



TOGO CHRONICLE



The year is 1898, and the world is charging full steam into a new era. European colonial empires are racing to conquer lands across Africa, fiercely competing for dominance. The French are pushing eastward, while the British prepare to crush the Mahdist uprising, envisioning a continuous empire from Egypt to South Africa, as Cecil Rhodes once dreamed. But in their path lie not only Mahdist forces and French expeditions but also German East Africa. Kaiser Wilhelm II is eager to

carve out a generous slice of the colonial pie for Germany, looking for any opportunity to expand its territories. The possession of colonies is also pushing Germany to invest heavily in her navy—a development that hasn't escaped the watchful eye of the Royal Navy



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In Asia, China, weakened by defeat in the recent war with Japan, finds herself increasingly reliant on foreign powers. At the same time, desires for rebellion and reform are growing among some factions.

Japan, emboldened by her victory over China, has embarked on an ambitious program of battleship construction, supported by British shipyards. These warships are Japan's ticket to joining the ranks of the world's leading navies, providing a foundation for further expansion into places like Korea and Manchuria.

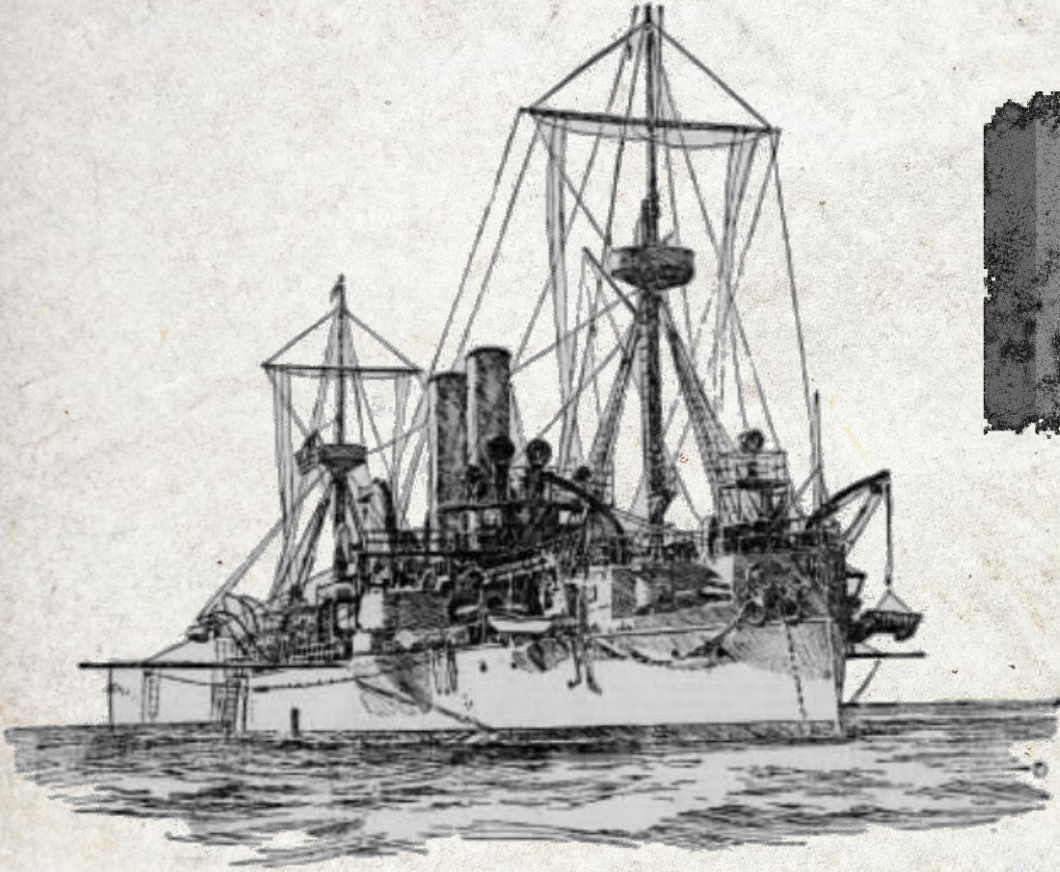
But here, too, Japan faces a competitor: the Russian bear. For the Tsar, the navy is a symbol of imperial prestige and his grand ambitions. Russia, however, must spread her naval power across the Pacific, the Black Sea, and the Baltic, ever alert for the greatest threat.

Will it be Imperial Germany, Great Britain, or an ascendant Japan?





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Meanwhile, the world's industrial powerhouse, the United States, has awakened to the fact that its navy is outdated.

After decades of dynamic growth, America has launched a vigorous naval expansion, though lacking in experience, they are quick learners with the advantage of a mighty industrial base.

One of their battleships is currently making a courtesy call in Havana, on the Spanish-controlled island of

Cuba—where local unrest has long stirred a desire for independence from Madrid.

Spain, its imperial glory days far behind and its empire riddled with crises, clings to its colonial holdings in Asia and the Caribbean.

Will they manage to keep their grip, or could a new golden age be in store for Spain?



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An epic contest is about to begin, one that will decide the fate of nations and the course of world history.

Which nation will emerge as the dominant force on the world's oceans?

As the renowned American naval strategist Alfred T. Mahan once wrote, "He who rules the seas rules the world."



Who will become the master of the world?

We invite you to join the Gods of War: Togo campaign, open to players from all around the world!

This campaign is perfect for anyone who enjoys "painting the map in the colours of their chosen nation." This time, we'll be "colouring" the oceans, fighting for control over the seas – with victories at sea influencing the land as well.



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How to Join the Campaign?

1. Play battles according to the Gods of War: Togo system rules, then share a report on the Facebook group (Gods of War (series) – group) or other groups dedicated to naval wargaming) and tag our friend and cooperator Marcin Szymankiewicz, or post the battle description on your blog and send the link to: szymankiewicz.m@gmail.com.
2. Each battle report should include at least three photos illustrating key moments, a brief description, who played whom, which fleets were used, the point values, and the final outcome.
3. Campaign duration: November 2024 to October 2025 (until the Polish Championship 2025).
4. Join anytime and submit any battles you've played. Ideally, battles should be reported within three weeks of being played.
5. The main rule is to have fun for everyone involved! This campaign is about gaming, history, and enjoyment. 😊



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Campaign Basics

1. **This is a narrative campaign**—players submit their battle reports, which affect the regions of the seas they occupy, with potential changes on land determined by the Game Master, Torgill (Maciej Molczyk). Players are welcome to suggest ideas!
2. **Battle tracking, map updates, and a campaign newsletter** will be handled by Marcin „Cinek” Szymankiewicz, providing updates on the campaign’s progress.
3. **Battles can be played against any opponent** regardless of whether they border your controlled waters. Typically, the Game Master will decide to expand the winner’s territorial waters. However, when nations with adjoining waters clash, it could lead to a more significant change—the victorious nation may gain control over the ocean area previously held by the other. And if this control is significant enough, it could also impact the land territories...



Gods of War: Togo campaign
2024/2025 | GM
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