
FIRE WHEN READY BATTLE REPORT

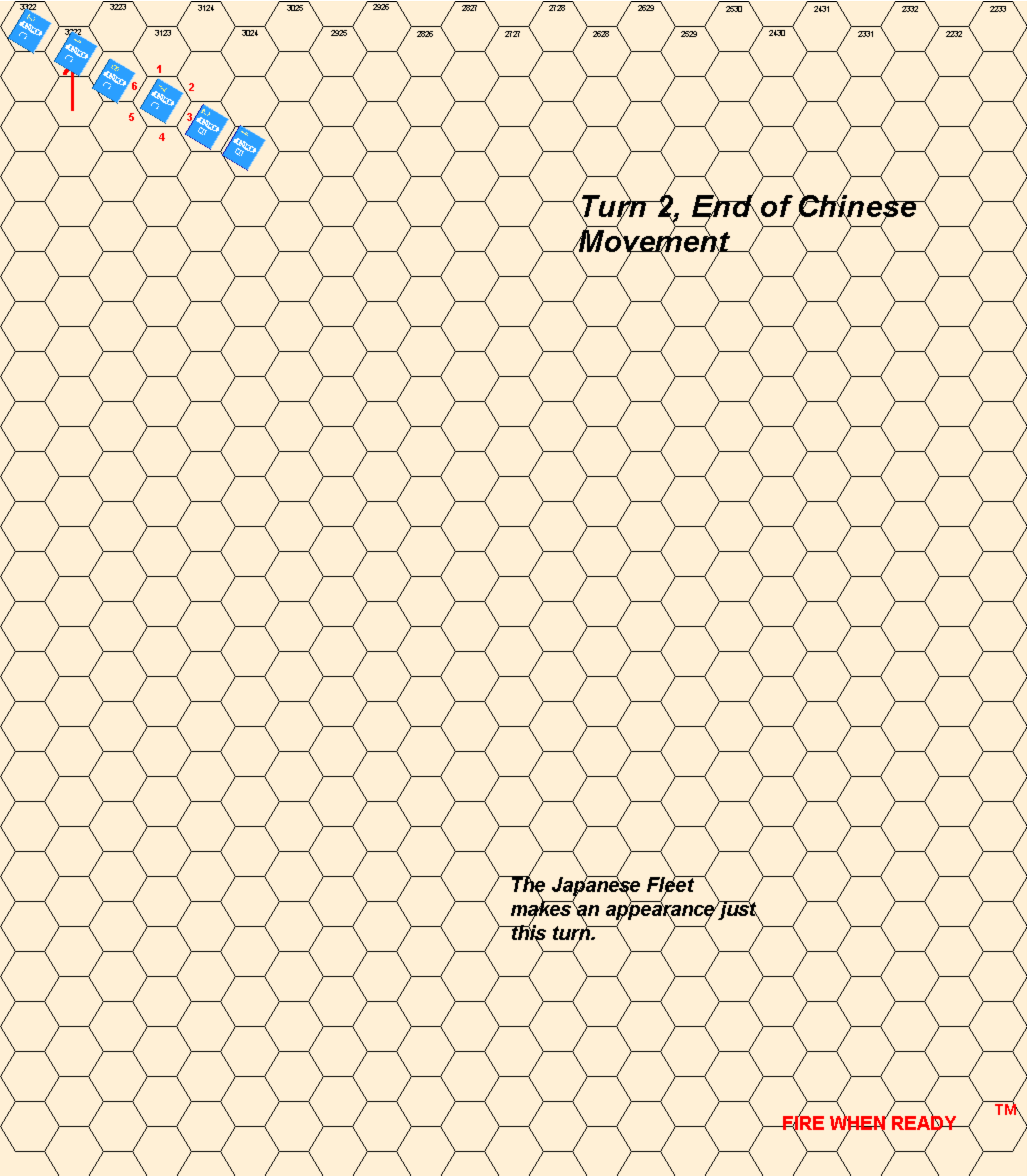
PLAYERS: MARK JOHNSON AND WALTER O'HARA

TURNS: 1-7

SUMMARY: FLEETS MOVE, NOT MUCH HAPPENS.

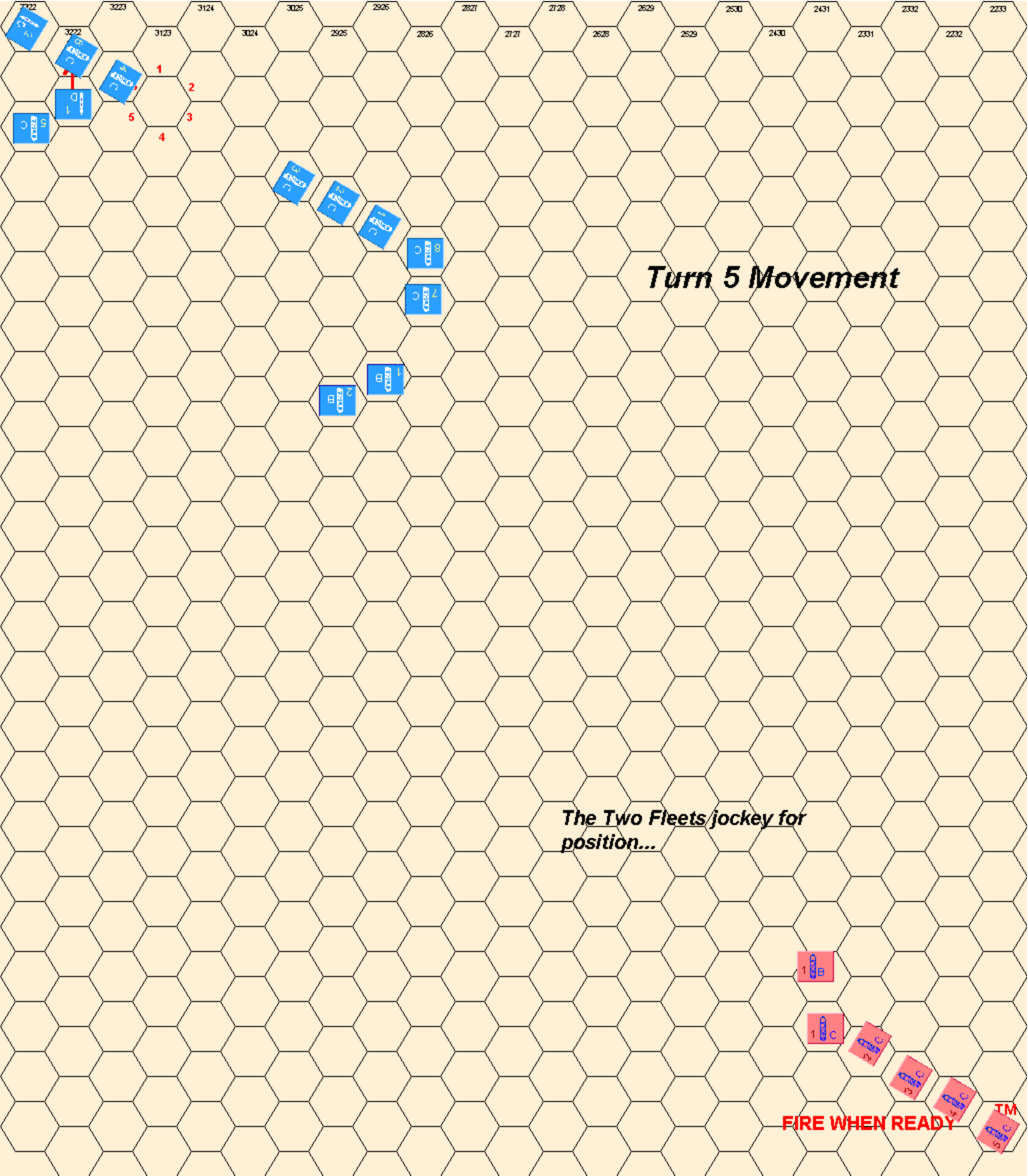
MOVEMENT: The Chinese Fleet steams on the map on turn 1, approach from the top left hand corner of the map, heading towards the bottom edge in a leisurely fashion. The Japanese arrive turn 2 on the bottom right hand corner of the map, heading North and West. As the greatest speed the Chinese fleet can muster is 3, and the Japanese 2 (following the deplorable "battlewagon" FUSO's lead, and steaming in line per scenario rules). Once the Chinese fleet is entirely on the map, it splits up into roughly three discrete elements: a large force that includes the 2 Battlewagons and 5 of their best Cruisers, a small torpedo boat squadron, and a "reserve" of the rest of the cruisers and destroyers. The Japanese fleet advances in line, breaking into roughly three discrete elements (the FUSO and 2 Cruisers, four Cruisers and the small ships, and the Van of two cruisers). The Fuso steams due North with the two other elements in its formation a little south.

FIRE COMBAT: Nothing of note. Both fleets try ranging shots on each by Turn 6. No damage of any note occurs, though.



**Turn 2, End of Chinese
Movement**

**The Japanese Fleet
makes an appearance just
this turn.**



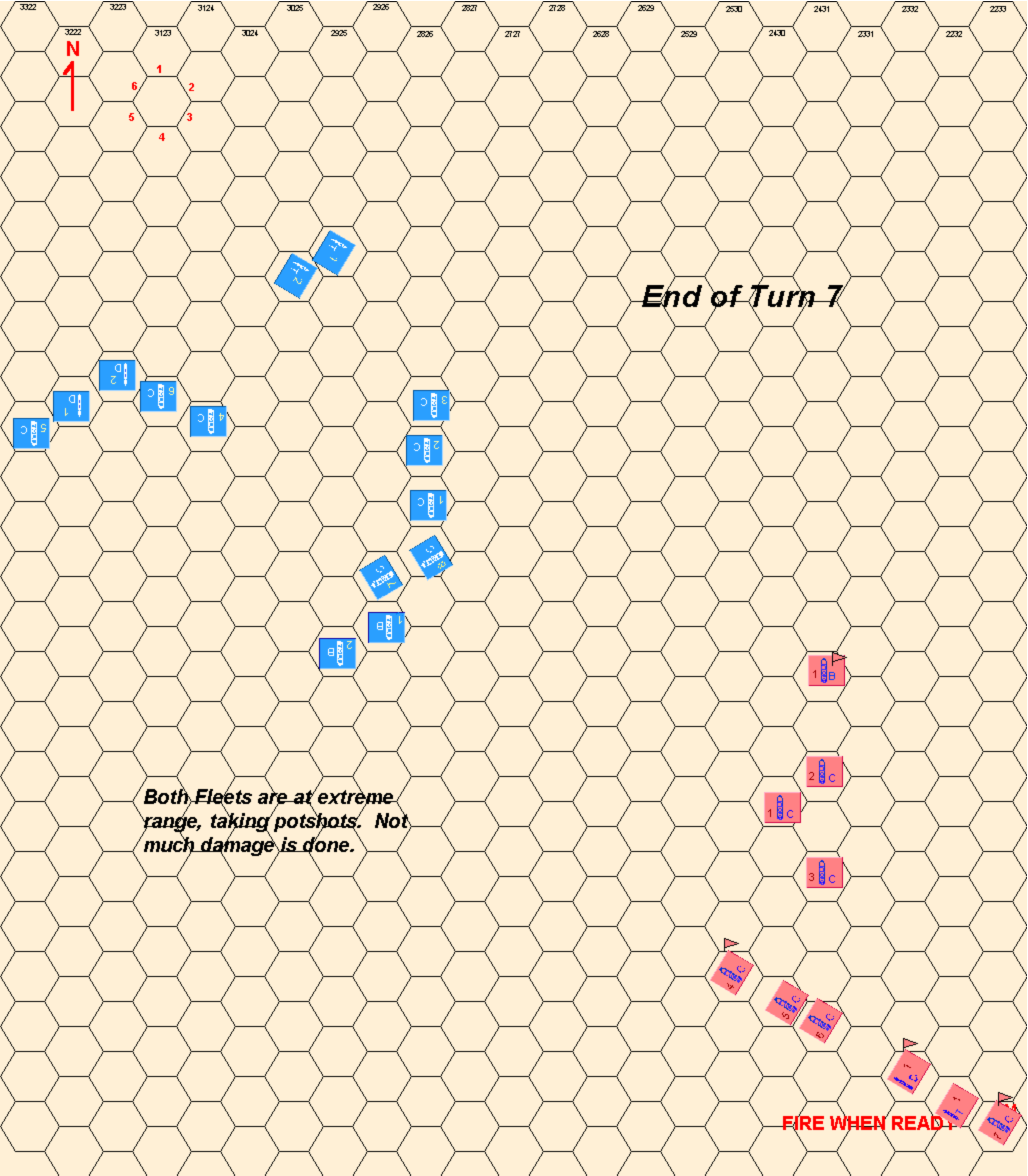
322 323 3124 3024 2925 2826 2727 2628 2529 2430 2331 2232 223

1
2
3
4
5

Turn 5 Movement

The Two Fleets jockey for position...

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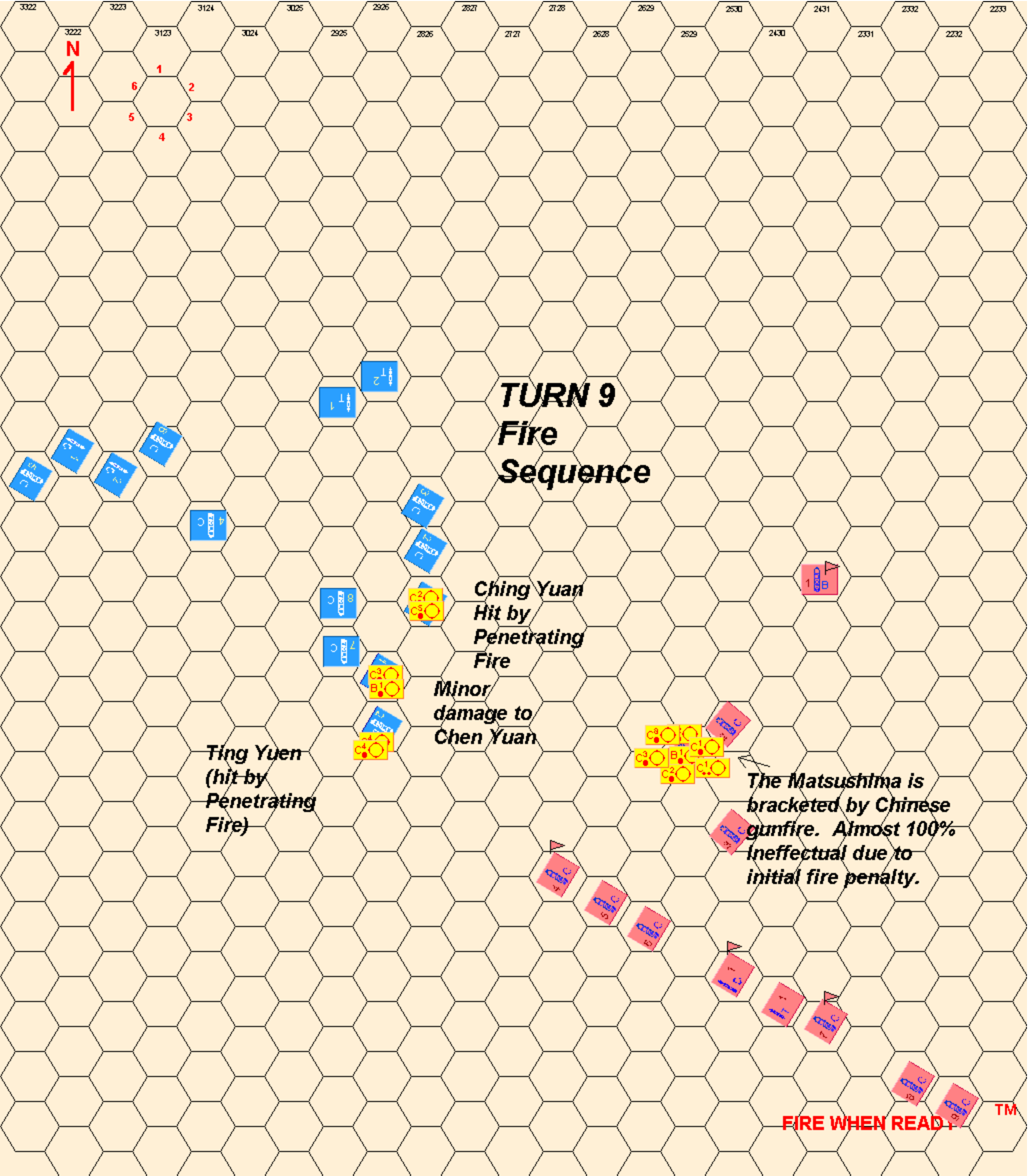
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1
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End of Turn 7

Both Fleets are at extreme range, taking potshots. Not much damage is done.

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TURN 9 Fire Sequence

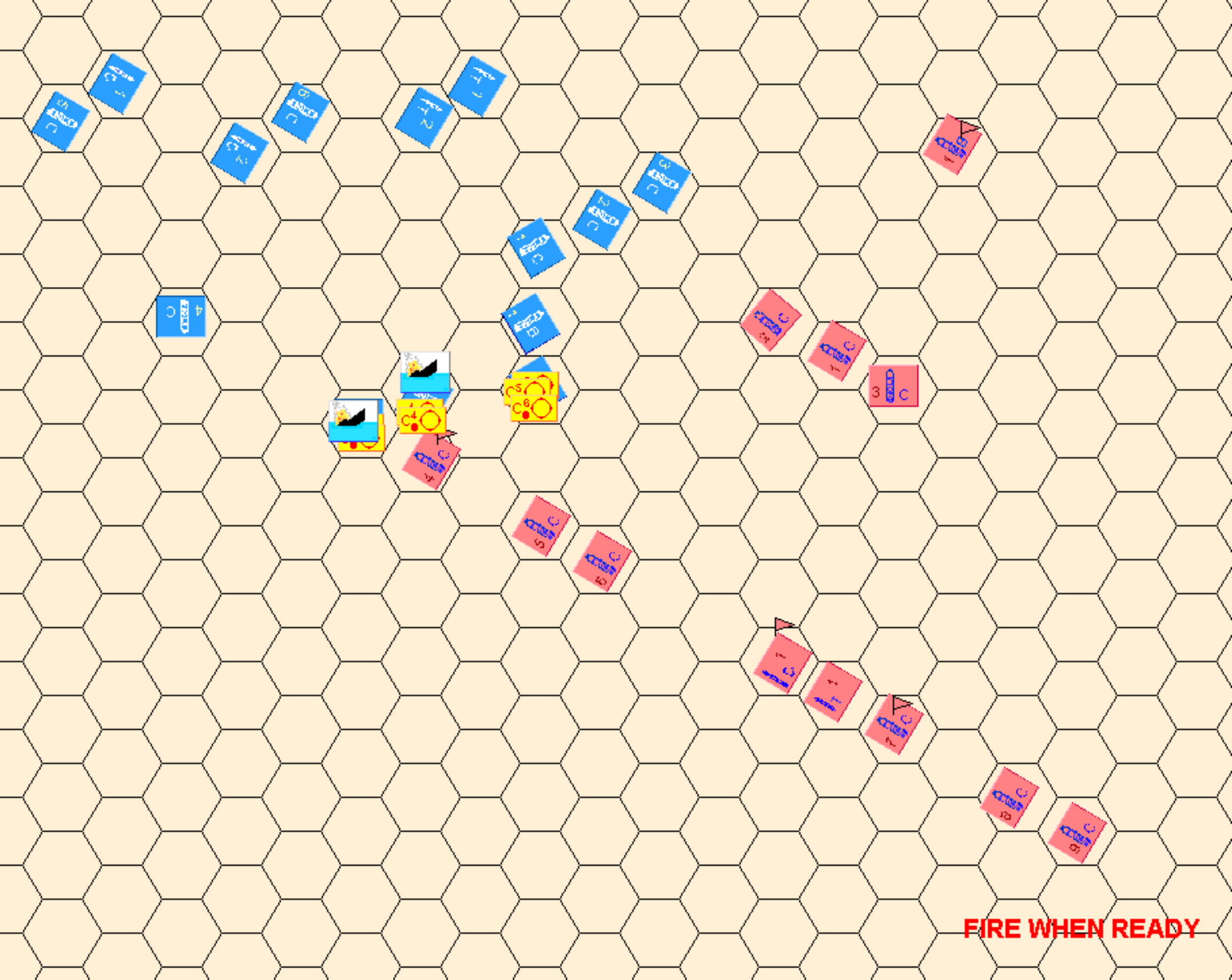
Ching Yuan
Hit by
Penetrating
Fire

Minor
damage to
Chen Yuan

Ting Yuen
(hit by
Penetrating
Fire)

The Matsushima is
bracketed by Chinese
gunfire. Almost 100%
Ineffectual due to
initial fire penalty.

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