



Politics of Naval Warfare

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Naval Warfare



Now, THAT'S what we're talkin' about!!



“Why?”

- War is about obtaining on one side or the other, by force, the result which persuasion or diplomatic negotiations have been unable to bring about
- Questions of self-interest, disputed territory, rivalries of political influence or, economic supremacy



“Why?” (cont)

“Nor shall we forget, among the prime causes for war, the bitter commercial strife in which all civilized nations are now engaged for the conquest of the world’s trade, and the pacific appearance which masks a threatening future”

- Captain G. Darrieus, French Navy,
War on the Sea, 1908



Reasons to Fight

- Commerce - Colonies - Cash Flow
- Power - Prestige - Perceptions
- Suspicion - Suspense - Sophistry
- Economics - Ego - Environment



So Why Have a Navy?

- Pursuit of national interests
 - “The future is upon the sea”
 - “Millions for defence, not one cent for tribute!”
 - “The necessity of a navy springs from the existence of peaceful shipping, and disappears with it, except in the case of a nation which has aggressive tendencies, and keeps up a navy merely as a branch of the military establishment.”
- Because preparing for war is like an insurance policy premium; the price you pay just in case, but hope you never have to use it.



What does a Navy do?

- Defend or establish command of the sea
 - Freedom of navigation,
 - Security of commercial transactions,
 - Circulation of the flag, and
 - All that represents the active life of a great nation
- Destroy an enemy's ability to defend or establish command of the sea
- Command of the sea is always temporary base upon the location and forces on site



Historical Examples

- Russo-Japanese War - Gave Japan total freedom of movement and supply in Korea
- Spanish-American War - Gave America control of the war (Pacific and Caribbean)
- American Civil War - Union cut off supplies and support to Confederacy
- Chile-Peru War - Gave Peru control of coast for movement and re-supply
- Napoleonic War(s) - Permitted England to pick and choose where and when to resist Napoleon; and prevented invasion of England



What Type of a Navy?

- Driven by political choices and overall warfare goals (national objectives)
- Influenced by technology, geography and cost
- Influenced by world events
- Influenced by potential adversaries and their capabilities (current and future)



Historical Examples

- Armored Rams
- Armored Cruisers
- Battleships (pre-Dreadnoughts)
- Torpedo Craft
- Dreadnoughts
- Battle Cruisers
- Submarines
- Super-Dreadnoughts
- Aviation (Aircraft, Airships, etc.)



Purpose of a Navy

- “To seek out the enemy, to come up with him and to beat him with superior force.”
- Keys to winning a naval battle or war at sea
 - Speed of action/No waste of time
 - Taking action/Going on the offensive/Seizing the initiative
 - Proper Prior Planning and Preparation
- ‘Best defense is a good offense’
- “A nation’s fleets are the reflection of its naval policy . . . a bond between the execution of a naval program and the foreign policy of a country”



Historical Examples

- Athenian Fleet against Persian Fleet at Salamis
- English Fleet against the Spanish Armada
- French Fleet versus English in American War of Independence in Chesapeake Bay
- American Fleets versus Spanish at Santiago Bay, Cuba and Manila Harbor, Philippines
- Japanese Fleet against Russians at Tsushima and Port Arthur



How to Use a Navy

- Naval Superiority - the decisive battle at sea
- Control of the Sea Lanes/Commerce Protection
- Commerce Raiding/Cruiser Warfare
- Naval Blockade
- “Power Projection” - Influence ashore
 - Shore Bombardment/Interdiction
 - Amphibious Landing Support



Historical Examples

Big Battle

Battle of Tsushima

Battle of Trafalgar

Commerce Protection

English/Dutch Wars

Napoleonic Wars

Commerce Raiding

Hundred Years War

American Civil War

Blockade

Napoleonic Wars

American Civil War

Power Projection

Napoleonic Wars

Crimean War



Understanding Naval Warfare

- Navies are used to pursue national interest and objectives
- Better prepared Navies with advanced planning and doctrine win victories
- Navies are comprised of ships, which are built for a specific purpose, with specific constraints
- Destroying an enemy's Navy grants you freedom to do what you want, when you want, and where you want



Practical Application in Gaming

- Set the stage for a battle or campaign
- Goals - What do we want; why there is a war?
- Objectives - Why are we fighting here?
- Who's there? - Define the assets available
- Events leading up to the battle or campaign (including any “intelligence”)

Put the battle scenario into perspective



Five Critical Parts to a Scenario

- Operational Situation
- Tactical Situation
- Forces
- Orders
- Victory Conditions

Note: Set Up and Environment are also important to the actual game play of the battle scenario, but are outside the scope of this discussion - more tactical in nature



Let's Build a Scenario

- Situation
 - Nation A wants to expand colonial possessions in South Seas as part of recent economic growth.
 - Nation B has prime island of Oz in the targeted area as long-held and profitable colony.
- National/Political Goals
 - Nation A wants to take Oz from Nation B.
 - Nation B wants to keep Oz.
- Naval Assets
 - Nation B has aging Navy; older ships used to enforce colonial dictates and protect commerce from pirates.
 - Nation A is building new warships to “protect” colonial interests.



Let's Build a Scenario (cont)

- Geography
 - Oz is distantly located from both Nations A and B.
- Naval Objectives
 - Nation B want to defend Oz.
 - Nation A wants to achieve control of the seas.
- Recent Events
 - Nation B is mustering a Fleet in home waters to send to Oz to help resist any invasion by A.
 - Nation A is mustering a Fleet in home waters to take control of the seas and building an invasion force to conquer the colony of Oz.



Let's Build a Scenario (cont)

	Nation A	Nation B
• Operational Situation	• _____ _____	• _____ _____
• Tactical Situation	• _____ _____	• _____ _____
• Forces	• _____ _____	• _____ _____
• Orders	• _____ _____	• _____ _____
• Victory Conditions		
– Decisive	– _____ _____	– _____ _____
– Tactical	– _____ _____	– _____ _____



Let's Build a Scenario (cont)

Nation A

- Operational Situation
 - Tactical Situation
 - Forces
 - Orders
 - Victory Conditions
 - Decisive
 - Tactical
- Fleet A and invasion force enroute to Oz.
 - Fleet A is hunting Fleet B . . . and found it
 - 8 BB, 4 CL, 16 DD
 - Attack and destroy Fleet B, then land forces.
 - All BBs in Fleet B are sunk/crippled (2:1)
 - All BBs in Fleet B are sunk/crippled (1:1)

Nation B

- Fleet B enroute to Oz to repel invasion force
- Fleet B seeks to get between Fleet A and Oz
- 8 BB, 4 CL, 16 DD
- Prevent Fleet A from landing invasion force.
- All BBs in Fleet A are sunk/crippled (2:1)
- Some BBs in Fleet A are sunk/crippled, but at least 4 BBs in Fleet B survive to repel invasion



Conclusion

- The politics of Naval Warfare provides the context for fleet engagements; it is the background and root cause for the battles that fleets must fight
- Clear objectives and orders remove ambiguity from action and clear the decks for victory
- The best scenarios are put into context; that way players understand what they need to do to win
- Players should never have to ask a question about what are they supposed to do



So Let's Get Started!

