

BRITISH RULES

by Richard Hamblen and Jim Davis, from The General, vol. 18, nr. 6, pp. 22, 23, insert, revised by Thomas Arndt 2016 March 2

These rules give the British new abilities and restrictions that more accurately reflect their capabilities. The rules also straighten out some anomalies that are usually unimportant because the British fleet in the game is small, but which must be included now that the British will have a significant fleet at the end of the game.

[A note from Thomas Arndt: The changes which appear as editing below are my suggestions. My insertions appear as blue; deletions as gray. I have changed the font of Mr. Hamblen's comments to Verdana.]

Change rule 10.1, EXCEPTIONS, to read as:
~~British ships can return only to (if friendly) Ceylon, Singapore, Saigon or Yokosuka Naval Yard, and United States ships and units cannot return to Ceylon.~~ See 17.12 for United States ships and 17.22 for British ships.

Change rule 17.22 about the British to read as:
17.22 Ships cannot return to any bases **except Addu Atoll**, nor to any ports except (when friendly) *Madagascar, Ceylon, Singapore, Saigon, or Yokosuka Navy Yard.*

1. NEW PORTS

1.1 The British restriction to Ceylon is murder when the Japanese attack the Bay of Bengal since the Japanese can ~~air-raid~~ **air-raid** it. Add the following port and base to the game:

1.2 ADDU ATOLL

1.21 The British fleet had a secret island base named Addu Atoll in the wastes of the southern Indian Ocean. Add this green base to the map, in the Bay of Bengal.

1.22 Only British ships from the Bay of Bengal can return to base at Addu Atoll.

1.23 British ships in Addu Atoll cannot be ~~air-raided~~ **air-raided**.

1.24 Addu Atoll cannot be invaded or captured.

1.3 MADAGASCAR

1.31 Add the red port Madagascar, off the map.

1.32 Only British ships can return to Madagascar.

1.33 Moving from Madagascar to Bay of Bengal counts as moving two sea areas; ships that can make this move must make a speed roll to do so.

Ships from Madagascar may not move to any sea area other than Bay of Bengal.

1.34 Madagascar cannot be ~~air-raided~~ **air-raided** nor captured.

2. BRITISH AIRPOWER

2.1 Mr. Davis suggests that all British carriers get the attack bonus on turn 7, but I offer an alternative.

British airstrikes improved twice during the course of the war. In early 1944 the number of planes was increased dramatically, but these were still criticized severely for inefficiency in the air raids conducted in October 1944. As a result, the British spent the next two months refitting with superior planes and retraining to learn how to use them effectively. After that they do indeed merit the attack bonus.

2.2 Starting on turn 7, every British airstrike worth two points is increased to three points. Replace each carrier with the matching substitute counter provided in the insert. The *Hermes* and *Unicorn* are not affected.

2.3 Starting on turn 9, every British airstrike gets the attack bonus. The *Hermes* and *Unicorn* are affected.

3. DEPARTURE AND RETURN

3.1 Whenever a British ship is listed as leaving, the ship named must be removed from play. If the listed ship has been lost, the British must remove an exactly similar ship; if no such ship is available, the British can remove any single ship.

3.2 The **EASTERN FLEET ORDER OF APPEARANCE** chart indicates when each ship removed will reappear in the game. Place the ship counter next to the appropriate turn on the Allied Order of Appearance chart.

3.21 If no reappearance turn is listed for a ship, it will not return to play. **A ship which does return returns with the damage it had when it was removed.**

3.22 If a substitute ship is removed in place of the ship listed, the substitute ship must also reappear in place of it. (*Example:* If the *Illustrious* is removed in place of the *Indomitable* on turn 4, the *Illustrious* reappears in place of the *Indomitable* on turn 8.)

3.3 The removal of the *Illustrious* on turn 8 is an exception. It was removed from active service to undergo refitting—not because it was needed elsewhere. If it has been lost, no substitute ship need be removed. Of course, if

nothing is removed then nothing reappears on turn 9.

4. DECOMMISSIONING

4.1 The "R" class battleships (4-4-3s) were decommissioned in late 1943 due to obsolescence, not because they were needed elsewhere.

4.2 Using Mr. Davis' suggestion, all four "R" class BBs are removed from play on turn 5. If an "R" class BB has been sunk, no substitute for it need be removed.

4.3 I would like to propose an alternative rule, based on the idea that the British would have left these ships in service if they had desperately needed them. My rule is: **the British "R"-class return on turn 7, at which point the British need remove only enough "R" class battleships to bring their total battleship losses up to six ships. (Example: If they have lost five battleships, they need remove only one "R" class BB on turn 57.)**

4.4 Using either rule, only "R" class battleships need be removed.

4.5 Mr. Davis also suggests that the *Hermes* be decommissioned on turn 5, but I disagree. Carriers were too valuable; decommissioning a carrier is quite different than decommissioning an obsolete battleship (when even the newest battleships were obsolete).

5. BRITISH BASING

5.1 Treat the Free French *Richelieu* as a British ship.

5.2 If the *Australia* or *Canberra* is sunk, the British can "give" one cruiser (1-1-7) to Australia. This cruiser can then base in Australia ~~or in Ceylon,~~ **in addition to the ports and base where British can normally base.** The British can give only one cruiser to the Australians; should it be lost, they cannot give another.

5.3 Despite Mr. Davis' suggestion, the *Saratoga* cannot return to Ceylon on turn 6. It was actually based at Australia and rendezvoused with the British at sea. If the Japanese controlled the Indian Ocean or Australia, it is virtually certain that a ship as valuable as the *Saratoga* would not have been sent to an isolated Ceylon.

6. D-DAY

6.1 One reason that the British fleet stayed in the Indian Ocean was that its bases there

were too far to allow it to maintain a presence in Indonesia. In mid-1944, the demands of the European theatre (~~that is:~~ **the invasion of France**) prevented it from receiving the amphibious capability needed to support a controlling fleet in Indonesia.

6.2 On turn 8, British patrolling ships leaving Ceylon or Addu Atoll automatically fail their speed rolls (and become raiders) if they try to enter Indonesia. *This rule applies only to British patrolling ships moving from Ceylon or Addu Atoll to Indonesia on turn 8.*

7. A NEW SURPRISE IN INDONESIA

(This is my own little addition.—RH)

7.2.1 The *Indomitable* was supposed to be the air escort for Force Z (the *Prince of Wales* and *Repulse*), but it ran aground off Jamaica and had to put in for repair in the United States. It was at the Cape of Good Hope, en route for Malaya, when the *Prince of Wales* and the *Repulse* went down. The Allied player rolls once on the chart shown, and the *Indomitable* is placed accordingly, just *before* the air raid in Indonesia begins:

| Die Roll: | Starting Location: |
|------------------|---------------------------|
|------------------|---------------------------|

| | |
|---------|----------------------|
| 1, 2 | Indonesia |
| 3 | Bay of Bengal |
| 4, 5, 6 | Turn 2 Reinforcement |

7.4.2 Change the initial surprise attack in Indonesia to one round of air raid, but allow the Japanese to add one to each die roll in this air raid (so an attack on the air unit would have a +1, and a shot with the attack bonus against a ship would have a +2 DRM).

8. DO YOUR OWN RAIDS

8.1 Since we now have put the British air raids into the game, shift one Japanese POC from the Bay of Bengal to Indonesia. All other POC values remain the same.

8.2 The Japanese now get four POC for controlling Indonesia.

8.3 The Japanese now get only one POC for controlling Bay of Bengal.

9. REINFORCEMENT FLEXIBILITY

(This is *my* own little addition.—TA)

Each reinforcement scheduled to appear at Ceylon may appear at Singapore instead, if Singapore is under Allied control and Indonesia is not under Japanese control.

EASTERN FLEET ORDER OF APPEARANCE

Arrivals:

INITIAL SET UP (TURN 1)

BAY OF BENGAL (cannot move)

Hermes

Revenge

INDONESIA (cannot move)

Prince of Wales

Repulse

SINGAPORE (can move)

Exeter

LOCATION UNCERTAIN¹¹

Indomitable

TURN 2

Royal Sovereign

Ramillies

Resolution

Warspite

~~Indomitable~~

Formidable

Cornwall

Dorsetshire

TURN 3

Valiant

Illustrious

Devonshire¹

TURN 4

Shropshire

Formidable

Indomitable (put on turn 8²)

TURN 5

Victorious (Pearl Harbor)

Illustrious³ (put on turn 7²)

Resolution⁴ (put on turn 7²)

Revenge⁴ (put on turn 7²)

Valiant⁴ (put on turn 7²)

Warspite⁴

TURN 6

Sussex⁵

Suffolk⁵

Devonshire⁵

Victorious (put on turn 8²)

TURN 7⁶

Queen Elizabeth⁵

Richelieu⁵

Unicorn⁵

(Illustrious)⁷

(Valiant)

(Resolution)

(Revenge)

see note 6

TURN 8⁸

London⁵

Cumberland⁵

(Victorious)⁷

(Indomitable)⁷

Illustrious⁹ (put on turn 9²)

TURN 9¹⁰

Indefatigable⁵

King George V⁵

Howe⁵

(Illustrious)

Notes:

1. I have conflicting references about the *Devonshire*, so I am willing to go along with Mr. Davis: it enters on turn 3.
2. The ship removed here will reappear on the turn indicated.
3. The *Illustrious* should leave this turn. I delayed its departure in the game as a "fudge factor" so its loss would not interfere with the arrival of the *Victorious* and because I wanted to strengthen the British defensively to make up for the lost ships.
4. The battleships leave this turn, not turn 7 as Mr. Davis suggests. In February they started escorting slow troop convoys back to England, which took them out of the war zone even though they were not technically reassigned until the convoys arrived months later.
5. Historical entry or exit. *Unicorn*, a CVE, should be excluded, but why be a spoilsport?
6. Decommission "R" class battleships (rule 4). No replacement ships need be removed.
7. All British airstrikes are increased to 3 (*Hermes* and *Unicorn* excluded). See rule 2.2.
8. British patrollers fail their speed rolls if they move to INDONESIA. See rule 6.2.
9. The British need not remove another ship if the *Illustrious* has been lost. See rule 3.3.
10. All British airstrikes now have the attack bonus. See rule 2.3.

11. See rule 7.1.

Die Roll: Starting Location:

1, 2

Indonesia

3

Bay of Bengal

4, 5, 6

Turn 2 Reinforcement

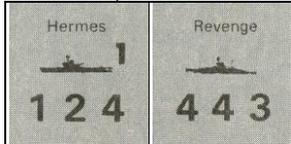
🎯 **British Fleet Order of Appearance** (for the *Eastern Fleet* variant from *the General*, volume 18, number 6) 🎯

Add one to the Japanese POC value of Indonesia; subtract one from the Japanese POC value of the Bay of Bengal.

Turn 1: (After *Indomitable* is positioned, Japanese air raid on Indonesia is one round with +1 DRM on each shot.)

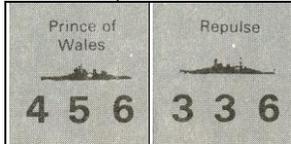
Bay of Bengal

(cannot move)



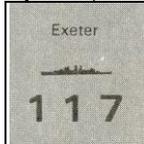
Indonesia

(cannot move)



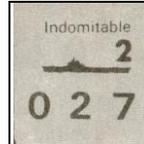
Singapore

(may move)

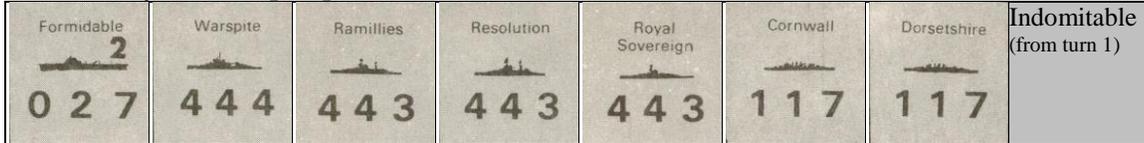


location uncertain

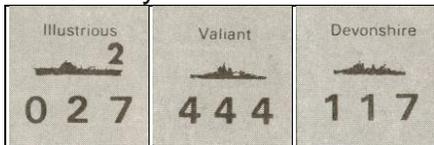
(1, 2: Indonesia; 3: Bay of Bengal; 4-6: turn 2)



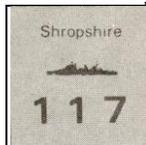
Turn 2: at Ceylon (1 repair point each turn)



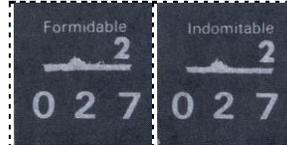
Turn 3: at Ceylon



Turn 4: at Ceylon

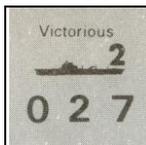


removals



▶ turn 8

Turn 5: at Pearl Harbor



removals



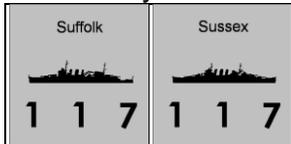
▶ turn 7

▶ turn 7

▶ turn 7

▶ turn 7

Turn 6: at Ceylon

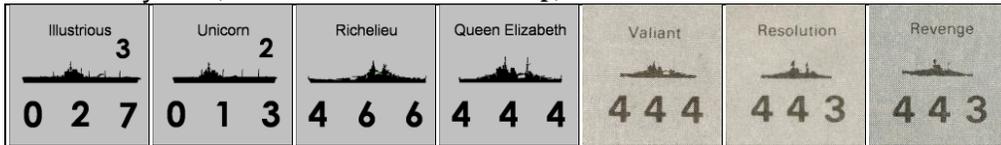


removals



▶ turn 8

Turn 7: at Ceylon (★ = new counter for this ship)



◀ turn 5★

◀ turn 5

◀ turn 5

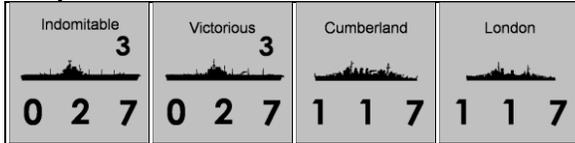
◀ turn 5

removals

Remove 443s until all four are removed or six British battleships have been lost or removed. (no substitutes)

Turn 8: (British patrollers from Ceylon or Addu Atoll to Indonesia automatically fail speed rolls.)

at Ceylon



◀ turn 4★

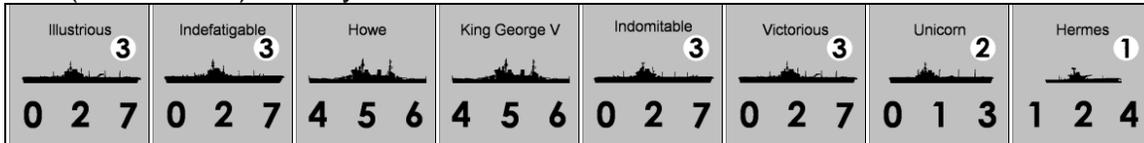
◀ turn 6★

removal (no substitute)



▶ turn 9

Turn 9: (OPTIONAL) at Ceylon



◀ turn 8★

replace★

replace★

replace★

replace★

| | | | | | | | | |
|---|---|--|--|---|---|--|---|---|
| Suffolk E6  1 1 7 | Sussex E6  1 1 7 | Illustrious 3 E7r  0 2 7 | Unicorn 2 E7  0 1 3 | Queen Elizabeth E7  4 4 4 | Richelieu E7  4 6 6 | Indomitable 3 E8r  0 2 7 | Victorious 3 E8r  0 2 7 | Cumberland E8  1 1 7 |
| London E8  1 1 7 | Hermes 1 E9r  1 2 4 | Illustrious 3 E9r  0 2 7 | Indomitable 3 E9r  0 2 7 | Unicorn 2 E9r  0 1 3 | Victorious 3 E9r  0 2 7 | Indefatigable 3 E9  0 2 7 | Howe E9  4 5 6 | King George V E9  4 5 6 |
| Cumberland  1 1 7 | Victorious 3  0 2 7 | Indomitable 3  0 2 7 | Richelieu  4 6 6 | Queen Elizabeth  4 4 4 | Unicorn 2  0 1 3 | Illustrious 3  0 2 7 | Sussex  1 1 7 | Suffolk  1 1 7 |
| King George V  4 5 6 | Howe  4 5 6 | Indefatigable 3  0 2 7 | Victorious 3  0 2 7 | Unicorn 2  0 1 3 | Indomitable 3  0 2 7 | Illustrious 3  0 2 7 | Hermes 1  1 2 4 | London  1 1 7 |