

TABLE OF CONTENTS

1.0 INTRODUCTION.....	5
2.0 GAME SCALE.....	6
2.1 Abbreviations Used in the Game.....	6
2.2 Dice Mechanics.....	6
2.3 Suggested Combat Scales.....	6
TABLE 2.3-1 Table Surface.....	6
TABLE 2.3-2 Floor Surface.....	6
2.4 Turn Sequence.....	6
3.0 MOVEMENT / FORMATIONS / TURNING / ACCELERATION.....	7
3.1 Movement.....	7
3.2 Formations.....	7
3.3 Turning.....	7
3.4 Acceleration / Deceleration.....	8
TABLE 3.1-1 Movement Effect Table.....	8
TABLE 3.3-1 Turn Mode Table.....	8
TABLE 3.3-2 Turn Deceleration Table.....	8
TABLE 3.4-1 Acceleration / Deceleration Table.....	8
4.0 SPOTTING.....	8
4.1 Visual Spotting.....	8
4.3 Target Identification (Opt).....	9
4.4 Smoke.....	9
TABLE 4.1-1 Visual Spotting Table.....	9
TABLE 4.1-2 Visual Spotting Modifiers.....	9
TABLE 4.3-1 Target Identification Table (Opt).....	10
5.0 GUNNERY COMBAT.....	10
5.1 Ammo Usage / Tracking (Opt).....	11
5.2 HE Shells.....	11
5.3 Over Concentration.....	12
6.0 TORPEDO COMBAT.....	12
6.1 Torpedo Reloads (Opt).....	13
7.0 DAMAGE RESOLUTION.....	13
7.1 Port / Starboard Flooding (Opt).....	14
7.2 Area Hit.....	14
7.3 Armor Penetration.....	14
7.31 Over-Penetration (Opt).....	15
7.32 Torpedo Defense Value.....	15
7.33 RN Shell Failure (Opt).....	15
7.4 SDC / FDC Determination.....	15
7.41 Minimum Damage (Opt).....	15
7.5 Damage Effects Determination.....	16
7.51 Damage Effects.....	16
7.52 Flooding / Damage Control (Opt).....	17
7.53 Sinking Time (Opt).....	18
8.0 VICTORY / LOSS DETERMINATION.....	18
9.0 AIRCRAFT RULES.....	18
9.1 Spotter Plane Use.....	18
9.2 Altitude Levels / Aircraft Movement.....	19
9.3 Aircraft Spotting Rules.....	19
9.4 Anti-Aircraft Fire.....	19
9.5 Gunnery Spotting.....	21

10.0 LAND UNITS AND BOMBARDMENT.....	21
10.1 Land Unit Data.....	21
11.0 SHIP UNIT DATA.....	22
12.0 FOG OF WAR.....	23
12.1 Mistaken Target.....	23
12.2 Dummy Counters.....	23
12.3 Duplicate Plotting.....	24
13.0 DESIGNERS NOTES and CREDITS.....	24
COMBAT TABLES.....	25 - 34
5.0-1 Range Band Table, 5.0-2 Gun Type Table.....	25
5.0-3 Turret Arc Table, 5.1-1 Ammo Use Table.....	25 - 26
5.0-4 Combat Results Table, 5.0-5 FirePower Roll Modifier Table.....	27
5.0-6 FirePower Percent Modifier Table, 6.0-1 Torpedo Arc Table,	
6.0-2 Torpedo Data Table, 6.0-3 Torpedo Attack Table.....	27 - 28
6.0-4 Torpedo Attack Roll Modifiers Table, 6.0-5 Torpedo Dud Table,	
7.1-1 Listing Table, 7.2-1 Area Hit Table.....	30
7.3-1 Armor Adjustment Table, 7.4-1 Gunnery Allocation Table,	
7.4-2 Torpedo Damage Allocation Table, 7.5-1 Ship Structural Damage....	31
7.5-2 Land Structural Damage Table, 7.5-3 Floatation Damage Table,	
7.5-4 Fire Effects Table, 7.52-1 Flooding-Damage Control Table.....	32
7.53-1 Sinking Time Table, 8.0-1 Victory / Loss Determination Table.....	33
BEARING / ARC COMPASS and FORMATION DIAGRAMS.....	34
SCENARIOS.....	35 – 46
North Sea Scenarios:	
Jutland – The Battlecruiser Action (May 31, 1916) <i>Historic</i>	
Jutland – The Main Fleet Action (May 31, 1916) <i>Historic</i>	
Dogger Bank (Jan 25, 1915) <i>Historic</i>	
Wrong Side (Feb 3, 1917) <i>Fictional</i>	
War Monitors (Mar 27, 1916) <i>Fictional</i>	
Mini-Jutland (Feb 22, 1918) <i>Fictional</i>	
Baltic Scenarios:	
Gotland Islands (Jul 2, 1915) <i>Historic</i>	
Hard Choices (Dec 21, 1915) <i>Fictional</i>	
Kaiser Versus Czar (Dec 1, 1915) <i>Fictional</i>	
Mediterranean Scenarios:	
Durazzo (Dec 29, 1915) <i>Historic</i>	
Bombardment! (Aug 13, 1916) <i>Fictional</i>	
Battle Line (Sept 17, 1915) <i>Fictional</i>	
Other Scenarios:	
Coronel (Nov 1, 1914) <i>Historic</i>	
Falklands (Dec 8, 1914) <i>Historic</i>	
Sydney vs. Emden (Nov 9, 1914) <i>Historic</i>	
Spanish Gold (Aug 26, 1914) <i>Historical</i>	
BIBLIOGRAPHY.....	46