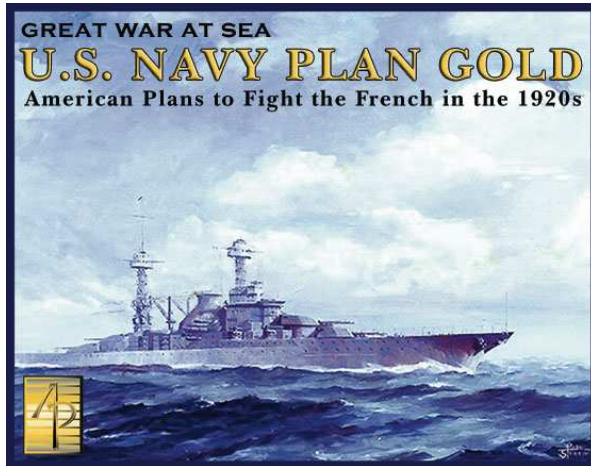


Great War at Sea: U.S. Navy Plan Gold



Manufacturer: Avalanche Press

Cost: \$74.95

Number of Players: 2 or more

Complexity: Moderate

Estimated Game Time: 30 minutes to many hours

Rule Book: 16 pages plus book of 24 scenarios

Supplements: see below

Board Size: 34" x 22" Operational Map, 24" x 24" Tactical Map

Number Counters: 70 one inch, 140 half inch

Description

U.S. Navy Plan Gold covers the planned for, but never fought, battle between the U.S. and France after World War I. Although strong allies, military planners on both sides feared a radical change of political alliances following the Great War and planned accordingly. Both countries anticipated a similar chain of events, which allowed the game designers to make a remarkably smooth adaptation. Of all the hypothetical conflicts that have designed for game plan, this is perhaps the most realistic series. Ships from France and the U.S are presented here, many of which were planned for, but never built.

Great War at Sea is played on two maps: operational and tactical. Fleets move on the operational map until contact is made. At that time, ships of the respective fleets are put on the tactical map where the fighting is resolved ship to ship. All capital ships are portrayed, as are squadrons of destroyers. For World War II fans, the Second World War at Sea system uses similar rules. Players who master one system can easily learn the other.

The Great War at Sea system is vast, with many modules available. Each module focuses on a particular theme and provide counters, maps and scenarios to play. There are two types of modules, the core and the supplements. Core games are complete by themselves, with everything needed to play. Supplements expand on the core modules, bringing new scenarios and unit types to the game, but require one or more core module to play.

U.S Navy Plan Gold is a core game. It contains everything needed to play.