

1898 AAR

Operational Scenario #3

Hunt for the Oregon

Umpired Game: Another job well done by David Gee acting as umpire.

Bill Madison Spanish Player

Craig Truesdell

American Side.

Pregame: Basically the US has 3 things it needs to do, 2 are somewhat easy, 1 is tough. Defend Miami and Key West (easy), bring the Oregon home (not so easy in FTF games but in umpired GWAS much easier), and defend 3 zones of Florida (easier in FTF games). First, the Oregon is pretty much on its own. You can have the AMCs screen a bit but otherwise you will have to get by the Spanish eventually if they decide to go for the Oregon. The Flying Squadron is in no position to help. The Spanish player can win the game by sinking the Oregon (tough if you use the advanced tactical rules in GWF which we didn't). Defending Key West and Miami are easy because you have ships that can get there before the Spanish can and they are known locations. Defending Florida is much tougher. The "Flying Squadron" is way out of position and has to stop and refuel once. If the Spanish decide to go for Florida early you probably can't stop them unless you uncover Key West or Miami which is doable especially in umpired PBEM but I chickened out. My strategy was to defend Key West and Miami, delay the Oregon so it would pass bottlenecks at night, and hope I could get the Flying Squadron in position in time. Worst case is a draw I think. If he went for Florida early the Oregon will most likely make it home or if he went for the Oregon early and missed the Flying Squadron would be in position to defend Florida.

Early Game: Oregon runs into no trouble, Spanish ships are sighted refueling at Kingston very early in the game. Pretty much nothing as my ships get into place. I did have the CDs patrol away from the harbor in Key West deciding that the +1 for DIW was too much of a disadvantage.

Mid Game: The Flying Squadron is in position and no contact with the Spanish yet. I did merge a fleet of AMCs with the Oregon but failed to split up the Flying Squadron battleships to cover more area using the freed up TF marker. This would have been a little dangerous because if the Spanish AC's are all in a group they might sink a battleship if they get lucky. Also, I had the Flying Squadron patrol the middle parts of Florida figuring that if they bombarded the corners they would eventually have to come to the middle. We'll see if it works.

End Game: The Spanish arrive and bombard A5, A6. Bombardments are thwarted in B6 and B7 by the Flying Squadron. The Spanish get away because my ships are so slow. Still few turns left (takes 2 turns to bombard a place) and only the fleet with the Cervera can conduct Raid missions, everyone else must preplot the entire mission. So if I'm lucky I'll fend off the Spanish from 1 last Florida zone. Now that I know the Spanish are split up I should have split the Flying Squadron up too. Doing 1 turn sooner could have made the difference. That being the case, the Oregon will most likely make it home OK which means the game will end in a Draw. It looks like he has concentrated around the Gulf coast of Florida. I tried to pursue but failed and now 1 zone (B6) will be open for 2 turns. I did get to split my TF so I think I'm covered if he doesn't bombard B6 this turn. If he concentrates his cruisers my split squadron may be in for a fight! Better handling of the Flying Squadron may have made the difference!

Victory! The Spanish were driven off by my vigilant fleets! The USN reigns supreme and achieves moral ascendancy as the Spanish ran from every fight. With the Oregon in place the Spanish will be on the run the rest of the war! Remember the Maine!