
A & A GAME ENGINEERING PRODUCT SUPPORT

PERFIDIOUS ALBION

RULES SUPPLEMENT

VICTORIAN FANTASY

BY JOHN HURST

DATE: 2 SEPTEMBER 2004

To make use of this supplement you will require

- A Copy of *Perfidious Albion* 6th Edition or later.
- A Copy of the booklet *Fighting Fleets* which has the ship data for most of the vessels required. Vessels introduced in this supplement are included herewith.

First Published by A&AGE 1995

Copyright © 2001, 2002, 2004 A & A Game Engineering

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form, or by any means, electronic, mechanical, photocopying, record or otherwise whatsoever, without the prior permission of the author.

FOREWORD

This set of Scenarios has been compiled from previous work by John Hurst, author of *PERFIDIOUS ALBION*. It incorporates a set of three games each of an unusual nature.

The first, *WAR OF THE WORLDS*, is based on the original novel by H. G. Wells, and pits the mighty Royal Navy against the cowardly forces from Mars.

RED OCTOBER imagines that the Russian Revolution took place at a different time. The Czar is trying to escape from St. Petersburg and is being hunted by the revolutionary Bolshevik submarine, Red October.

The third scenario, *ATTACK ON POOLE HARBOUR*, represents an attack by the dastardly Kaiser on his British cousins while they are enjoying a Naval Review off the south coast of England. The Hun has taken this opportunity to unleash his new secret weapon, the Zeppelin.

This booklet includes all the information necessary to play the Scenarios, however you will require the following items.

A copy of *PERFIDIOUS ALBION*, 6th Edition or later, to get the most out of these scenarios. Earlier editions of *Perfidious Albion* do not include the air rules or some of the obsolescent guns

A copy of *FIGHTING FLEETS*, which is a compendium with ship cards for use with *Perfidious Albion*.

A copy of the *Perfidious Albion* supplement *War in the Air*, which can be downloaded from our website.

SUBMARINES

Submarines have an extra track on the ship card to show how much power is left in their batteries. Torpedoes are usually fixed firing forward or aft. The Red October has additional torpedoes on her deck.

Any hull hit at levels 5 or 6 sink the Submarine.

Submarines may be at three depths:-

- Surfaced. It may be fired on normally, torpedoed and rammed.
- Periscope depth. It may be rammed or torpedoed but not fired at by guns.
- Deep. It may not be attacked in any way. It cannot collide with other ships. Movement is by written orders.

A Submarine begins the game anywhere on the table but may only be used in Coast Defence scenarios. It starts at periscope depth. Use 2 markers for each Submarine, one representing the real Submarine and the other representing driftwood, dolphins, old beer bottles or anything that a nervous lookout might think is a periscope.

Submerged Submarines move up to 6. When moving, roll a D6, the number scored is crossed off the battery boxes in the battery track. When all boxes are crossed off the Submarine must surface.

Surface speed is 8. When a Submarine is surfaced its equivalent dummy marker is removed.

When a Submarine is surfaced it may recharge 1D6 battery boxes per turn by moving at half speed or less.

If a Submarine goes deep, then orders must be written at the time it does so, covering all moves when it is submerged below periscope depth.

If you want it to come up after 2 moves while turning away from a threatened ram, write:-

- *Move 1. Turn 90° to port, then ahead 6*
- *Move 2. Move 6 (or whatever you want)*
- *Move 3. Periscope depth.*

Submarines come up to periscope depth at the start of the move. They cannot change depth more than once in any move, so if you pop up after several moves of going deep and find a battleship in the way you must test for collision. Submarines which are below periscope depth may pass below ship models.

Submarines may only fire fixed torpedoes when surfaced or at periscope depth. They may not fire these torpedoes after the conning tower has been hit.

Red October also has a deck mounted trainable twin tube. This can only be fired on the surface, but can be used after the Conning Tower is lost.

Submarines have no armour.

WAR OF THE WORLDS

Introduction

The year is 1898 and the Martians are invading England. The plan was for all of their cylinders to land close together for mutual support in the Woking area, but one has gone off course and landed on the Isle of Wight.

The first cylinder to land has now revealed its hostile intent, and news of this latest arrival from Mars causes consternation in Whitehall as Queen Victoria is currently in residence at Osborne House on the Island.

Both sides are faced with urgent problems. The humans have to evacuate Her Majesty and also get the fleet out of Portsmouth harbour, where they are vulnerable to attack. The Martians must assemble war machines contained in their cylinder since it is vulnerable to heavy shellfire.

The cylinder has been opened and a heat ray set up, but high ground to the North and West prevent its from reaching Ryde Pier. The cylinder ray may be fired once each turn at ships within visibility, and is assumed also to defend against any advance by troops on foot or horse.

Martian Card

A Martian card is included to enable you to play this scenario. The other vessels used in the game should be selected from Fighting Fleets, a compendium with a vast range of Ship Cards for use with "Perfidious Albion".

Constructing War Machines

Each turn roll 1D6, and place a tick or other mark by that many boxes on one of the war machine plans. When all boxes containing part of the structure have been ticked (17 in all) the machine is fully operational. It may not be used in any way until completed. Another option would be to fill in blank record sheets, rather like a game of "Hangman".

Firing at the Cylinder

For each straddle, roll one D10. A roll of 10 is a direct hit. The cylinder has armour value 6. If penetrated, then one war machine of those still awaiting completion is destroyed. The cylinder contains 3 machines, and the one destroyed is determined at random. Roll one straddle on all other partially completed machines as described below.

If the cylinder is hit, but not penetrated, roll for one straddle on each partly completed machine. Non fatal damage can be repaired as part of normal construction, but each box repaired uses 2 pips from the die roll.

Human Reinforcements

Portsmouth harbour contains the following vessels, which must be organised into squadrons of 2 or 3.

Battleships:

Sans Pareil (Victoria Class)
 Trafalgar (Trafalgar Class)
 Royal Sovereign (Royal Sovereign Class)
 Benbow (Benbow Class)
 Howe (Howe Class)
 Conqueror (Conqueror Class)

Cruisers:

Aurora, Galatea (Orlando Class)
 Crescent, Royal Arthur (Edgar Class).

Light Vessels:

Archer (Archer Class)
 Beagle (Beagle Class)
 Grasshopper (Grasshopper Class)

Destroyers:

Hasty, Dasher, Charger, (A Class)
 Ardent, Boxer, Bruiser

To enter the playing area via the channel between Portsmouth and Gosport a seamanship test must be made. Roll 1D6, if it is equal to or less than the crew's seamanship plus their commander's competence, the squadron may enter.

The human player can test only one squadron per turn - if the roll is failed no ships can enter that turn as the channel is blocked. Squadrons which fail to enter after three attempts are assumed to have mutinied and count as lost.

Ships must move at a speed of 6 or less until they have passed the narrowest point of the channel.

If a ship is sunk in the entrance channel (North of a line between Point Battery and Fort Blockhouse) then any ship passing the wreck tests for grounding. Other shallow areas are marked on the map - ships only test for grounding if they enter these.

Crew Quality

To add some flavour to the game, a varied crew quality is used.

Humans

British Seamanship is rated as 3 due to a Glorious Naval Tradition. This is used for all crew tests except those specifically relating to Damage Control and Gunnery.

The Crew Quality for Damage Control is rated at 1 because they are unused to the effects of heat rays.

The Crew Quality for Gunnery is also rated at 1 because Captains get promoted if they have smart ships (gunnery practice makes the ship dirty !)

Martians

If a Martian tripod is rammed, they are treated as if Crew Quality is 1 (There are no seas on Mars).

Martians never test for morale.

Damage Control treats Crew Quality as 1 due to the higher gravity on Earth.

Gunnery rating is inapplicable.

Any Command test treats their Quality as 3 because they are trained to act individually.

Special Morale Rule

When any ship is first damaged by the heat ray, test morale. If the test is failed, the ship breaks formation and attempts to move away from all functioning heat rays. The crew keep testing morale each turn until they pass (when they attempt to rejoin their squadron and may act normally) or they are forced to exit the playing area, in which case they do not return.

Rescuing Queen Victoria

Any ship which comes to a halt within 1" of Ryde Pier may lower a boat to pick up Her Majesty. Roll 1D6 each turn, adding 1 each turn after the first. A roll of 6 means that she is rescued and the ship must now leave the playing area by the safest route. If the ship is immobilised, another must attempt to transport the Queen by the same method. To transfer her Majesty from one ship to another takes one turn with both ships adjacent to one another.

The first ship to enter the playing area must head for Ryde Pier IMMEDIATELY and attempt a rescue.

Forts

All forts shown on the map have one Q battery, plus the following:

Fort Monckton	6 E guns (-1 Technology)
Fort Blockhouse	2 A guns (-3 Technology)
.....	plus 2 E guns (-1 Technology)
Spit Sand Fort	2 A guns (-3 Technology)
Point Battery	4 E guns (-1 Technology)
Southsea Castle	4 E guns (-1 Technology)

Each heat ray hit eliminates 1D6 guns (randomly determined)

Victory

The Humans win if all Martian war machines are put out of action (crew killed or destroyed). If the Humans manage to rescue Queen Victoria, then the Martians can only get a draw if they manage to exit the north edge of the table.

The Martians win either if a war machine exits the north edge of the playing area or if all warships have been sunk, immobilised, forced to exit the playing area (except that carrying Queen Victoria), or otherwise lost.

Optional Rule - Black Vapour

The Martians may try to assemble a Vapour canister projector by rolling 6 on a D6 (in addition to their other construction). Any fully completed war machine may carry the projector in addition to its heat ray. Instead of firing the heat ray, one vapour canister may be projected up to maximum visibility range.

Select the point aimed at then roll 1D6 for deviation in inches, and roll another dice for direction of deviation.

If the canister lands in water or on a ship there is no effect. If it strikes land then a vapour cloud is formed which spreads 1D6 inches in all direction each turn. It will not spread across water. Any fort within a vapour area ceases firing. The Martians may not aim at the Isle of Wight as their own cylinder would be endangered.

If the vapour spreads off the map in a northerly direction on the Portsmouth side, then no more squadrons may enter as the crews have all abandoned ship.

Ship Class: WAR MACHINE

Nationality: MARTIAN

Date: ????

Tonnage: ????

Cost: Crew 1: ????

Crew 2: ????

Crew 3: ????

Competence 3 Seamanship 1 Damage Control 1 Morale N/A Gunnery N/A

	1	2	3	4	5	6	7	8	9	10
1	FIRE					M D				FIRE
2					P	P				
3				L		R		L		L
4				L				L		L
5				L				L		L
6				L				L		L

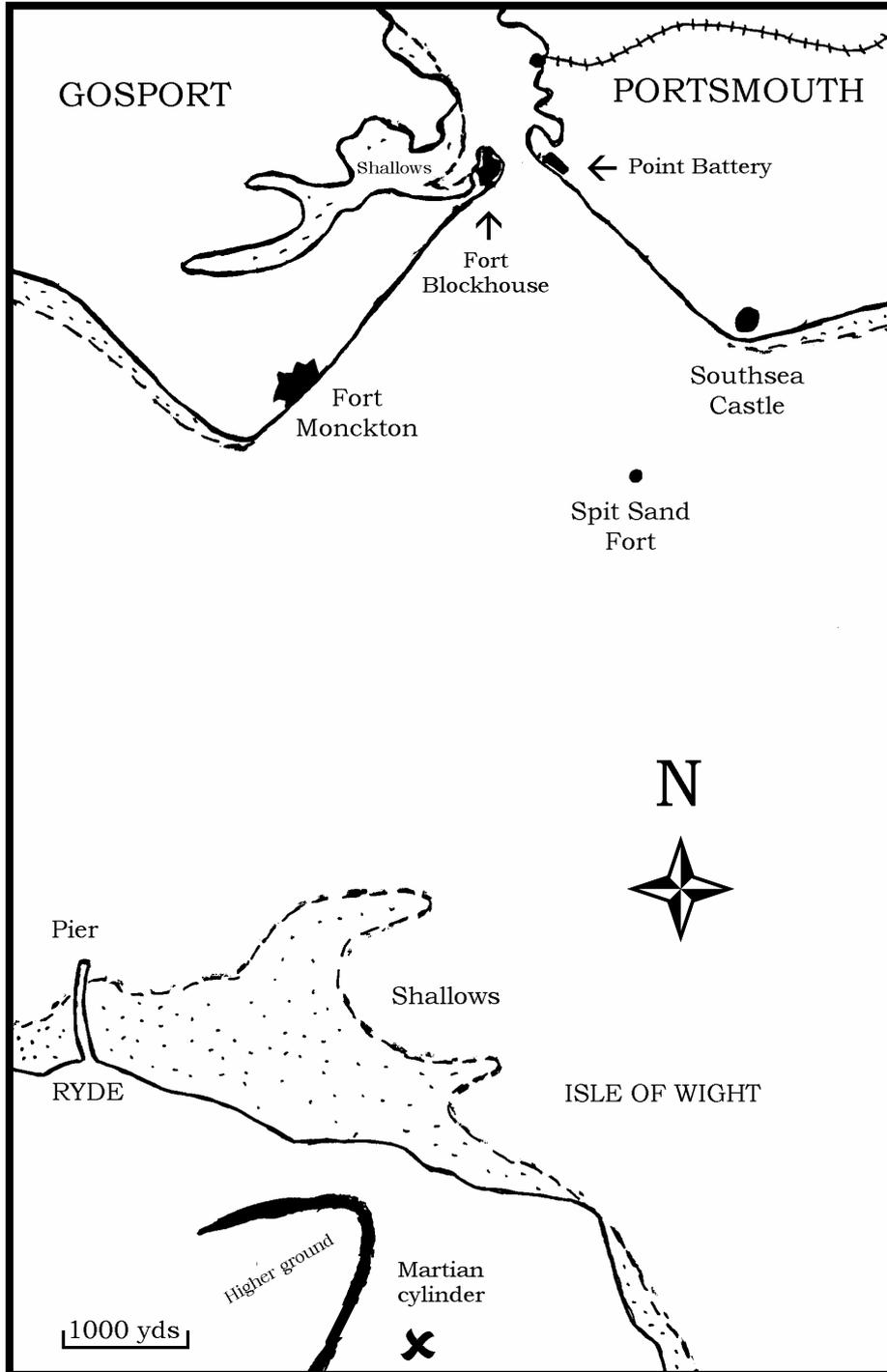
M = Martian	If hit, the machine cannot move, fire, or do damage control.
D = Damage Control	If hit, no repairs can be made. Martians can repair each other if in contact. If they do not fire, improve chance by 1.
P = Power	Each functioning P allows the machine to move or fire once per turn. This can be repaired by Damage Control.
R = Heat Ray	If hit, an explosion destroys the War machine !
L = Leg	Each leg hit reduces speed by 1 (sea), 2 (shallows), 3 (land) per move. Can be repaired by Damage Control.
Effects of Ramming a leg	If rammed in the leg by a ship with a Ram, or over 1000 tons, the War Machine is destroyed.
Speed	For each power unit used, speed is 5 (sea), 10 (shallows), 15 (land).
Firing the Heat Ray	The Heat Ray can bear in any direction The Heat Ray can fire once per power unit used. Roll 1D6 (to count as tens) and 1D10 (to count as units). If the result is equal to or more than the range in inches, then the ray has hit.
Effects of the Heat Ray	Roll 1D6 and 1D10 for the point initially struck. DO NOT MODIFY THE D10 when testing for where the ray hits when raking. If there is no part of the ship's superstructure at that section level then the Ray has missed. Otherwise, firstly add 1 to the Fire Level, then continue crossing out section levels to represent the ray melting its way through the ship as follows: If the shot was a bow rake, continue along the same level aft. If the shot was a stern rake, continue along the same level forward. If the shot was broadside on, continue down the same section. The Heat Ray penetrates any armour. Damage Control is not possible if the Magazine is hit - it explodes automatically.
Shooting at a War Machine	All shots count as broadsides. Torpedoes have no effect.

WAR OF THE WORLDS

All Forts have 90° arc of fire facing seawards. Spit Sand Fort has a 90° arc from SE to SW. Quickfirers on forts bear all round.

From Naval Base

To London by rail.



From Osborne House

THE RED OCTOBER

Introduction

After the Russo-Japanese War, the Revolution in Russia is assumed to have happened earlier than it did historically. The Tsar and his family have been besieged in Kronstadt during the Winter of 1905/06 but have managed to escape in the Royal Yacht Almaz, with some loyal naval personnel accompanying them in a few torpedo boats.

The British Admiralty has received a report from a secret agent at the last minute and has despatched the nearest British vessel, the armoured cruiser Black Prince, to rendezvous with the Almaz.

A variety of smaller warships are known to have been seized by the Bolsheviks but most have been damaged or sabotaged, and Captain Smythe-Fortescue of the Black Prince is not expecting any serious opposition.

Unknown to everybody, the revolutionaries have seized the top secret experimental submarine cruiser "Grigori Rasputin" (renamed Red October).

Red October

The special submarine rules are used for its movement (although it is faster than a standard submarine and has gun armament which can be used when surfaced). It is over 1000 tons so two flooding hits are needed to sink it, though it must surface when it has taken one.

A ship card is included for the Red October.

Set Up

Any terrain is set up and weather generated before deployment.

The Almaz enters from one corner of the table and must exit by the diagonally opposite corner. The entry corner is chosen by the Royalist player. The Almaz is escorted by the Torpedo Boats Buini and Bravii.

The Red October and a blank are deployed at periscope depth in the opposite half of the table (lengthways) from the Royal Family's entry point.

Royal Family

If both the Almaz and Black Prince are stationary for one move within 1" of each other (measured from any part of the base), the Royal Family may transfer by boat to the Black Prince.

Bolsheviks

All revolutionary vessels are run by committee. Roll each turn for their current command competence. The Red October counts as flagship, until sunk, in which case the ship with the highest competence at that time becomes flagship.

Crew Quality

To add some flavour to the game, a varied crew quality is used.

Bolsheviks:

Because they have shot their officers, Crew Quality is rated as 1, except for Damage Control, Gunnery and Morale.

Damage Control and Gunnery are both rated as 2, because the officers never carried out these dirty jobs anyway.

Revolutionary fervour makes their Morale 3.

British

All ships are treated as Crew Quality 3

Tsarists

All ships are treated as Crew Quality 2

Entry of Reinforcements

Roll 1D6 each turn before rolling for initiative. The score denotes which group comes on. After a group has entered and their score is repeated, treat the result as no effect.

The Black Prince enters from the Royal Family's exit corner. All other groups come on at a corner determined at random.

- | | |
|----|---|
| 1 | Cruiser Aurora.....(Bolshevik) |
| 2 | Torpedo Boats Byedovi and Buistri(Tsarist) |
| 3 | Torpedo Boats Trotsky (ex-Gromski) and Lenin(ex-Grozni).....(Bolshevik) |
| 4 | Torpedo Boats Marx (ex-Bezuprechni) and Engels (ex-Blestyashitchi)..(Bolshevik) |
| 5+ | Black Prince.....(Tsarist) |

Sabotage

Apart from the Almaz, the Red October and the Black Prince, all vessels are subject to sabotage. This roll is made after dicing for Reinforcements, and will effect any ships coming on. Roll a D10 and a D6 for the effects as if hit by a shell.

Explosions below the waterline do not cause any flooding, however no saving throw is possible for an explosion in a magazine.

Victory

The Tsarists win if the Royal Family leaves the table, regardless of which ship they are on. The Bolsheviks win if the Royal Family are on any ship which is sunk.

Red October

40	1	2	3	4	5	6	7	8	9	10	
1	FIRE		Reloads: Forward and aft tubes have 1 reload per tube. Swivel tubes have none, and can only be fired when on surface.								FIRE
2											
3				F	CT	F	TTL M				
4											
5											
6	Roll 1 or 2 D6 for use of battery each turn (depending on speed moved). Each PROP recharges 1D6 when surfaced										

SPEED: surface	12	11	10	9	8	7	6	5	4	3	2	1	FLOT:	2	1	FIRE	FIRE	FIRE	EXP	
PROP:	1/2						1/4								1	2	3	!!!		
SPEED: submgd	8	7	6	5	4	3	2	1									Battery:	1:	2:	3:
Battery Used:	2D6		1D6								STG:	1	CT:	1	30	30	30			

THE ATTACK ON POOLE HARBOUR

Introduction

It is a warm Sunday afternoon in July 1908. The powerful British Channel Fleet is at anchor in Poole Bay awaiting a review by King Edward VII, who is accompanied by the usual functionaries and hangers-on, and his latest companion, the American actress Millie Munro. The highlight of the afternoon will be a demonstration of six of the new Wright flyers by Colonel Cody, a millionaire industrialist who has bought all patents to the new aircraft and is determined to demonstrate their worth in warfare by having the passengers engage in target shooting at a target raft moored in the bay.

Historically, in 1904 the new First Sea Lord, "Jackie" Fischer suggested a pre-emptive strike to destroy the threat of the German Navy. In this alternative timeline, the Kaiser has not only received similar suggestions from his own advisors, but his government has invested secretly in Count Zeppelins experiments with airships to develop a terrifying new weapon of war.

The Germans are planning to wipe out the Royal Navy's advantage in one blow by a surprise attack using airships, torpedo boats and half of their first line battleships. To avoid international condemnation their ambassador is to declare war an hour before the attack begins. Unfortunately the commander-in-chief of the channel fleet, Lord Charles Beresford has a violent quarrel with Fisher and is likely to ignore any sudden message to mobilise from the Admiralty as a trick of his rivals to test the efficiency of his fleet.

Set up

All British forces begin at anchor as shown on the map. Before a vessel can move it must get up steam, and will only do so if ordered to until the first attack has been made. The Royal yacht Alexandria enters on the first move and must initially steam at a speed of 10 between the two lines of ships. The weather is automatically calm and only the visibility is diced for on the first turn.

Entrance of the German Forces

Radio silence is being observed which makes co-ordination difficult. The airships begin dicing to enter on turn 1, the Torpedo boat squadrons on turn 2 and the battle fleet on turn 3. Roll 1D6 and modify the result by the competence of the commander and add 1 if this is the second or later attempt. A score of 5+ is needed to enter. Each formation dices separately, which will mean that there is a chance that divisions will enter late.

Activating the British forces

As soon as the German forces are sighted, make a competence test for each named commander, each turn. If he rolls his competence or less on 1D6 he may order his squadron to get steam up and to go to action stations. (Lord Beresford may give this order to the entire fleet) Each ship attempting to get steam up must make a seamanship test to do so, increasing their rating temporarily by 1 each turn after the first that they do so. When the first German shot is fired or bomb dropped all squadrons automatically go to action stations and attempt to raise steam.

Ships without steam up may not move, those not at action stations may not fire guns or torpedoes. On turn 5 a message arrives from the Admiralty and Lord Beresford may begin testing.

The Wright flyer squadron enters the playing area from the edge shown at low level the turn after going to action stations.

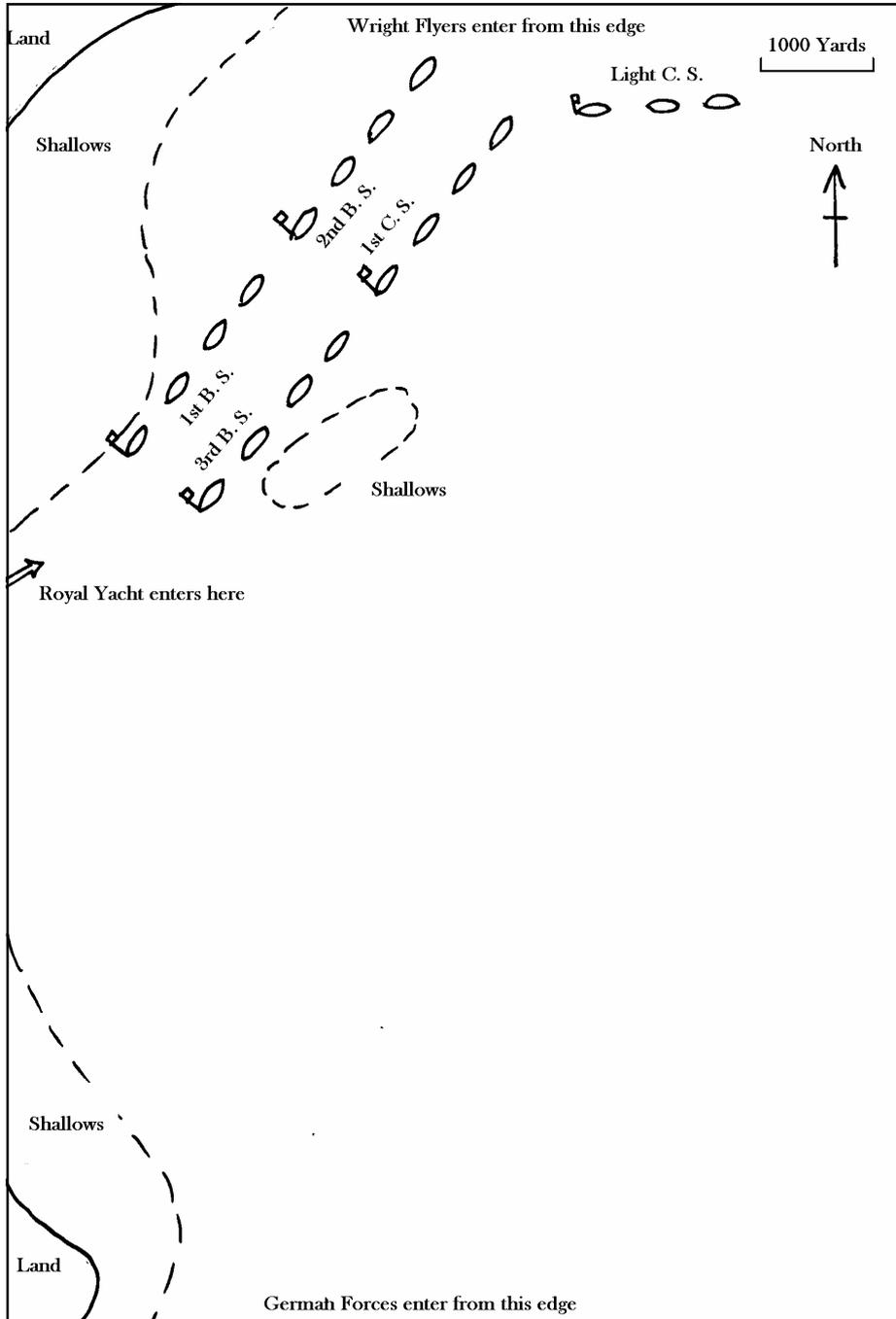
Danger to the Royal Yacht

If the Alexandria is within 1" of a ship which is attacked by gunfire or has bombs dropped on it (measured from the nearest point of the respective bases), then there is a 50% chance of a stray shot hitting it. Hits are resolved as normal. If any part of the hull is struck roll a D10 for VIP casualties and deduct victory points from the German as appropriate.

1	King Edward VII	30,000
2	Prince Louis of Battenberg	20,000
3	Millie Munroe	10,000
4	Mayor of Bournemouth	5,000
5-10	Various minor VIPs	Dice score x 20

Victory points are gained by sinking or immobilising ships or airships. The higher scorer wins

POOLE HARBOUR



THE FLEETS

The British Channel Fleet

All crew ratings are 3 except for damage control which is reduced to 1 as they are not expecting an attack. Flagships are shown in bold type. Points values are per ship / aircraft.

First Battle Squadron (Admiral Lord Beresford)

King Edward VII, Dominion, New Zealand, Commonwealth
(all King Edward VII class - 24640 points)

Second Battle Squadron (Vice Admiral May)

Africa, Britannia, Hibernia, Hindustan
(all King Edward VII class - 24640 points)

Third Battle Squadron (Rear Admiral Berkeley-Milne)

Illustrious, Jupiter (Majestic class - 16500 points)
Ocean, Vengeance (Canopus class - 15730 points)

First Cruiser Squadron (Rear Admiral Neville)

Good Hope (Drake class - 20020 points)
Argyll, Hampshire, Roxburgh (Devonshire class - 15730 points)

Light Cruiser Squadron (Rear Admiral Bond)

Talbot, Juno (Eclipse class - 6600 points)
Topaze (Gem class - 3960 points)

Flyer Squadron (Colonel Cody)

6 Wright flyers 72 points
Climb=20 Level/Dive=35 Armed with rifles Crew=3

Royal Yacht Alexandria (Captain Pallis)

The Imperial German Forces

All ratings are 3 for surface ships and 2 for airships. Flagships are shown in bold type. Points values are per ship / airship.

First Battle Squadron (Admiral Pohl)

Wittelsbach, Zähringen, Wettin, Mecklenburg
(Wittelsbach class - 18720 points)

Second Battle Squadron (Admiral Hipper)

Preussen, Hessen, Elsass, Braunschweig
(Braunschweig class - 22680 points)

First Cruiser Squadron (Konteradmiral Neidlinger)

Roon, Yorck (Roon class - 16800 points)

First Torpedo Boat Squadron (Fregattenkapitän Meininger)

G.88, G.89, S.82, S.83 (S.66 class - 380 points)

Second Torpedo Boat Squadron (Fregattenkapitän Wetzold)

S.84, S.85, S.86, S.87 (S.66 class - 380 points)

Third Torpedo Boat Squadron (Fregattenkapitän Ibbersen)

G.108, G.109, G.110, G.111 (G.108 class - 770 points)

Fourth Torpedo Boat Squadron (Fregattenkapitän Bohlinger)

S.114, S.115, S.116, S.117 (G.108 class - 770 points)

Naval Air Fleet Division

(Kapitän der Luftschiffe von Platen-Hallermund)

L3, L4, L6, L9, L21, L25 (Zeppelin class - 15600 points)

Air Fleet

(Kapitän der Luftschiffe Beelitz)

SL.2, SL.4 (Schutte-Lanz class - 9600 points)

SUMMARY OF SHIP CARDS

The following list shows the cards required for the scenarios in this supplement. The ship class name is shown, and if the ships from that class used in the scenario are different, then their names appear in brackets afterwards.

<i>Scenario</i>	<i>Nation</i>	<i>Type</i>	<i>Ship Class (Name of ship in scenario if different)</i>
<i>War of the Worlds</i>	Great Britain	Battleships	Victoria (Sans Pareil), Trafalgar, Royal Sovereign, Benbow, Conqueror, Howe
		Cruisers	Orlando (Aurora, Galatea), Edgar (Crescent, Royal Arthur)
		Light Vessels	Archer, Beagle, Grasshopper
		Destroyers	A Class (Hasty, Dasher, Charger, Ardent, Boxer, Bruiser)
	Martians		Tripod (included in this supplement)
<i>Red October</i>	Great Britain	Cruiser	Duke of Edinburgh (Black Prince)
	Tsarists	Royal Yacht	Almaz
		Torpedo Boats	Boiky (Byedovi, Buistri)
	Bolsheviks	Submarine	Red October (included in this supplement)
		Cruiser	Pallada (Aurora)
		Torpedo Boats	Boiky (Trotsky, Lenin, Marx, Engels)
<i>The Attack on Poole Harbour</i>	Great Britain	Battleships	King Edward VII (All Class), Majestic (Illustrious, Jupiter), Canopus (Ocean, Vengeance)
		Cruisers	Drake (Good Hope), Devonshire (Argyll, Hampshire, Roxburgh), Eclipse (Talbot, Juno), Gem (Topaze)
		Royal Yacht	Alexandra
	Germany	Battleships	Wittelsbach (Zähringen, Wettin, Mecklenburg), Braunschweig (Preussen, Hessen, Elsass)
		Cruisers	Roon (Yorck)
		Torpedo Boats	S 66 (S 82 - S 87, G 88, G 89), G 108 (G 109 - G 111, S 114 - S 117)
		Zeppelins	Zeppelin Type, Schutte-Lanz Type