

# Scenario 1: The Flight of Prince Albert

## Background

The sudden outbreak of the war saw many ships in the wrong place. One of the most celebrated incidents was the attack on the Liner *Prince Albert*. The liner had just left Hamburg in German on her weekly run to Liverpool, when war was declared and German Nefs were sent out to try and capture her. The RNAS scabbled the few Nefs that were available at Cromer to try and protect the liner.

## Map

The table is 6'x4' with a small port at one end. The *Prince Albert* enters at the opposite end at speed of 10. There is no other scenery. Cloud over is 6.

## Objectives

The only objective is of course *Prince Albert*.

## Forces Involved

British:

### Prince Albert

Class	Hull	Gun	Bomb	Speed	Turn
1 (M)	20	0	0	16	4

Four Steadfast Class Gunboats  
Two Arethusa Class Destroyers  
One Exeter Class Cruiser

German:

Six SA-15 Vogel Class Gunboat Nef  
Two Emden Class Crusier

## Special Rules

At the start of the game *Prince Albert* is 2'' from the German end of the board and moving at 10'' per move.

Each player must divide his forces into three flotillas each of which must contain at least one Nef. Throw 1 dice per flotilla and consult the chart below to see when the flotilla arrives.

Dice Throw	German Player	British Player
1	2	1
2	2	2
3	3	3
4	3	3
5	4	4
6	4	4

All German forces arrive from German end of board and all British from the port.

The *Prince Albert* is a civilian vessel and much more likely to strike her colours and surrender. After the first 25% hull boxes have been destroyed the liner will throw one D6 during any move in which she is fired upon, on a roll of 6, she will strike her colours (see below) At 50% the dice roll will increase to a 5 or 6 and at 75% 4,5 or 6.

Striking Colours: If *Prince Albert* Strikes her colours then she will continue in a straight line on her present course slowing at 5 per turn, until she becomes stationary.

Boarding: Only the *Albert* may be boarded after she has struck her colours. To board a Nef needs to come along side (Within 1") and remain there for a complete turn. The boarders are a prize crew who the following move may start moving the vessel. Note that both sides may board the liner. Once the liner is boarded she will no longer strike her colours.

### **Victory Conditions**

German Stunning: *Albert* is captured and taken off the German end of the board.

German Victory: *Albert* is captured but later destroyed.

Draw: *Albert* is destroyed without being captured.

British Victory: *Albert* reaches port on British edge of the board in any condition

British Stunning: *Albert* reaches port with less than less than 50% of hull boxes destroyed.