

Jutland



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This is the game of Iron Ships and Steel Courage on the high seas where the major portions of two major powers navies are put to a classic struggle and your nation's fleet could have been lost in the span of a single afternoon. You will command the British grand fleet and finally come to terms with the Kaisers fleet in a all out battle or as the German high seas fleet you will be entrusted with the coming out party and put an end to English naval superiority. Decide the fate of maritime sea power for the next hundred years. The battle line forms on May 31st 1916.

Components:

1) Three identical strategic maps (get them laminated) one for each player or team, plus the third will be the common map for all known fleet locations (Free download). You can get these laminated at any print shop or contact me, as I have a couple of laminators.

2) Counter sheets (free download). Plus a number of 8.5 x 11 sheets of decals to print the unit sheets. You also will need to get some wooden or thick cardboard pieces to cut to mount the pictures. I have decided to use this size and purchased a quantity from this source.

http://cgi.ebay.com/150-Sm-Basswood-Wooden-Rectangles-Wood-Craft-Supplies_W0QQitemZ8185861632QQcategoryZ3131QQcmdZViewItem

you will also need some paint to cover the side w/o the decals. I suggest light grey for Germany, and a Khaki or Red for England. Make sure its specifically for wood and its gloss or semi gloss.

3) One large tactical battle map. I prefer Chessex 2 inch hex map 48 inches square you may have to ask for this as it's a special run that may not be on the website. Here is a link for an idea of the tactical map.

http://www.chessex.com/mats/Battlemats_&_Megamats.htm

4) a quantity of D12 dice. Here is a cheap set:

<http://www.scifigenre.com/itemDetail.aspx?sid=KL20J0VK1J0J0OT&nItemID=16797>

or try here

http://www.legendgames.co.uk/acatalog/Dice_Grab_Bags.html

5) you will need some non- permanent markers to illustrate (plot) your movement. (Get this at any office store).

6) A quantity of chips to record damage during battles.

Game scale:

Each strategic turn represents one hour of real time, while each tactical turn is 15 minutes.

Turn sequence:

The German player moves first, followed by the British player.

Turn functions:

- 1) Conduct Strategic Search
- 2) Strategic Movement
- 3) Combat (performed for each combat situation there are 4 tactical turns followed by a new strategic turn)
 - A) place ships on the tactical board
 - B) the active player rolls for movement
 - C) tactical movement phase
 - D) tactical combat phase
 - E) repeat A-D until only one side remains, then go to the next battle after all combat is finished go back to step one.

Turn functions:

- 1) **Conduct Strategic Search**
- 2) **Movement**
- 3) **Combat**

Strategic Search:

Each turn the phasing player can conduct a number of search attempts for each search box that is within a count of three boxes from the actual location of any portion of your own forces. Note: This count cannot be performed at any diagonal. Each ship can perform one search per turn upon a single strategic square by rolling one D12, with a successful result (sighting) occurring on a result of 1-4. If you fail another ship may be assigned to roll another die, while each successive roll in this manner gets a -1 modification. (Example: a third roll over the same box would need a result of 6.) However, the trick is performing as few rolls as possible because this will give your enemy some basic information of the quantity of forces in the vicinity. Of course you may get the roll and there are no enemy forces, so you may have given up more information than you had hoped to gain.

If at any time you perform a successful search and enemy ships are sighted, then their whereabouts are permanently known for the duration of the game. The next step would be to engage enemy warships by moving your fleet marker on your strategic board into this known square and engage the enemy in naval surface actions.

Strategic Movement:

All fleet movements are performed on the strategic map and plotted to demonstrate where they originally came from during each game turn. Each grouping of ships are placed aside and represented by a fleet marker that can be now moved on the strategic map up to the movement speed of the slowest ship in the stack. Any number of ships can occupy a single strategic box or can be assigned to a fleet marker. Note: all strategic movement is reduced to 1/2 (rounded up) of the normal tactical movement. Each ship has distinctive movement allowance as follows:

Dreadnought (DN) 2

Battlecruiser (BC) 4

Old Battleship (OBB) 2

Armored Cruiser (AC) 3

Light Cruiser (CL) 3

Destroyer (DD) 4

Torpedo Boats (TB) 5

Note: when placed under the same fleet marker, the stack moves at the speed as the slowest ship in that fleet.

Naval Combat:

Once enemy ships have been located as a result of a successful search, the enemy fleet marker is placed on the strategic board where both players can see. The disposition of ships that are represented by this fleet are not revealed until one of the players attempts to move into the same "sea box" with the enemy. Ships in naval combat are removed from the game board and placed on opposite hex rows on the tactical naval board where only one ship per hex is allowed (Note that each ship will be set up so that it "faces" only one hex side and ships formed into squadrons can be brought into play as they follow the lead ships). Each player then takes all their ships and places them in rows on the opposite sides of the larger tactical board. In each case the player who first moved into for the attack will begin each combat round followed by the other player. Naval combat resolution is now handled on the tactical naval battle board, which is a basic hexagonal display of one strategic search box. All warships that have moved into the same strategic boxes are now placed on the tactical board on opposing sides and in a manner which best suits each player. These ships now have new attributes as follows:

Ship Type	Attack Defense	Move	Turn	Gun Range	Hits	Notes
Dreadnought	10/8- 8/6	2	2	8	4	Main gun preemptive
Battlecruiser	7/5-6/4	4	3	8	3	Main gun preemptive
Old Battleship	5/2	2	2	6	2	
Armored Cruiser	4	3	2	6	3	

Light Cruiser*	3	3	3	4	1	Torpedo attack
Destroyer*	2	4	N/A	4	1	Torpedo attack, smokescreen
Torpedo Boats *	1	5	N/A	4	1	Torpedo attack
* Cannot Hit larger ships with deck guns						

Movement procedure:

Each player then rolls one D12 which will become the total number of ships that may be moved each combat round to simulate the reality of naval command across large distances. This roll is performed during each separate combat round. Germany can affect the movement roll due to their historic ability to exercise more complex fleet maneuvers with a modification of +4. If one of your admirals is present they can lend their leadership value to equal additional movement points that are assigned each turn as long as that admiral is still with his flagship on the tactical board. After any number of combat rounds are followed in sequence until one side is completely destroyed (sunk) or moved all naval forces off the exact opposite side of the tactical board.

Secondly, any ship may "turn" one or more hex sides up to its limit and each ship can move up to its maximum normal movement capabilities. Each turn counts as ½ of a movement point. Any ships in range of enemy units can fire at will at selected targets using normal combat methods; however any shots upon enemy vessels from a direct angle that faces either or both the attacker/ defender from the front gets a -3 die modification and the rear gets a -4 die modification (the roll can be no lower than one).

Combat becomes a struggle of "crossing the T" upon enemy ships and isolating smaller groupings of ships with superior numbers.

Light Cruisers, Destroyers and Torpedo Boats:

These ships cannot engage larger class surface warships with their main deck guns. Instead they can only damage these ships with a Torpedo attack. They can however, attack each other with either form of weapon.

Torpedo Attacks:

Light Cruisers, Destroyers and Torpedo boats can launch torpedo attacks from within 8 hexes (no modification for angle of attack). The result of this attack is not simultaneous whereas the defender if sunk does not fire back. Each ship that uses this form of combat can only do so twice during the entire tactical battle. This is the only method where the smaller warships can harm a larger one. For each attack count the distance in hexes and add the speed of the enemy ship. Add this result to a roll of one D12. If the result is **ten** or less a hit is sustained on the enemy warship.

Smokescreens:

Destroyers can also lay smoke screens that protect ships from being targeted (you will need to mark the smoke path with chips). They have merely to move in a manner of their own choosing and each hex transverse is now blocked from enemy ships firing from

across any angle thru the smoke unless an enemy ship moves across the smoke screen. Smoke screens last only 2 tactical combat rounds.

Critical Hit roll:

Each hit that is received either from main gun batteries or torpedo attacks upon a warship are a possible critical hit that will affect the enemy ship in a possible more serious manner. Roll of one d12 for each sustained hit and consult the table as follows:

1-7 = No additional effect.

8 = Heavy smoke (poor visibility) cannot make any turns and suffers a ½ movement penalty (rounded up) this round.

9 =Primary gun cannot fire for one turn

10 = Additional hit received.

11 = ship is completely disabled for number of turns. Roll one D6= number of turns this ship cannot perform any actions.

12 =Gun Magazine explodes (ship destroyed)

Note: If a German Dreadnought, Battlecruiser or Battleship is the attacking vessel then +2 die modifier on these rolls due to superior fire control abilities.

Procedure: Each player decides of those fleet units in gunnery range and announces where he will make his attacks. Some warships have both a primary and secondary attack, where the primary is a preemptive attack first roll of its main large guns and if any hits are applied, they are immediately assigned to the targeted ships. On defense the enemy ships also have a preemptive shot from the same main deck gun, but in their case that primary salvo is only applied after taking hits from attacking preemptive salvos (if any) so combat is not considered simultaneous. Both deck guns in any case have the same range for firing purposes. All enemy ships that have any preemptive shots then fire at the attacker using their defense factor and hits are applied. Next all secondary guns from the attacker and defender are applied. Light Cruisers, Destroyers, and torpedo boats may then make any torpedo attacks. This concludes one round of naval combat. On the tactical board only one round of surface combat can occur. A new turn starts with another roll of D12's and the new player notes how many ships he may move and conducts his attacks. This continues until one side has completely retreated all their warships off the opposite side on the tactical board or is destroyed.

So to summarize:

- 1) The phasing player rolls two d12 for movement (possibly adding additional movement points for having an admiral).
- 2) The phasing player moves his warships up to their capabilities, not exceeding what may be rolled that phase. Destroyers may make smokescreens at this time.
- 3) Selects targets in range of main deck guns and rolls one D12, trying to hit at or less than the combat value using its primary gun rating and applying that preemptive shot against enemy naval targets.
- 4) The defending player then selects any enemy ships in range of main batteries and fires any primary guns and assigns hits

- 5) The original phasing player then fires all secondary weapons followed by the defending player (this is considered simultaneous combat). Combat of deck guns from smaller ships are also rolled (against each other).
- 6) The phasing player then performs any Torpedo attacks as they see fit unless that same ship had already fired its deck guns. Note: ships capable of Torpedo attacks cannot fire the deck guns during the same combat round.

Admirals

Each player has a number of naval leaders that can affect the ability of ships within their command gain some unique operational abilities. The flagship on which these Admirals are located is written down and kept secret from the other player and disclosed only until their flagship is sunk. During strategic movement, an admiral can command and modify any fleet marker to gain a +1 strategic movement modifier. During this movement the number of surface naval units under their fleet marker cannot exceed their leadership rating. When rolling for tactical movement their fleets get one extra D12 roll for movement (for a total of three dice rolled each combat round). Also during movement, all ships under their command can perform one tree turn w/o any movement penalty. In combat, they can ignore one missed shot and reroll it in the hope of gaining a hit. If the ship they personally are placed with is sunk, they too are lost unless they transfer their flag to another flagship. This is done by placing another suitable ship next to the original flagship for one turn. On this turn that ship cannot perform any combat functions that turn. If an admiral is lost (sunk with the ship) the opposing player can claim victory points equal to the roll of two D12. The values of each Admiral are as follows:

Germany:

Vice- Admiral Hipper 16
Vice-Admiral Scheer 12
Rear-Admiral Behncke 8

England:

Admiral Jellicoe 12
Vice-Admiral Beatty 10

Victory Conditions:

Each ship has a point value as follows:

Dreadnought 10

Battlecruiser 8

Old battleship 6

Armored Cruiser 4

Light Cruiser 2

Destroyer 1

Torpedo Boats ½

Admirals = victory points equal to roll of two D12

The number of turns that the players may agree to play determines the length of game. This may be based on time considerations so as to provide a fast playing game which can be resolved in 1-2 hours. At the end of the game each player simply totals up their points and subtracts the leader then indexes the level of victory as follows:

Draw: 0-20

Marginal victory: 21- 40

Substantial Victory: 41-60

Decisive Victory: 60+

Optional Rules:

“Battle about turn”

The German player was historically able to exercise a much greater influence on the conduct of larger fleet movements and unlike the English system didn't rely on the extensive use of flags to communicate what each ship was ordered to do. Allow the German player to gain free turning (no cost) for each tactical movement round.

Airships:

Allow the German player use of additional pieces representing Zeppelins that can aid in aerial reconnaissance during strategic naval search. They can move 3 boxes per turn and for each box entered, they succeed in naval search on a roll of **six** or less. They have no ability to attack ships, but they themselves can be attacked by any ship with a primary combat value. Only one such roll can be attempted by any ships that were discovered. If the Zeppelin is hit it is then removed from play. Destroying a Zeppelin in this manner is worth 2 victory points.

Submarines:

These units are available to the German player and can only launch torpedo attacks on enemy surface units. They attack and defend at 2 and move 1 strategic square per turn, or two tactical hexes per turn. Their torpedo attack has a range of 8 hexes and is conducted in exactly the same manner as a Light Cruiser, Destroyer, or Torpedo Boat, except its hit value is based on **eight** rather than ten. The only way a submarine may be destroyed is with depth charges.

Each warship within range of 4 hexes of a sub rolls one D12, hitting the sub on a roll of 4 or less, Light Cruisers, and Destroyers hit it on a roll of 8 or less (torpedo boats cannot sink submarines). Destroyed submarines are worth ½ victory point.

British Seaplane Carrier:

Allow the English player the use of one “Carrier” complete with 4 biplanes that can be used for aerial reconnaissance in a similar manner as German Airships, except the planes cannot be attacked by any ship and must return to the host “carrier” after two turns of flight. This vessel is attached to the 3rd light Cruiser squadron and is known as the **HMS Engadine**. It moves 2 on the strategic board, 4 on the tactical board, has no combat value and is destroyed if it takes any hits

British Grand Fleet

The Battle Fleet

2nd Battle Squadron (place at square B4)

1st Division:

King George V- attacks and defends at 9/7
Ajax- attacks and defends at 9/7
Centurion- attacks and defends at 9/7
Erin - attacks and defends at 9/7

2nd Division:

Orion- attacks and defends at 9/7
Monarch- attacks and defends at 9/7
Conqueror- attacks and defends at 9/7
Thunderer- attacks and defends at 9/7

4th Battle Squadron

3rd Division:

Iron Duke – (Flagship of *Admiral Jellicoe*) attacks at 9/7
Royal Oak- attacks and defends at 10/8
Superb- attacks and defends at 8/6
Canada- attacks and defends at 9/7

4th Division

Benbow- attacks and defends at 9/7
Bellerophon- attacks and defends at 8/6
Temeraire- attacks and defends at 8/6
Vanguard- attacks and defends at 8/6

1st Battle Squadron

6th Division

Marlborough- attacks and defends at 9/7
Revenge- attacks and defends at 10/8
Hercules- attacks and defends at 8/6
Agincourt- attacks and defends at 9/7

5th Division

Colossus- attacks and defends at 8/6
Collingwood -attacks and defends at 8/6
Neptune- attacks and defends at 8/6
St Vincent -attacks and defends at 8/6 8

3rd Battlecruiser Squadron (place at square C2)

Invincible- attacks and defends at 6/4
Inflexible- attacks and defends at 6/4
Indomitable- attacks and defends at 6/4

1st Cruiser Squadron (Armored Cruisers) – All attacks and defense at 4
Warrior
Duke of Edinburgh
Black Prince

2nd Cruiser Squadron (Armored Cruisers)- All attacks and defense at 4
Minotaur
Hampshire
Cochrane

Shannon

4th Light Cruiser Squadron – All attacks and defense at 3

Calliope

Constance

Caroline

Royalist

Comus

Attached Light Cruisers – All attacks and defense at 3

Active

Bellona

Blanche

Boadicea

Canterbury

Chester

4th Destroyer Flotilla – All attacks and defense at 2 (19 Destroyers)

Tipperary

Acasta

Achates

Ambuscade

Ardent

Broke

Christopher

Contest

Fortune

Garland

Hardy

Midge

Ophelia

Owl

Porpoise

Shark

Sparrowhawk

Spitfire

Unity

11th Destroyer Flotilla- All attacks and defense at 2 (15 destroyers)
except Castor (Light Cruiser) –attacks and defense at 3

Kempenfelt

Magic

Mandate

Manners

Marne

Martial

Michael

Milbrook

Minion

Mons

Moon

Morning Star
Mounsey
Mystic
Ossory

12th Destroyer Flotilla - attacks and defense at 2 (16 Destroyers)

Faulknor
Maenad
Marksman
Marvel
Mary Rose
Menace
Mindful
Mischief
Munster
Narwhal
Nessus
Noble
Nonsuch
Obedient
Onslaught
Opal

The Battlecruiser Fleet (place at square B7)

1st Battlecruiser Squadron – All attacks and defense at 6/4

Lion – (flagship of *Vice-Admiral Beatty*)

Princess Royal

Queen Mary

Tiger

2nd Battlecruiser Squadron All attacks and defense at 6/4

New Zealand

Indefatigable

5th Battle Squadron- All attacks and defense at 10/8

Barham

Valiant

Warspite

Malaya

1st Light Cruiser Squadron- attacks and defense at 3

Galatea

Phaeton

Inconstant

Cordelia

2nd Light Cruiser Squadron- attacks and defense at 3

Southampton

Birmingham

Nottingham

Dublin

3rd Light Cruiser Squadron- attacks and defense at 3

Falmouth

Yarmouth

Birkenhead

Gloucester

1st Destroyer Flotilla- attacks and defense at 2 (9 Destroyers)
except Fearless (Light Cruiser) which attacks and defends at 3

Acheron

Ariel

Attack

Badger

Defender

Goshawk

Hydra

Lapwing

Lizard.

9th and 10th Destroyer Flotillas (combined) – All attacks and defends at 2
(8 Destroyers)

Lydiard

Landrail

Laurel

Liberty

Moorsom

Morris

Termagant

Turbulent

13th Destroyer Flotilla - attacks and defends at 2

(10 Destroyers)

except Champion (Light Cruiser) which attacks and defends at 3

Moresby

Narborough

Nerissa

Nestor

Nicator

Nomad

Obdurate

Onslow

Pelican

Petard

German High Seas Fleet (place at square L15)

The Battle Fleet

III Battle Squadron

5th Division - All attacks and defense at 10/8

König (flagship for *Rear-Admiral Behncke*)
Grosser Kurfurst
Kronprinz
Markgraf

6th Division- All attacks and defense at 10/8
Kaiser
Kaiserin
Prinzregent Luitpold
Fredrich der Grosse (flagship for *Vice-Admiral Scheer*)

I Battle Squadron- All attacks and defense at 10/8
1st Division
Ostfriesland
Thuringen
Helgoland
Oldenburg

2nd Division (old Battleships)- All attacks and defense at 5
Posen
Rheinland
Nassau
Westfalen

II Battle Squadron

3rd Division (Old Battleships) - attacks and defense at 5
Deutschland
Hessen
Pommern

4th Division (Battleships) - attacks and defense at 6/4
Hannover
Schlesien
Schleswig-Holstein

IV Scouting Group (Light Cruisers) - All attacks and defense at 3
Stettin
Munchen
Hamburg
Frauenlob
Stuttgart

Light Cruiser - All attacks and defense at 3
Rostock

Torpedo-Boat Flotilla (4 Torpedo Boats) - All attacks and defense at 1
G39
G40
G38
S32

III Torpedo-Boat Flotilla (7 Torpedo Boats) - All attacks and defense at 1
S53
V71
V73
G88
S54
V48
G42

V Torpedo-Boat Flotilla (11 Torpedo Boats) - All attacks and defense at 1
G11
V2
V4
V6
V1
V3
G8
G7
V5
G9
G10

VII Torpedo-Boat Flotilla (10 Torpedo Boats) - All attacks and defense at 1
S24
S15
S17
S20
S16
S18
S19
S23
V186
V189

The Battlecruiser Force

I Scouting Group (Battlecruisers)

Lützow (flagship for *Vice-Admiral Hipper*) - All attacks and defense at 7/4
Derfflinger
Seydlitz
Moltke
Von der Tann

II Scouting Group (Light Cruisers) - All attacks and defense at 3
Frankfurt
Wiesbaden
Pillau
Elbing

Light Cruiser- attacks and defense at 3

Regensburg

II Torpedo-Boat Flotilla (9 Torpedo Boats) - All attacks and defense at 1

B98

G101

G102

B112

B97

B109

B110

B111

G103

G104

VI Torpedo-Boat Flotilla (9 Torpedo boats) - All attacks and defense at 1

G41

V44

G87

G86

V69

V45

V46

S50

G37

IX Torpedo-Boat Flotilla (11 Torpedo Boats) - All attacks and defense at 1

V28

V27

V26

S36

S51

S52

V30

S34

S33

V29

S35