

Scenario 4: The Svea Incident

Background

The war between Germany and Britain took a new turn in September 1890, when a fleet of German Digs and Nefs strayed into Swedish airspace. A Swedish Svea Class destroyer attempted to arrest and impound the fleet, only to be blown apart by the *Rhineland*. After the normal exchange of protests between Sweden and Germany, the Swedes decided to take decisive action. A German fleet returning from a raid on Scarborough was ambushed by a Swedish fleet and badly cut up.

Map

Standard 6' x 4' table, cloud cover 8, sea only.

Objective

The Swedes need to destroy as much as possible with the minimum of losses.

The Germans need to get as much as possible off the board.

Forces Involved

Swedish:

1 x Kronprins Gustav Adolph Class Battleship

1 x Wasa Class Light Battleship

1 x Sverige Class Cruiser

2 x Aran Class Lancer Nef

3 x Alvsborg Class Gunship

6 x Odin Class Torpedo Destroyer

8 x Svea Class Destroyer

German:

6 x VA-7 Jaguar Bomber Nefs

2 x Bremen Class Crusier Nefs

2 x Emden Class Lght Cruiser Nefs

3 x Rhineland Dig Battleships

Special Rules

Swedes may set up anywhere on the board in or out of cloud cover. The Germans enter from one end and must exit the far end. Each ship must dice and that is the move it will enter.

Victory Conditions

Swedish Stunning: 3:1 points ratio

Swedish Victory: 2:1 points ratio

Draw 1:1 points

German victory: Germans score more points (Note: only destroyed ships count!)