

# OPERATIONAL PLAY

# Jutland

## War in the North Sea and Baltic 1914-1918

**Enemy coast or land:**  
Airships attacked on dr2  
drm -2 not enter all-sea

**Adjacent to Land:**  
Run Aground on a dr6  
-1 own coast, +1 Capital

### Weather Phase

**Weather** Die Roll: 1 improves, 6 worsens (Nov-Mar: 5-6 re-roll; 1-4 worsens, 5-6 worsens 2 levels)

Special Unit Effects	Gale	Storm	Squall	Fog	Mist/Clear
Airship/Aircraft Contact	No*	No	No	Same	Same & adjacent zone
DDs/TBs maximum speed	1 Only	1 Only	1 Only	Full	Full Speed

\*All aircraft & airships aloft are destroyed. DDs & TBs at (sea) each sink on a 2-dice of 12.



### Orders Phase

**Orders**  
See Mission  
types to plot  
on Log Sheet

**Damaged Ships** Minelayers & Oilers (if hit) will explode & sink on a second die roll of 6  
50% Hull destroyed = reduce speed 1 level; 75% Hull destroyed = +1 hull hit on a die roll of 6 at end of each  
'Move Ships' phase (die roll modifiers: +1 if moved 2 zones, +1 if during a squall, +2 if in storm, +3 if Gale)  
CV(S)s with 25% Guns & Hull destroyed (or DIW/in tow) may not launch. Damage: dr5-6, lose 1 air step.

**Move Fleets & Airships** Towing: 1 zone/3 turns. Fuel: 1 coal/oil per 12 zones (Speed 2 zones/turn = 3 each or 6 zones consumed) Re-fuel 1 coal/3 oil

### Air Operations

**Air Operations** 6 = Hit Pre-Plot Search & CAP missions during Weather Phase; Strike moves on any daylight turn  
Aircraft to take-off & land: (destroyed on a die roll of -1 on land, 0 if on a carrier) Die Roll Modifiers: Storm -3, Squall -2, Fog -1  
Air Combat: Simultaneous Cap & Escorts, Cap vs Attackers, AA (Max 8 ships) vs. Attackers (AA Capital=2, Light=1 ÷ 3)  
Air Strikes: DR > range to target hits target this turn/returns next; otherwise next if target still in range. DR of 1-5 = Strike (fog +1)  
Bombs (primary strength but not plunging) use the Gunnery Chart, torpedoes use the Torpedo chart.  
Bombs (Air Strike die roll modifiers: +1 target is capital ship or large transport, +1 slow speed, +2 D.I.W., +1 port/base)



Torpedo

### Contact Phase

**Contact** Die Roll Modifiers: Day 4+ (subs 5+), Night 6+ (6 = Surprise) Auto if bombard, unload, in port or enemy coast

	Weather	Fleet	Mission:	Present	Ship Classes
	Gale -2, Storm/Squall/Fog -1, Clear +1	20 or more ships +1, Only DDs/TBs -1, spotted by A/C +2	Intercept +2, Raid +/-1 (player's choice)	Leader +1, Airship +2, # of Aircraft within range per map chart	(Merchants may be either) Capital: BB, B, BC, CV(S), CD, CA, AC Light: CL, DL, DD, TB, GB, MS, ML, CS, PC If sighted must reveal the # in classes & CVs

### Tactical Phase

**Tactical Map Movement** Place ships face down, no closer than max visibility (except Surprise 1 hex closer, 2 hexes at night).

	Initiative Player Moves	Both Players Fire	Non-Initiative Moves
Speed	Speed 2+s	Guns/Torps	Speed 2+s
Speed	Speed 2, 2+	Guns/Torps	Speed 2, 2+
Speed	Speed 1, 2, 2+	Guns/Torps	Speed 1, 2, 2+
Speed	Speed 1s, 1, 2, 2+	Guns/Torps	Speed 1s, 1, 2, 2+
Speed	All Speeds	Guns/Torps	Conclude

Ships move 1 hex ahead, ahead-left or ahead-right. Capital ships may turn 1, light ships 2 hexsides. Collisions will occur on a die roll of 6 when ships enter the same hex. Damage is per ship type difference with the larger ship receiving 1 hull hit.