

Copy.

Tressillian House, Elphinston Road,  
Southsea, Portsmouth, England, 19-8-02

My dear Sir:-

Thank you for your letter. The war game you refer to is mine (The Jane Naval War Game) and is in official use in most navies. There is one at West Point or was; also, I hear, at the New York Yacht Club, or going to be shortly.

Its main object is to teach guns, armour, turning circles, etc., etc., etc., of possible enemies. *It is tactical* also, but I don't much believe in tactics by it, tho' our Admiralty so use it at Greenwich. The games here are voluntary ones and entirely non-official. Its main tactical conclusions are (this nearly all for strategy) that speed has no tactical value worth mentioning.

*"Line* abreast is no good at all save for the first



advance for which line ahead is no good. Once battle joined, line ahead or a bow and quarter line is the only thing.

End-on fire is a delusion. You have reduced fire in any case and to make the most of it, you lose station." At least that is our general conclusion here.

I cannot get away from the opinion that tactics are a minor thing in battle and that the man is the thing.

So far as tactics go, the French divided squadron seems the best thing of all— on paper it is rubbish; but it works.

It's the old parable of the donkey between two haystacks, the Admiral of the single fleet cant decide instantly which to attack. You'll find a lot about it in the current "All the World's Fighting Ships," 1902. Edit. (Scientific American Co. Broadway, New York) in the Strategy and Tactics chapter of which I was part author with a Frenchman of great repute— but this matter of authorships is private.

Another conclusion is that penetration, discriminating fire, etc., etc., is all nonsense, that the shell is the best projectile. This result being unexpected is probably true I should imagine. In any case war game does undoubtedly tend to make innumerable pretty theories seem ridiculous and force the opinion that nothing will so tell in a naval action as the staying power of men and ships combined with luck and a sane choice of projectiles, I.E., the sort likely to do most damage wherever they hit a ship—that is, say, A.P. for the Alabama, and common shell for the Kaiser Friedrich. If you know Captain Chamberlaine of the Coast Artillery (Head of Army Office, Washington) he will tell you a good deal about the technical working of the game, in which he has made several changes. Of course, its tactical side is not his affair.

Yours very truly,  
(signed) Fred.T.Jane.