	PC	1898	Pyramus	DET	New Zealand
225	Britain	Astraea	PC	1893	Astraea	DET	Cape Town
226	Britain	Pegasus	PC	1897	Pyramus	DET	Cape Town
227	Britain	Hyacinth	PC	1898	Highflyer	DET	Cape Town
228	Britain	Pelorus	PC	1897	Pyramus	DET	Cape Town
229	Britain	Glasgow	PC	1909	Bristol	DET	Falklands
230	Britain	Kent	AC	1901	Kent	DET	Cape Town
231	Britain	Donegal	AC	1902	Kent	RP	Repair Pool
232	Britain	Ariadne	AC	1898	Diadem	RP	Repair Pool
233	Britain	Queen Elizabeth	BB	1915	Queen Elizabeth	FU N/D	FACE UP NOV DEC
234	Britain	Warspite	BB	1915	Queen Elizabeth	FU M/A	FACE UP MAR APR
235	Britain	Valiant	BB	1916	Queen Elizabeth	CP	Construction Pool
236	Britain	Braham	BB	1915	Queen Elizabeth	FU S/O	FACE UP SEP OCT
237	Britain	Malaya	BB	1915	Queen Elizabeth	CP	Construction Pool
238	Britain	Benbow	BB	1912	Iron Duke	FU N/D	FACE UP NOV DEC
239	Britain	Emp. of India	BB	1912	Iron Duke	FU N/D	FACE UP NOV DEC
240	Britain	Agincourt2	BB	1915	Queen Elizabeth	FP	Force Pool
241	Britain	Renown	BC	1916	Renown	FP	Force Pool
242	Britain	Repulse	BC	1916	Renown	FP	Force Pool
243	Britain	*****	BC	1917	Hood	FP	Force Pool
244	Britain	Birkenhead	PC	1915	Birkenhead	CP	Construction Pool
245	Britain	Chester	PC	1915	Birkenhead	CP	Construction Pool

246	Britain	Calliope	PC	1915	Calliope	CP	Construction Pool
247	Britain	Cambrain	PC	1915	Calliope	CP	Construction Pool
248	Britain	Canterbury	PC	1915	Calliope	CP	Construction Pool
249	Britain	Castor	PC	1915	Calliope	CP	Construction Pool
250	Britain	Champion	PC	1915	Calliope	CP	Construction Pool
251	Britain	Constance	PC	1915	Calliope	CP	Construction Pool
252	Britain	Centaur	PC	1916	Centaur	FP	Force Pool
253	Britain	Concord	PC	1915	Centaur	FP	Force Pool
254	Britain	Caledon	PC	1915	Caledon	FP	Force Pool
255	Britain	Calypso	PC	1915	Caledon	FP	Force Pool
256	Britain	Caradoc	PC	1915	Caledon	FP	Force Pool
257	Britain	Cassandra	PC	1915	Caledon	FP	Force Pool
258	Britain	Cardiff	PC	1917	Crese	FP	Force Pool
259	Britain	Creses	PC	1917	Crese	FP	Force Pool
260	Britain	Coventry	PC	1917	Crese	FP	Force Pool
261	Britain	Curacoa	PC	1917	Crese	FP	Force Pool
262	Britain	Curlew	PC	1917	Crese	FP	Force Pool
263	Britain	Caroline	PC	1914	Caroline	FU N/D	NOV DEC 1914 FACE UP
264	Britain	Carysfort	PC	1914	Caroline	FU M J	MAY JUN 1915 FACE UP
265	Britain	Cleopatra	PC	1914	Caroline	FU M J	MAY JUN 1915 FACE UP
266	Britain	Comus	PC	1914	Caroline	FU M J	MAY JUN 1915 FACE UP
267	Britain	Conquest	PC	1914	Caroline	FU M J	MAY JUN 1915 FACE UP
268	Britain	Royalist	PC	1915	Arethusa	FU M/A	MAR APR 1914 FACE UP
269	Britain	Penelope	PC	1914	Arethusa	FU N/D	NOV DEC 1914 FACE UP
270	Britain	Phaeton	PC	1914	Arethusa	FU M/A	MAR APR 1914 FACE UP
271	France	Condorcet	B	1907	Danton	1BS	Toulon
272	France	Danton		1907	Danton	1BS	Toulon
273	France	Diderot		1907	Danton	1BS	Toulon
274	France	Mirabeau		1907	Danton	1BS	Toulon
275	France	Vergniaud		1907	Danton	1BS	Toulon
276	France	Voltaire		1907	Danton	1BS	Toulon
277	France	Courbet	BB	1910	Courbet	1BS	Toulon
278	France	Jurien DL G	PC	1899	Destress	RP	Repair Pool
279	France	Jules Ferry,	AC	1903	Léon Gambetta,	1CS/1	Toulon

280	France	Victor Hugo	AC	1903	Léon Gambetta,	1CS/1	Toulon
281	France	Waldeck-Rou.	AC	1907	Edgar Quinet	1CS/1	Toulon
282	France	Edgar Quinet	AC	1907	Edgar Quinet	1CS/1	Toulon
283	France	Ernest Renan	AC	1906	Ernest Renan	1CS/2	Toulon
284	France	Léon Gambetta,	AC	1903	Léon Gambetta,	1CS/1	Toulon
285	France	Jules Michelet	AC	1903	Jules Michelet	1CS/1	Toulon
286	France	Jurien de la G.	PC	1903	Jurien de la Grav.		
287	France	Gloire	AC	1900	Gloire	2CS	Brest
288	France	Marsellaise	AC	1900	Gloire	2CS	Brest
289	France	Amiral Aube	AC	1900	Gloire	2CS	Brest
290	France	Desaix	AC	1900	Dupleix	2CS	Brest
291	France	Kleber	AC	1900	Dupleix	2CS	Brest
292	France	Gueydon	AC	1899	Gueydon	2CS	Brest
293	France	Dupetit Thouars	AC	1899	Gueydon	2CS	Brest
294	France	Jeanne d Arc	AC	1899	Jeanne d Arc	2CS	Brest
295	France	Guichen	PC	1897	Guichen	RP	Repair Pool
296	France	Patrie	B	1903	Patrie	2BS	Toulon
297	France	Republique		1903	Patrie	2BS	Toulon
298	France	Justice		1903	Liberte	2BS	Toulon
299	France	Verite		1903	Liberte	2BS	Toulon
300	France	Democratie		1903	Liberte	2BS	Toulon
301	France	Torp.M/S	DD		Sweep Mines	1DD	Brest
302	France	Torp.M/S	DD		Sweep Mines	2DD	Brest
303	France	Torp.M/S	DD		Sweep Mines	3DD	Brest
304	France	Torp.M/S	DD		Sweep Mines	4DD	Toulon
305	France	Torp.M/S	DD		Sweep Mines	5DD	Toulon
306	France	Torp.M/S	DD		Sweep Mines	6DD	Toulon
307	France	Torp.M/S	DD		Sweep Mines	7DD	Toulon
308	France	Torp.M/S	DD		Sweep Mines	8DD	Toulon
309	France	Torp.M/S	DD		Sweep Mines	9DD	Toulon
310	France	Conde	AC	1900	Gloire	DET	Caribbean sea
311	France	Bruix	AC	1894	Adm. Charner	DET	Dakar
312	France	Latouche Treville	AC	1892	Adm. Charner	DET	Dakar
313	France	Adm. Charner	AC	1893	Adm. Charner	DET	Dakar
314	France	Dupleix	AC	1900	Dupleix	DET	Hong Kong
315	France	Montcalm	AC	1899	Gueydon	DET	New Zealand
316	France	Descartes	PC	1894	Descartes	DET	Caribbean sea
317	France	Cosmao	PC	1889	Cosmao	DET	Dakar
318	France	Fraint	PC	1895	Cosmao	DET	Dakar
319	France	Cassard	PC	1895	D'Assas	DET	Dakar
320	France	D-Estress	PC	1899	Destress	DET	Algiers
321	France	Suffren	B	1899	Suffren	RP	Repair Pool
322	France	Bouvet		1896	Bouvet	RP	Repair Pool
323	France	Gaulous		1896	Charlemagne	RP	Repair Pool
324	France	St Louis		1896	Charlemagne	RP	Repair Pool
325	France	Henri IV		1899	Henri IV	RP	Repair Pool
326	France	Pothaua	AC	1895	Pothaua	DET	Canada

327	France	Jaureguiberry	B	1891	Jaureguiberry	RP	Repair Pool
328	France	Charlemagne	B	1896	Charlemagne	RP	Repair Pool
329	France	Bretagne	BB	1916	Bretagne	CP	Construction Pool
330	France	Lorraine	BB	1916	Bretagne	CP	Construction Pool
331	France	Provence	BB	1916	Bretagne	CP	Construction Pool
332	France	France	BB	1914	Courbet	FU J/A	FACE UP JUL AUG 1914
333	France	Paris	BB	1914	Courbet	FU N/D	FACE UP NOV DEV 1914
334	France	Jean Bart	BB	1914	Courbet	FU S/O	FACE UP SEP OCT 1914
335	German	Nassau	BB	1908	Westfalen class	1BS	Wilhelmhaven
336	German	Posen	BB	1908	Westfalen class	1BS	Wilhelmhaven
337	German	Rheinland	BB	1908	Westfalen class	1BS	Wilhelmhaven
338	German	Westfalen	BB	1908	Westfalen class	1BS	Wilhelmhaven
339	German	Helgoland	BB	1909	Thüringen,	1BS	Wilhelmhaven
340	German	Ostfriesland	BB	1909	Thüringen,	1BS	Wilhelmhaven
341	German	Thüringen	BB	1909	Thüringen,	1BS	Wilhelmhaven
342	German	Oldenburg	BB	1909	Thüringen,	1BS	Wilhelmhaven
343	German	Blücher	AC	1908	Blücher class	1st BC	Wilhelmhaven
344	German	Defflinger	BC	1912	Derfflinger class	FU N/D	FACE UP NOV DEV 1914
345	German	Von der Tann	BC	1909	Von der Tann class	1st BC	Wilhelmhaven
346	German	Moltke	BC	1910	Moltke class	1st BC	Wilhelmhaven
347	German	Seydlitz	BC	1912	Seydlitz class	1st BC	Wilhelmhaven
348	German	Preussen	B	1901	Braunschweig	2BS	Wilhelmhaven
349	German	Hannover	B	1904	Deutschland class	2BS	Wilhelmhaven
350	German	Pommern	B	1904	Deutschland class	2BS	Wilhelmhaven
351	German	Schlesien	B	1904	Deutschland class	2BS	Wilhelmhaven
352	German	Schleswig-Hol.	B	1904	Deutschland class	2BS	Wilhelmhaven
353	German	Kolberg	PC	1908	Kolberg class	2PC	Wilhelmhaven
354	German	Mainz	PC	1908	Kolberg class	2PC	Wilhelmhaven
355	German	Cöln	PC	1908	Kolberg class	2PC	Wilhelmhaven
356	German	Strassburg	PC	1911	Magdeburg class	2PC	Wilhelmhaven
357	German	Stralsund	PC	1911	Magdeburg class	2PC	Wilhelmhaven
358	German	Rostock	PC	1912	Karlsruhe class	2PC	Wilhelmhaven
359	German	Graudenz	PC	1913	Graudenz class	2PC	Wilhelmhaven
360	German	Berlin	PC	1903	Bremen class	3PC	Wilhelmhaven
361	German	München	PC	1903	Bremen class	3PC	Wilhelmhaven

362	German	Stettin	PC	1905	Königsberg class	3PC	Wilhelmhaven
363	German	Stuttgart	PC	1905	Königsberg class	3PC	Wilhelmhaven
364	German	Hamburg	PC	1903	Bremen class	3PC	Wilhelmhaven
365	German	Kaiser	BB	1911	Kaiser class	3BS	Wilhelmhaven
366	German	Kaiserin	BB	1911	Kaiser class	3BS	Wilhelmhaven
367	German	Prinzr. Luitpold	BB	1911	Kaiser class	3BS	Wilhelmhaven
368	German	König Albert	BB	1913	König	3BS	Wilhelmhaven
369	German	Prinz Adalbert	AC	1900	Prinz Adalbert class	1CS	Wilhelmhaven
370	German	Friedrich Carl	AC	1900	Prinz Adalbert class	1CS	Wilhelmhaven
371	German	Roon	AC	1903	Roon class	1CS	Wilhelmhaven
372	German	Yorck	AC	1903	Roon class	1CS	Wilhelmhaven
373	German	Prinz Heinrich	AC	1900	Prinz Adalbert class	4BS	Danzig
374	German	Wittelsbach	B	1900	Wittelsbach class	4BS	Danzig
375	German	Wettin	B	1900	Wittelsbach class	4BS	Danzig
376	German	Zähringen	B	1900	Wittelsbach class	4BS	Danzig
377	German	Schwaben	B	1900	Wittelsbach class	4BS	Danzig
378	German	Mecklenburg	B	1900	Wittelsbach class	4BS	Danzig
379	German	Braunschweig	B	1901	Braunschweig	4BS	Danzig
380	German	Elsass	B	1901	Braunschweig	4BS	Danzig
381	German	Hessen	B	1901	Braunschweig	4BS	Danzig
382	German	Lothringen	B	1901	Braunschweig	4BS	Danzig
383	German	Deutschland	B	1904	Deutschland class	4BS	Danzig
384	German	Gazelle	PC	1898	Gazelle class	4PC	Danzig
385	German	Thetis	PC	1898	Gazelle class	4PC	Danzig
386	German	Medusa	PC	1898	Gazelle class	4PC	Danzig
387	German	Undine	PC	1898	Gazelle class	4PC	Danzig
388	German	Lübeck	PC	1903	Bremen class	4PC	Danzig
389	German	Augsburg	PC	1908	Kolberg class	4PC	Danzig
390	German	Magdeburg	PC	1911	Magdeburg class	4PC	Danzig
391	German	Torp.M/S	DD		Sweep Mines	DD1	Wilhelmhaven
392	German	Torp.M/S	DD		Sweep Mines	DD2	Wilhelmhaven
393	German	Torp.M/S	DD		Sweep Mines	DD3	Wilhelmhaven
394	German	Torp.M/S	DD		Sweep Mines	DD4	Wilhelmhaven
395	German	Torp.M/S	DD		Sweep Mines	DD5	Wilhelmhaven
396	German	Torp.M/S	DD		Sweep Mines	DD6	Danzig
397	German	Torp.M/S	DD		Sweep Mines	DD7	Danzig
398	German	Torp.M/S	DD		Sweep Mines	DD8	Danzig

399	German	Torp.M/S	DD		Sweep Mines	DD9	Danzig
400	German	Königsberg	PC	1905	Königsberg class	DET	Da Es Salam
401	German	Scharnhorst	AC	1906	Scharnhorst class	DET	Turk
402	German	Gneisenau	AC	1906	Scharnhorst class	DET	Truk
403	German	Emden,	PC	1907	Dresden class	DET	Tsingtao
404	German	Leipzig	PC	1903	Bremen class	DET	Mexican Port
405	German	Nürnberg	PC	1905	Königsberg class	DET	Mexican Port
406	German	Goeben,	BC	1911	Moltke class	DET	Messena
407	German	Breslau	PC	1911	Magdeburg class	DET	Messena
408	German	Kaiser WDG	R	1910	Kaiser Wilhelm D G		
409	German	Kronprinz Wilhelm	R	1910	Kaiser Wilhelm D G		
410	German	Cap Trafalgar	R	1910	Kaiser Wilhelm D G		
411	German	Prinz Eitel Friedrich	R	1910	Kaiser Wilhelm D G		
412	German	Cormoran	R	1910	Kaiser Wilhelm D G		
413	German	Bremen	PC	1903	Bremen class	RP	Repair Pool
414	German	Fürst Bismarck	AC	1897	Fürst Bismarck class	RP	Repair Pool
415	German	Kaiser Friedrich III	B	1896	Kaiser Friedrich III	RP	Repair Pool
416	German	Kaiser Wilhelm II	B	1896	Kaiser Friedrich III	RP	Repair Pool
417	German	Kaiser WDG	B	1896	Kaiser Friedrich III	RP	Repair Pool
418	German	Kaiser Karl der Grosse	B	1896	Kaiser Friedrich III	RP	Repair Pool
419	German	Kaiser Barbarossa	B	1896	Kaiser Friedrich III	RP	Repair Pool
420	German	Brandenburg	B	1891	Brandenburg class	RP	Repair Pool
421	German	Wörth	B	1891	Brandenburg class	RP	Repair Pool
422	German	Niobe	PC	1898	Gazelle class	RP	Repair Pool
423	German	Nymphe	PC	1898	Gazelle class	RP	Repair Pool
424	German	Ariadne	PC	1898	Gazelle class	RP	Repair Pool
425	German	Amazone	PC	1898	Gazelle class	RP	Repair Pool
426	German	Frauenlob	PC	1898	Gazelle class	RP	Repair Pool
427	German	Arcona	PC	1898	Gazelle class	RP	Repair Pool
428	German	Dresden	PC	1907	Dresden class	Cuba	Caribbean sea
429	German	Karlsruhe	PC	1912	Karlsruhe class	Cuba	Caribbean sea
430	German	Fredrich der Grosse	BB	1911	Kaiser class	FU N/D	FACE UP NOV DEV 1914
431	German	Regensburg	PC	1913	Graudenz class	FU N/D	FACE UP NOV DEV 1914
432	German	Pillau	PC	1914	Pillau class	FU N/D	FACE UP NOV DEV 1914

433	German	Elbin	PC	1914	Pillau class	FU N/D	FACE UP NOV DEV 1914
434	German	Bayern	BB	1916	Bayern	FD M/J	FACE DOWN May June 1914
435	German	Grosser Kurfust	BB	1914	Konig	FU N/D	FACE UP NOV DEV 1914
436	German	Markgraf	BB	1914	Konig	FU N/D	FACE UP NOV DEV 1914
437	German	Kronprinz	BB	1914	Konig	FU N/D	FACE UP NOV DEV 1914
438	German	Baden	BB	1917	Bayern	FP	Force Pool
439	German	Wuttemberg	BB	1917	Bayern	FP	Force Pool
440	German	Sachsen	BB	1917	Bayern	FP	Force Pool
441	German	Lützwow	BC	1915	Derfflinger class	FU S/O	FU SEP/OCT
442	German	Hinderburg	BC	1917	Derfflinger class	FP	Force Pool
443	German	Mackensen	BC	1918	Mackensen	FP	Force Pool
444	German	Graf Spee	BC	1918	Mackensen	FP	Force Pool
445	German	Pronz Eitel Friedrich	BC	1918	Mackensen	FP	Force Pool
446	German	Furst Bismartck	BC	1918	Mackensen	FP	Force Pool
447	Greece	Kikis	B	1908	Vermont	Greek FL	Athens
448	Greece	Lemnos	B	1908	Vermont	Greek FL	Athens
449	Russian	Slava	B	1905	Borodino	1BS	St Petersburg
450	Russian	Imperator Pavel I	B	1906	Adrei P	1BS	St Petersburg
451	Russian	Tsesarevich	B	1898	Tsesarevich	1BS	St Petersburg
452	Russian	Gangut	BB	1911	Gangut	1BS	St Petersburg
453	Russian	Petrppaviovsk	BB	1911	Gangut	1BS	St Petersburg
454	Russian	Sevastopol	BB	1911	Gangut	1BS	St Petersburg
455	Russian	Potemkin	B	1906	Potemkin	2BS	
456	Russian	Evstafi	B	1906	Evstafi	2BS	
457	Russian	Ioann Zlatoust	B	1906	Evstafi	2BS	
458	Russian	Rurik	AC	1910	Rurik 1910	1CS	St Petersburg
459	Russian	Gromoni	AC	1900	Rurik 1892	1CS	St Petersburg
460	Russian	Bayan	AC	1907	Bayan	1CS	St Petersburg
461	Russian	Admiral Markarov	AC	1906	Bayan	1CS	St Petersburg
462	Russian	Pallada	AC	1906	Bayan	1CS	St Petersburg
463	Russian	Rossia	AC	1896	Rossia	1CS	St Petersburg
464	Russian	Rostislav	B	1896	Rostislav	2BS	Sevastopol
465	Russian	Tri Suiatild	B	1893	Tri Suiatild	2BS	Sevasterpol
466	Russian	Aleksander III	BB	1916	Imperatritsa Mariya	FP	Force Pool
467	Russian	Nikolai I	BB	1908	Nikolai I	FP	Force Pool
468	Russian	Bogatyr	PC	1907	Bogatyr	1PC	St Petersburg
469	Russian	Kagul	PC	1907	Bogatyr	1PC	St Petersburg
470	Russian	Oleg	PC	1907	Bogatyr	1PC	St Petersburg
471	Russian	Aurora	PC	1897	Pallada	1PC	St Petersburg

472	Russian	Torp.M/S	DD		Sweep Mines	1DD	St Petersburg
473	Russian	Torp.M/S	DD		Sweep Mines	2DD	St Petersburg
474	Russian	Torp.M/S	DD		Sweep Mines	3DD	St Petersburg
475	Russian	Torp.M/S	DD		Sweep Mines	4DD	St Petersburg
476	Russian	Torp.M/S	DD		Sweep Mines	5DD	St Petersburg
477	Russian	Torp.M/S	DD		Sweep Mines	6DD	Sevasterpol
478	Russian	Torp.M/S	DD		Sweep Mines	7DD	Sevasterpol
479	Russian	Torp.M/S	DD		Sweep Mines	8DD	Sevasterpol
480	Russian	Torp.M/S	DD		Sweep Mines	9DD	Sevasterpol
481	Russian	Torp.M/S	DD		Sweep Mines	10DD	Port Authur
482	Russian	Askold	PC	1897	Askold	DET	Japan sea/ Okhotsk Sea
483	Russian	Zhemchug	PC	1902	Izunrud	DET	Japan sea/ Okhotsk Sea
484	Russian	Adrei P	B	1906	Adrei P	RP	REPAIR POOL
485	Russian	Imperatritsa M.	BB	1916	Imperatritsa M.	FD M/J	FACE DOWN MAY JUNE 1015
486	Russian	Ekaterina V.	BB	1916	Imperatritsa M.	FD M/J	FACE DOWN MAY JUNE 1015
487	Russian	Poltava	BB	1911	Gangut	FU J/F	FACE UP JAN FEB 1915
488	Turkish	Yavuz Sultan Selim	BC	1911	Moltke class	DET	
489	Turkish	Midilli	PC	1911	Magdeburg class	DET	
490	Turkish	Mecidiye	PC	1900	Mecidiye	3PC	Constantinopl e
491	Turkish	Hamidiye	PC	1900	Mecidiye	3PC	Constantinopl e
492	Turkish	Tughut	B	1891	Brandenburg class	3BS	Constantinopl e
493	Turkish	H. Barbaros	B	1891	Brandenburg class	3BS	Constantinopl e
494	Turkish	Messaud.	AC	1902	Messaud.	DET	Constantinopl e
495	Italy	Dante Alighieri	BB	1913	Dante Alighieri	1BS	Taranto
496	Italy	Conte di Cavour	BB	1915	Giuido Cesare	1BS	Taranto
497	Italy	Giuido Cesare	BB	1914	Giuido Cesare	1BS	Taranto
498	Italy	Leonard da Vinci	BB	1914	Giuido Cesare	1BS	Taranto
499	Italy	Nino Bixio	PC	1914	<i>Nino Bixio</i>	RP	Repair Pool
500	Italy	Pisa	AC	1909	Pisa	1CS	Taranto
501	Italy	Amalfi	AC	1909	Pisa	1CS	Taranto
502	Italy	San Giorgio	AC	1909	San Giorgio	1CS	Taranto
503	Italy	San Marco	AC	1908	San Giorgio	1CS	Taranto
504	Italy	Libia	PC	1907	Drama	1CS	Taranto
505	Italy	Marsala	PC	1914	<i>Nino Bixio</i>	1CS	Taranto
506	Italy	Torp.M/S	DD		Sweep Mines	1DD	Taranto
507	Italy	Regina Elena	B	1901	Regina Elena	2BS	Taranto

508	Italy	Vittorio Emanuele	B	1901	Regina Elena	2BS	Taranto
509	Italy	Roma	B	1903	Regina Elena	2BS	Taranto
510	Italy	Napoli	B	1903	Regina Elena	2BS	Taranto
511	Italy	Quatro	PC	1913	Quatro	RP	Repair Pool
512	Italy	Varese	AC	1896	Garibaldi	2CS	Taranto
513	Italy	Giuseppe Garibaldi	AC	1896	Garibaldi	2CS	Taranto
514	Italy	Francesco F	AC	1896	Garibaldi	2CS	Taranto
515	Italy	Torp.M/S	DD		Sweep Mines	2DD	Taranto
516	Italy	Torp.M/S	DD		Sweep Mines	3DD	Taranto
517	Italy	Torp.M/S	DD		Sweep Mines	4DD	Tobruck
518	Italy	Andrea Doria	BB	1916	Giulio Cesare	CP	Construction Pool
519	Italy	Caio Duillo	BB	1916	Giulio Cesare	CP	Construction Pool
520	Italy	Campania	PC	1917	Campania	FP	Force Pool
521	Italy	Basilicata	PC	1917	Campania	FP	Force Pool
522	Japan	Kongo	BC	1913	Kongo	1BC	Japan
523	Japan	Kawachi	BB	1912	Kawachi	1BS	Japan
524	Japan	Settsu	BB	1912	Kawachi	1BS	Japan
525	Japan	Asama	AC	1899	Omaha	1CS	Japan
526	Japan	Izumo	AC	1900	Izumo	1CS	Japan
527	Japan	Kasuga	AC	1904	Kasuga	1CS	Japan
528	Japan	Nisshin	AC	1904	Kasuga	1CS	Japan
529	Japan	Yakumo	AC	1900	Yakumo	1CS	Japan
530	Japan	Torp.M/S	DD		Sweep Mines	1DD	Japan
531	Japan	Chitose	PC		Kasagi	1DD	Japan
532	Japan	Tsushima	PC		Niitaka	1DD	Japan
533	Japan	Ibuk1	BC	1907	Ibuk1	2BC	GERMAN
534	Japan	Ikoma	BC	1908	Tsakuba	2BC	GERMAN
535	Japan	Kurama	BC	1911	Ibuk1	2BC	GERMAN
536	Japan	Tsakuba	BC	1907	Tsakuba	2BC	GERMAN
537	Japan	Mikasa	B	1905	Mikasa	2BS	Japan
538	Japan	Katori	B	1905	Katori	2BS	Japan
539	Japan	Kashima	B	1905	Katori	2BS	Japan
540	Japan	Satsuma	B	1911	Satsuma	2BS	Japan
541	Japan	Aki	B	1911	Satsuma	2BS	Japan
542	Japan	Akashi	PC		Akashi	2CS	Japan
543	Japan	Chihaya	PC		Chihaya	2CS	Japan
544	Japan	Chiyoda	PC		Chiyoda	2CS	Japan
545	Japan	Hashidate	PC		Matsushima	2CS	Japan
546	Japan	Irskushima	PC		Matsushima	2CS	Japan
547	Japan	Mogami	PC		Mogami	2CS	Japan
548	Japan	Tone	PC		Tone	2CS	Japan
549	Japan	Torp.M/S	DD		Sweep Mines	2DD	Japan
550	Japan	Akitsushima	PC		Akitsushima	2DD	Japan
551	Japan	Otowa	PC		Otowa	2DD	Japan
552	Japan	Chikuma	PC		Chikuma	3CS	GERMAN
553	Japan	Hirado	PC		Chikuma	3CS	GERMAN
554	Japan	Yahagi	PC		Chikuma	3CS	GERMAN

555	Japan	Torp.M/S	DD		Sweep Mines	3DD	Japan
556	Japan	Niitaka	PC		Niitaka	3DD	GERMAN
557	Japan	Takasago	PC		Naniwa	3DD	GERMAN
558	Japan	Torp.M/S	DD		Sweep Mines	4DD	Japan
559	Japan	Suma	PC		Suma	4DD	Japan
560	Japan	Fuso	BB	1915	Fuso	FP	Force Pool
561	Japan	Yamashiro	BB	1915	Fuso	FP	Force Pool
562	Japan	Ise	BB	1906	Ise	FP	Force Pool
563	Japan	Hyuga	BB	1916	Ise	FP	Force Pool
564	Japan	Haruna	BC	1915	Kongo	CP	Construction Pool
565	Japan	Hiei	BC	1914	Kongo	FU J/A	JULY AUGUST 1914
566	Japan	Kirshima	BC	1915	Kongo	CP	Construction Pool
567	USA	Delaware	BB	1910	Delaware	1BS	Atlantic
568	USA	North Dakota	BB	1910	Delaware	1BS	Atlantic
569	USA	Wyoming	BB	1912	Wyoming	1BS	Atlantic
570	USA	Arkansas	BB	1912	Wyoming	1BS	Atlantic
571	USA	New York	BB	1914	New York	FU J/F	JAN FEB 1915
572	USA	Texas	BB	1914	New York	FU J/F	JAN FEB 1915
573	USA	Memphis	AC	1906	Memphis	1CS	Atlantic
574	USA	Seattle	AC	1906	Memphis	1CS	Atlantic
575	USA	Charlotte	AC	1906	Memphis	1CS	Atlantic
576	USA	Des Moines	PC	1905	Denver	1PC	Atlantic
577	USA	Tacoma	PC	1905	Denver	1PC	Atlantic
578	USA	Birmingham	PC	1908	Chester	1PC	Atlantic
579	USA	Torp.M/S	DD		Sweep Mines	1DD	Atlantic
580	USA	Kansas	B	1907	Vermont	2BS	Atlantic
581	USA	South Carolina	BB	1910	South Carolina		
582	USA	Michigan	BB	1910	South Carolina		
583	USA	Florida	BB	1911	Florida	2BS	Atlantic
584	USA	Utah	BB	1911	Florida	2BS	Atlantic
585	USA	Huntington	AC	1905	Pittsburg	2CS	Pacific
586	USA	San Diego	AC	1905	Pittsburg	2CS	Pacific
587	USA	Frederick	AC	1905	Pittsburg	2CS	Pacific
588	USA	Raleigh	PC	1894	Cincinnati	2PC	Pacific
589	USA	Denver	PC	1905	Denver	2PC	Pacific
590	USA	Chattanooga	PC	1905	Denver	2PC	Pacific
591	USA	Cleveland	PC	1905	Denver	2PC	Pacific
592	USA	Torp.M/S	DD		Sweep Mines	2DD	Atlantic
593	USA	Nebraska	B	1906	Virginia	3BS	Atlantic
594	USA	Georgia	B	1907	Virginia	3BS	Atlantic
595	USA	New Jersey	B	1907	Virginia	3BS	Atlantic
596	USA	Rhode Island	B	1907	Virginia	3BS	Atlantic
597	USA	Virginia	B	1906	Virginia	3BS	Atlantic
598	USA	Saratoga	AC	1895	Saratoga	3CS	Philippines
599	USA	Cincinnati	PC	1894	Cincinnati	3CS	Philippines
600	USA	Galveston	PC	1905	Denver	3CS	Philippines

601	USA	Torp.M/S	DD		Sweep Mines	3DD	Atlantic
602	USA	Connecticut	B	1906	Connecticut	4BS	Atlantic
603	USA	Louisiana	B	1906	Connecticut	4BS	Atlantic
604	USA	Vermont	B	1907	Vermont	4BS	Atlantic
605	USA	Minnesota	B	1908	Vermont	4BS	Atlantic
606	USA	New Hampshire	B	1908	Vermont	4BS	Atlantic
607	USA	Brooklyn	AC	1896	Brooklyn	4CS	Atlantic
608	USA	Huron	AC	1905	Pittsburg	4CS	Atlantic
609	USA	Missoula	AC	1906	Memphis	4CS	Atlantic
610	USA	Olympia	PC	1891	Olympia	4PC	Atlantic
611	USA	Montgomery	PC	1894	Montgomery	4PC	Atlantic
612	USA	Detroit	PC	1894	Montgomery	4PC	Atlantic
613	USA	Marblehead	PC	1894	Montgomery	4PC	Atlantic
614	USA	St Louis	PC	1906	St Louis	4PC	Atlantic
615	USA	Chester	PC	1908	Chester	4PC	Atlantic
616	USA	Salem	PC	1908	Chester	4PC	Atlantic
617	USA	Torp.M/S	DD		Sweep Mines	4DD	Atlantic
618	USA	Iowa	B	1897	Iowa	5BS	Construction Pool
619	USA	Indiana	B	1896	Indiana	RP	Repair Pool
620	USA	Massachusetts	B	1896	Indiana	RP	Repair Pool
621	USA	Oregon	B	1896	Indiana	RP	Repair Pool
622	USA	Maine	B	1903	Maine	RP	Repair Pool
623	USA	Torp.M/S	DD		Sweep Mines	5DD	Pacific
624	USA	Missouri	B	1903	Maine	RP	Repair Pool
625	USA	Kearsage	B	1900	Kearsage	RP	Repair Pool
626	USA	Kentucky	B	1900	Kearsage	RP	Repair Pool
627	USA	Illinois	B	1901	Illinois	RP	Repair Pool
628	USA	Torp.M/S	DD		Sweep Mines	6DD	Pacific
629	USA	Alabama	B	1901	Illinois	RP	Repair Pool
630	USA	Wisconsin	B	1901	Illinois	RP	Repair Pool
631	USA	Ohio	B	1903	Maine	RP	Repair Pool
632	USA	Nevada	BB	1916	Nevada	7BS	Construction Pool
633	USA	Oklahoma	BB	1916	Nevada	7BS	Construction Pool
634	USA	Torp.M/S	DD		Sweep Mines	7DD	Pacific
635	USA	Torp.M/S	DD		Sweep Mines	8DD	Pacific
636	USA	Torp.M/S	DD		Sweep Mines	9DD	Philippines
637	USA	Pittsburg	AC	1905	Pittsburg	CP	Construction Pool
638	USA	Pueblo	AC	1905	Pittsburg	CP	Construction Pool
639	USA	Pennsylvania	BB	1916	Pennsylvania	FP	Force Pool
640	USA	Arizona	BB	1916	Pennsylvania	FP	Force Pool
641	USA	New Mexico	BB	1918	New Mexico	FP	Force Pool
642	USA	Mississippi	BB	1918	New Mexico	FP	Force Pool
643	USA	Columbia	PC	1891	Columbia	RP	Repair Pool
644	USA	Minneapolis	PC	1891	Columbia	RP	Repair Pool

645	USA	Milwaukee	PC	1906	St Louis	RP	Repair Pool
646	USA	Charleston	PC	1906	St Louis	RP	Repair Pool
647	USA	Albany	PC	1899	Albany	RP	Repair Pool
648	USA	Omaha	PC	1918	Omaha	FP	Force Pool
649	USA	Milwaukee2	PC	1918	Omaha	FP	Force Pool
650	USA	Cincinnati	PC	1918	Omaha	FP	Force Pool
651	USA	Raleigh	PC	1918	Omaha	FP	Force Pool
652	USA	Detroit	PC	1918	Omaha	FP	Force Pool
653	USA	Richmond	PC	1918	Omaha	FP	Force Pool
654	USA	Concord	PC	1918	Omaha	FP	Force Pool
655	USA	Trenton	PC	1918	Omaha	FP	Force Pool
656	USA	Marblehead	PC	1918	Omaha	FP	Force Pool
657	German	Koingsburg2	PC	1916	Koingsburg2	FP	Force Pool
658	German	Karlsruhe2	PC	1916	Koingsburg2	FP	Force Pool
659	German	Emden2	PC	1916	Koingsburg2	FP	Force Pool
660	German	Nurnberg2	PC	1916	Koingsburg2	FP	Force Pool
661	Brazil	Bahia	PC	1907	Bahia	Brazil	Brazil
662	Brazil	Rio Grande do Sul	PC	1907	Bahia	Brazil	Brazil
663	Brazil	Torp.M/S	DD		Sweep Mines	Brazil	Brazil
664	Brazil	Minas Geraes	BB	1908	Minas Geraes	Brazil	Brazil
665	Brazil	Sao Paulo	BB	1908	Minas Geraes	Brazil	Brazil
666	Britain	Canada	BB	1913	Canada	RP	Repair Pool
667	Britain	Mine Layer Sq.	ML	1890	Various	Home	Home
668	Britain	Mine Layer Sq.	ML	1890		Home	Home
669	Britain	Mine Layer Sq.	ML	1890		Home	Home
670	France	Mine Layer Sq.	ML	1890		Home	Home
671	France	Mine Layer Sq.	ML	1890		Home	Home
672	France	Mine Layer Sq.	ML	1890		Home	Home
673	Germany	Mine Layer Sq.	ML	1890		Home	Home
674	Germany	Mine Layer Sq.	ML	1890		Home	Home
675	Germany	Mine Layer Sq.	ML	1890		Home	Home
676	USA	Mine Layer Sq.	ML	1890		Home	Home
677	USA	Mine Layer Sq.	ML	1890	Home	Home	
678	USA	Mine Layer Sq.	ML	1890	Various	Home	Home
679	Chilean	Chacabuco	PC	1898	Chacabuco	Chilean	Home
680	Austrian	Mine Layer Force	ML	1890	Various	Home	Home
681	Russian	Mine Layer Force	ML	1890		Home	Home
682	Turkish	Mine Layer Force	ML	1890		Home	Home
683	Austrian	Saida	PC	1912	Novara	3CS	
684	Austrian	Helgoland	PC	1913	Novara	3CS	
685	Austrian	Novara	PC	1900	Novara	3CS	
686	Peru	Almirante Grau	PC	1905	Almirante Grau		
687	Peru	Coronel Bolognesi	PC	1905	Almirante Grau		
688	Denmark	Herluf Trolle	B	1902	Peder Skram.	Denmark	
689	Denmark	Olfert Fische	B	1902	Peder Skram.	Denmark	
690	Denmark	Peder Skram	B	1902	Peder Skram.	Denmark	
691	Sweden	Sverige	B	1915	Sverige	FP	
692	Sweden	Drottning Victoria	B	1916	Sverige	FP	
693	Sweden	Gustav V:	B	1917	Sverige	FP	

694 Norway Norge





695 Norway Eidsvold

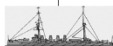








B	1900
B	1900




Eidsvold

Norway	
Norway	

696	Britain	Ramilles	BB	1916	Royal Sovereign	CP	Construction Pool
697	Britain	Resolution	BB	1915	Royal Sovereign	FD J/F	JAN FEB 1FACE DOWN
698	Britain	Revenge	BB	1915	Royal Sovereign	FD J F	JAN FEB 1FACE DOWN
699	Britain	Royal Oak	BB	1915	Royal Sovereign	FD N/D	NOV DEC FACE DOWN
700	Britain	Royal Sovereign	BB	1915	Royal Sovereign	FD M/A	MAR APR FACE UP

AP TASK FORCE DISPLAY			
British 1 st Battle Sq	British 2 nd Battle Sq	British 3 rd Battle Sq	British 4 th Battle Sq4
			
British 1st Battle Cruiser Sq	British 2nd Battle Cruiser Sq	British 3rd Battle Battle Sq	British 5th Battle Battle Sq
			
British 6th Battle Battle Sq	British 7th Battle Battle Sq	British 8th Battle Battle Sq	British 9th Battle Battle Sq
			
British 4 th C Sq	British 5 th C Sq	British 9 th C Sq	British 10 th C Sq
			













AP TASK FORCE DISPLAY			
British 11 th C Sq	British 12 th C Sq	French 1 st Battle Sq	French 2 nd Battle Sq
			
French 1 st CR	French 2 nd C	DD	DD
			
British 1 st /1 Cruiser Sq	British 1 st /2 Cruiser Sq	British 2 nd Cruiser Sq	British 3 rd Cruiser Sq
			
British 6th Cruiser Sq		British 7th Cruiser Sq	
			

AP TASK FORCE DISPLAY			
British 11 th C Sq	British 12 th C Sq		
			
British 1st LC Sq	British 2nd LC Sq	British 3rd LC Sq	British 4th LC Sq
			

AP TASK FORCE DISPLAY			
TF1	TF2	TF3	TF4
TF5	TF6	TF7	TF8
TF9	TF10	TF11	TF12

AP TASK FORCE DISPLAY			
TF13	TF14	TF15	TF16
TF17	TF18	TF19	TF20
Russian 1BS	Russian 2BS		

AP TASK FORCE DISPLAY			
TF13	TF14	TF15	TF16
TF17	TF18	TF19	TF20
Russian 1BS	Russian 2BS		

CP TASK FORCE DISPLAY			
German 1 st Battle Sq	German 2 nd Battle Sq	German 3 rd Battle Sq	German 4th Battle Sq
			
Austrian 1 st Battle Sq	Austrian 2 nd Battle Sq	Austrian 1 st CS Sq	Austrian 2 nd CS Sq
			
Ottoman 1 st Battle Sq	Ottoman 1 st CS	German 1 st BC	German 2 nd BC
			









CP TASK FORCE DISPLAY			
German 1st st Cs Sq	German 2 PC Sq	German 3 PC Sq	German 4 PC Sq
			

CP TASK FORCE DISPLAY			
TF1	TF2	TF3	TF4
TF5	TF6	TF7	TF8
TF9	TF10	TF11	TF12

CP TASK FORCE DISPLAY			
TF13	TF14	TF15	TF16
TF17	TF18	TF19	TF20
Russian 1BS	Russian 2BS		

CP TASK FORCE DISPLAY			
TF1	TF2	TF3	TF4
TF5	TF6	TF7	TF8
TF9	TF10	TF11	TF12

CP TASK FORCE DISPLAY			
TF13	TF14	TF15	TF16
TF17	TF18	TF19	TF20
Russian 1BS	Russian 2BS		

Allied Powers	Central Powers	Allied Powers	Central Powers
Scouts (Place PC, AC and BC here only if providing Search bonus) 	Scouts (Place PC, AC and BC here only if providing Search bonus) 	Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (max -4). Scouts join the battle n the second round.	
Screened Ships and Convoys 	Screened Ships and Convoys 	Abort Test and move to Map inverted > Defence, otherwise return to line	Abort Test and move to Map inverted > Defence, otherwise return to line
Screening Ships (PC, AC, DD) 	Screening Ships (PC, AC, DD) 	Damaged Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is > Defence, Move to Abort Box	Damaged Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is > Defence, Move to Abort Box
Battle Line (BB, B, BC) 	Battle Line (BB, B, BC) 	Sunk Test and if > Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.	Sunk Test and if > Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.
Davy Jones Locker (all sunken ships in the game)	Davy Jones Locker (all sunken ships in the game)	Sunk this turn. Calculate Morale Loss	Sunk this turn. Calculate Morale Loss

9. REFERENCES

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