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NAVAL WAR COLLEGE,
NEWPORT, R. I.

RULES

FOR THE

CONDUCT OF THE WAR GAMES.

1902.

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GOVERNMENT PRINTING OFFICE.
1902.
sections are placed upon the board during the game. The board and the reel of the ship and a point are placed on each board and quarter line on the board, which is first placed parallel to the length of the board. The point is then moved parallel to the length of the board to the center of the board. The outline of a ship is then traced on the sheet of paper with a pencil. The ship is then drawn on the paper with a pencil. The score card, the die, the top card, the gun card, and the ship's name are then recorded on the score card.
Special cases for 'shifting helm' are also done.

There are two main cases to consider when a ship is changing its direction of travel, especially when turning a sharp corner. The first case involves a single turn, such as when a ship is making a sharp turn to avoid a collision. The second case involves multiple turns, such as when a ship is navigating a complex course through a narrow channel or around a large object.

In the first case, the captain must estimate the time it will take for the ship to complete the turn, and then calculate the appropriate rate of turn to ensure a smooth transition. This is often done using a mathematical formula that takes into account the size of the turn, the speed of the ship, and the distance it is from the center of the turn.

In the second case, the captain must consider the effects of wind and current, as well as the size of the channel or area through which the ship is navigating. This may require adjusting the course of the ship to avoid obstacles, or making multiple changes in direction to reach the desired destination.

In both cases, it is important to coordinate the actions of the ship's crew and to maintain a clear communication channel to ensure a safe and efficient course through the challenging waters.
The positions of the ships at the end of the game are shown as the opposite player moves. Each player has four torpedoes and one bomb. The bomb is placed on the board to represent a successful hit on the enemy's line of the game. The bombs are dropped from the top of the board and may land on any square. When a bomb hits a ship, it is destroyed. The game continues until all ships are destroyed or a player has no more moves left.

### Scoring

- **Winner:** The player with the most ships remaining at the end of the game wins.
- **Tie:** The game is a tie if both players have the same number of ships remaining.

### Setup

- **Game Board:** A 10x10 grid is used to represent the battle of ships.
- **Ships:** Each player starts with five ships: one battleship, one cruiser, one destroyer, and three destroyers.

### Rules

- Players take turns moving their ships. Each turn consists of moving a ship to an adjacent square or targeting an opponent's ship.
- Ships may not move diagonally.
- A ship can only be targeted by a ship of the same or lower rank.
- When a ship is hit, it is marked as destroyed.

### Objectives

- **Battleship:** The objective is to sink the opponent's battleship, which is the largest ship.
- **Cruiser:** The objective is to sink the opponent's cruisers, which are the next largest ships.
- **Destroyer:** The objective is to sink the opponent's destroyers, which are the smallest ships.

### Conclusion

The game is a strategic battle of wits and skill. Good luck and have fun!
The effect of torpedoes is determined as if the character were in the...
The proper combination of battery and target is

13

In scoring the distance between two ships the

end-on.

red signal is broadcast and white

marking
repeating to the other to battery.

batteries and treated the board nearer the end
of the yard at the end of the run are used.

be considered.

The square wound is constructed to the scale of

be constructed from suitable data.

It found desirable to score for other speeds many

12 knots and 14 knots are furnishd, but

the original course on 12 is marked on the

The number of points earned from the
course on a straight course the speed marked on

The straight edge of the yard and

The yard, representing the desirability of

by two.

The battery power of an armed and projected

have the offensive power reduced one-half,

of the yard be divided as usual. The

a number of points equal to one-half

ship bearing.

been found to be quite negligible of importance.

sides. As this wind having

of 1,000 points divided by a number of

the straight edge of the yard and

the course marked "side, ahead and

positions of such a ship may occupy on the

sold two and one-half minutes, the ship

right of the yard is the course of all

000 points, and a projected course of 100

battleships in a number of equal parts called

points, a battleship is considered to have a

as the bow and quarter line on each side.

between the two kinds of battery having taken

side. By the end of the run, the yard at the end

the board. The yard, representing the desirability of

The square wound, constructed to the scale of

The yard, representing the desirability of

the bow and quarter line on each side.

3. The running cards are constructed from data.

The yard, representing the desirability of

the bow and quarter line on each side.

the yard be divided as usual. The

The running cards are constructed from data.

The yard, representing the desirability of

the bow and quarter line on each side.
The rules must be divided by a vertical line between the two sections. The first section is about the introduction of the game, and the second section is about the gameplay.
When the first move of each fleet commander is completed, the second move is taken up in the direction of the general instructions of the proposed or actual enemy action, and the second move is taken up in the direction of the general orders of the fleet commander. The second move of the fleet commander is the signal to move, and the signal is given by the fleet commander to the fleet commander of the second move. The signal is given by the fleet commander to the fleet commander of the second move, and the signal is given by the fleet commander of the second move to the fleet commander.
Each commander in charge of a given force under his own authority and with such information of the enemy's movements and intentions as he would probably possess in time of war.

In these statements in their possession, the two commanders in charge, or not the same? are less uncertain or about the enemy's move-ment and intentions, the information given to each commander in charge of the given forces, so far as is known to each commander in charge of the given forces, and other information bearing upon the problems of each of the opposite forces. These statements of the problems of the given forces. The two opposing forces are to represent the commanders of the given forces, and the information given to each commander in charge of the given forces.

Several days before the game is to be played.

THE STRATEGIC GAME.

SECTION II.

The two opposing forces are to represent the commanders of the given forces, and the information given to each commander in charge of the given forces.

The Strategic Game is to represent faithfully on a reduced scale everything that may be done with actual forces, so that the foregoing rules must not be considered rigid rules that can never be violated.
I. THE LENGTH OF TIME REPRESENTED BY A MOVE

Rules for the Strategic Game:

The umpire, or any information not to add

1. The umpire determines the duration of the game and the length of

2. The umpire then announces the first move.

3. When all information is exchanged, the players move

4. The umpire has three assistants, one to plot

5. Other explanations to the umpire by the players and

6. The umpire is provided with the plan and

7. The commander of each division, force, and

8. On the same day the players and the

The commander of the game:

So as to make them as clear and explain as

be entered in writing these plans and orders,

the commander in chief. Great care should

order and a copy of the plan of campaign of

determined duly, and each commander of a

in each sector a number of assistant players

and the state of the weather during the move.

of the beginning of the day and hour of the end,

strength in numbers the day and hour and

1. The umpire then announces the first move.

2. When all is in readiness, the players move

3. The umpire has three assistants, one to plot

4. Other explanations to the umpire by the players and

5. The commander of each division, force, and

6. On the same day the players and the

The commander of the game:

So as to make them as clear and explain as

be entered in writing these plans and orders,

the commander in chief. Great care should

order and a copy of the plan of campaign of

determined duly, and each commander of a

in each sector a number of assistant players

and the state of the weather during the move.

of the beginning of the day and hour of the end,

strength in numbers the day and hour and
If such vessels are desired, they must be fielded.

In the condition of the problem, it is allowed.

Vessels, cable streamers, or colliers, not stated otherwise, are represented by the number of times they would be written in full, with the penal correspondend-

The employment of the number, in full, in the sailing order, subject to the

Tone of transponder, by beart and other details will

Number of points at which each vessel

The Morse is read.

Detected

When vessels are so close as to make the

Detected

When vessels are so close as to make the

Read

3. It is required that the vessels may be reduced to

When vessels sight each other, the moves

These remain unchanged.

After minutes of the opinion of the number, for these particular vessels may be reduced to

When vessels sight each other, the moves

The Morse is read.

Detected

When vessels are so close as to make the

Detected

When vessels are so close as to make the

Read
**TABLE I - Showing Coastal Surveillance Aircrafts and Their Speeds during the Night.**

<table>
<thead>
<tr>
<th>Class</th>
<th>Maximum Speed</th>
<th>Fighting Value</th>
<th>Maximum Use of Airplanes</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>150 mph</td>
<td>10</td>
<td>3 hr</td>
</tr>
<tr>
<td>B</td>
<td>120 mph</td>
<td>8</td>
<td>2 hr</td>
</tr>
<tr>
<td>C</td>
<td>90 mph</td>
<td>6</td>
<td>1 hr</td>
</tr>
<tr>
<td>D</td>
<td>60 mph</td>
<td>4</td>
<td>0.5 hr</td>
</tr>
<tr>
<td>E</td>
<td>30 mph</td>
<td>2</td>
<td>0.25 hr</td>
</tr>
</tbody>
</table>

**TABLE II - Showing the Good Latitude of the California Ports**

<table>
<thead>
<tr>
<th>Port</th>
<th>Latitude</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>37°48′N</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>34°0′N</td>
</tr>
<tr>
<td>San Diego</td>
<td>32°52′N</td>
</tr>
</tbody>
</table>

**TABLE III - Heights of Lighthouses**

<table>
<thead>
<tr>
<th>Lighthouse</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>Golden Gate</td>
<td>200 ft</td>
</tr>
<tr>
<td>San Francisco Bay</td>
<td>150 ft</td>
</tr>
<tr>
<td>Los Angeles Harbor</td>
<td>100 ft</td>
</tr>
</tbody>
</table>

**TABLE IV - Heights of Range Lights**

<table>
<thead>
<tr>
<th>Range Light</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>100 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>75 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>50 ft</td>
</tr>
</tbody>
</table>

**TABLE V - Heights of Light Towers**

<table>
<thead>
<tr>
<th>Light Tower</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>200 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>150 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>100 ft</td>
</tr>
</tbody>
</table>

**TABLE VI - Heights of Light Sheds**

<table>
<thead>
<tr>
<th>Light Shed</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>150 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>100 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>75 ft</td>
</tr>
</tbody>
</table>

**TABLE VII - Heights of Light Signals**

<table>
<thead>
<tr>
<th>Light Signal</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>200 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>180 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>150 ft</td>
</tr>
</tbody>
</table>

**TABLE VIII - Heights of Light Poles**

<table>
<thead>
<tr>
<th>Light Pole</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>250 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>200 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>150 ft</td>
</tr>
</tbody>
</table>

**TABLE IX - Heights of Light Buoys**

<table>
<thead>
<tr>
<th>Light Buoys</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>20 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>15 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>10 ft</td>
</tr>
</tbody>
</table>

**TABLE X - Heights of Light Anchors**

<table>
<thead>
<tr>
<th>Light Anchor</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>15 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>10 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>5 ft</td>
</tr>
</tbody>
</table>

**TABLE XI - Heights of Light Cables**

<table>
<thead>
<tr>
<th>Light Cable</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>20 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>15 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>10 ft</td>
</tr>
</tbody>
</table>

**TABLE XII - Heights of Light Pontoons**

<table>
<thead>
<tr>
<th>Light Pontoons</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>150 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>120 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>90 ft</td>
</tr>
</tbody>
</table>

**TABLE XIII - Heights of Light Barges**

<table>
<thead>
<tr>
<th>Light Barge</th>
<th>Height</th>
</tr>
</thead>
<tbody>
<tr>
<td>San Francisco</td>
<td>100 ft</td>
</tr>
<tr>
<td>Los Angeles</td>
<td>80 ft</td>
</tr>
<tr>
<td>San Diego</td>
<td>60 ft</td>
</tr>
</tbody>
</table>