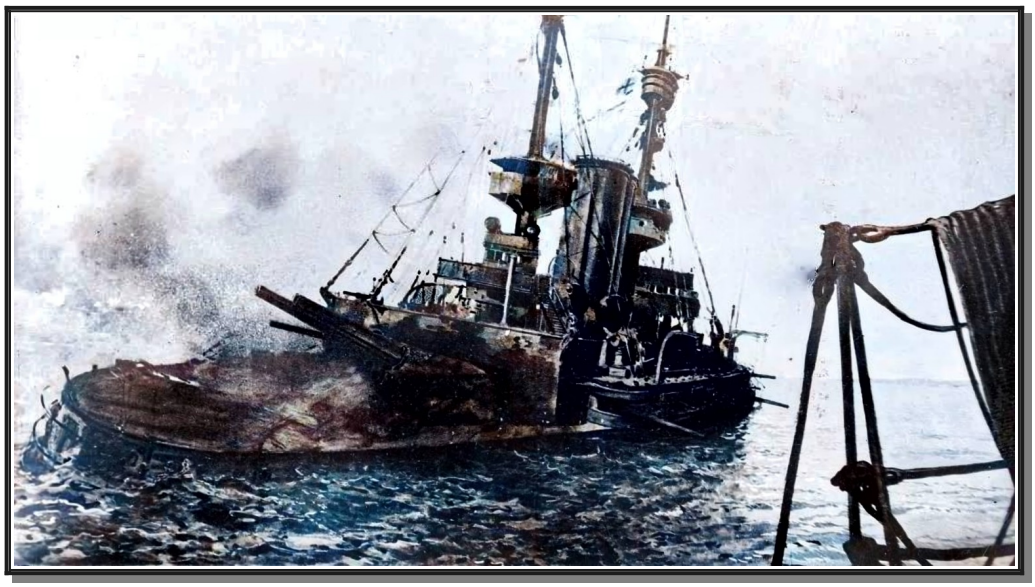
Avalanche Press

Great War At Sea



RULES

In 6 Volumes

Volume I

Introduction

&

Operational Matters

Table of Contents

Sequence of Play....1
The Operational Map....1
The Tactical Map....1
Gunnery Damage Table....1
Torpedo Damage Table....1
Critical Damage Table....1
Minefield and Mine Damage Tables....1
Weather Track....1
Fleet Composition Cards....1
2.4 Ship Data Sheets....2
2.5 Fleet Composition Boxes....2
2.6 Log Sheet....2
3.0 Prepare for Play....2
4.0 Sequence of Play....3
4.1 Weather Phase....3
4.2 Orders Phase....3
4.3 Move Fleets Phase....3
4.5 Check for Contact....3
4.6 Tactical Phase....3
4.7 Conclusion....3
5.0 Movement....3
5.1 Plotting....4
5.11 Fast and Slow Ships....4
The Terms Movement & Speed....4
5.12 Pre-plotted Movement....4
5.2 Missions....4
Transport....5
Bombardment....5
Escort....5
Intercept....5
Release (Leaving Port) [Jutland]....5
Abort....5
Minelaying....6
Minesweeping....6
Raid....6
Raiding Fleet Movement....6
Continuing to Keep a Raiding Fleet On the Map....6
5.21 Combining Fleets....6
5.21a Combining With A Fleet on an Abort Mission....7
5.22 New Mission....7
5.23 Pursuit....7
5.24 New Fleets....7
New Fleet Movement Restrictions....7
5.25 Number of Fleet Limitations....7
5.3 Fleet Movement....7
5.4 Contact....8
5.41 Surprise Sighting....8
5.42 Automatic Contact....8
Coastal Contact....8
5.43 Early Contact....8
5.44. Multiple Zones....8
5.45 Weather....9
5.46 Additional Modifiers....9
5.47 Multiple Fleets....9

5.48 Roving Fleets....9
5.49 Raiding Fleets....9
7.37 Orders....9
7.371 Original Fleet Dispersal?....9
7.38 Long Battles....9
9.0 Multiple-Ship Counters....10
9.1 Multi-ship Ship Assignments....10
9.2 Multi-ship Lone Ships....10
9.3 Multi-ship Combat....10
9.31 Multi-Ships, Multi-Targets....10
9.32 Multi-ship Ships as a Target....10
9.4 Multi-ship Speed....10
9.5 Multi-ship Fuel....11
10.0 Merchant Shipping....11
10.1 Transport Counters....11
10.11 Transports & Their Cargo Status [Jutland]....11
10.2 Merchant Location Table....11
10.21 Search Speed....11
10.22 Sea Routes....11
Major Sea Routes....11
Minor Sea Routes....11
10.23 Procedure....12
10.24 Results....12
Merchant Location Table....12
11.0 Special Rules....13
11.1 Shore Bombardment....13
11.2 Towing and Repair....13
11.21 Towing....13
11.21aTowing Limits....13
11.22 Speed....13
11.23 Towed & Towing Ships in Combat....13
11.24 Multiple Ship Counters....13
11.25 Re-Organisation Due to a Ship becoming Under a Tow....13
11.26 Breaking a Tow....14
11.27 Emergency Repairs....14
US Navy Emergency Repair Bonus....14
11.28 Emergency Repair Test Results....14
11.29 Damaged Ship Speed Limitations....14
11.3 Ports....14
11.31 Port Battle....14
The Ships in Port....14
The Attacking Ships....14
11.32 Port Entry....14
11.33 Major Bases....14
11.4 Night....15
11,41 Twilight Turns....15
11.5 Unloading....15
11.7 Weather....15
11.71 Weather Determination....15
11.72 Weather Zones....15
11.73 Conditions and Effects....16
6. Gale....16
5. Storm....16
4. Squall....17
3. Fog....17
2. Mist....17
1. Clear....17

Mediterranean Sea Scenarios....17
Decreasing a Weather Level....17
Increasing a Weather Level....17
Pacific Ocean Scenarios....17
Decreasing a Weather Level....17
Increasing a Weather Level....17
12.0 Fuel and Endurance....18
12.1 Fuel Consumption....18
Fleet Speed & Fuel Usage....18
The Ship With The Fewest Fuel Boxes in the Fleet – Tracking the Fleet's Fuel Usage....18
12.11 Fuel Usage if Not Moving....18
12.12 Fuel Usage For Ships in Port....18
12.13 Ships Under Sail....18
12.31 Scenario Restrictions on Port Usage....19
12.5 Colliers....19
12.51 Limitations....19
12.52 Re-Stocking....19
12.53 Collier Counters....19
12.54 American Collier Efficiency after 1920....20
12.6 Oilers....20
12.61 Oiler Refuelling Limitations....20
12.62 Oiler Re-Stocking....20
12.63 Oiler Counters....20
12.64 Oilers in Combat....20
US Navy Emergency Repair Bonus....20
US Navy Coal & Oil Re-fuelling Bonus (pre-1920 presumably)....20
Speed Restriction....21
Fleet Size Restrictions in the Danish Archipelago....21
Movement On The Tactical map on the Danish Archipelago....21
Movement Through Copenhagen W 41 Sea zone....21
Helgoland Y 32....21
24.0 Amphibious Operations....22
Transport Troop Capacity....22
24.21 Unloading....22
24.22 Reloading....22
An Enemy Port....23
Islands 9 Zones or Smaller....23
Islands Larger than 9 Zones....23

Sequence of Play

1.0 Introduction

The Great War At Sea is a series of games based on naval conflict during the early 20th Century. Each game in the series contains many separate game situations, or scenarios, in which players take the role of the opposing commanders.

Each section of the rules is numbered, and a second number identifies paragraphs within each section that discuss important concepts, like this: **2.2**. When that section contains subsections, these are identified like this: **2.23**.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (**2.2**). This will help you find that rule for comparison or reference.

2.0 Components

The components are described in the Scenario Booklet. You will need to furnish at least two six-sided dice (and preferably eight or ten).

2.1 Maps

The Operational Map

The Operational Map is divided into ***Sea zones***, which define ships' positions like squares on a chessboard, at a scale of **32 statute miles** across each zone.

- This map is used to regulate **Fleet** movement.
- **Fleets** may not move through Sea **zone** sides: -
  - consisting *entirely of land*
  - marked with a *black line*

The Tactical Map

The **Tactical Map**, used to resolve combat, is divided into hexagons (called "hexes") at a scale of approximately **8,000 yards** across.

2.2 Charts and Tables

Several charts and tables are used in the play of the game. These include:

Gunnery Damage Table

Used to determine the effects of gunnery hits (**6.1**; **7.5**).

Torpedo Damage Table

Used to determine the effects of torpedo hits (**7.7**).

Critical Damage Table

Consulted if the Gunnery or Torpedo Damage Table directs "Critical Damage".

Minefield and Mine Damage Tables

Used to determine the effect of striking a **Mine** (**13.0**).

Weather Track

Used to track the current weather.

Fleet Composition Cards

Used to apportion ships among the **Fleets**.

2.3 Counters

The die-cut cardboard playing pieces included in the game represent individual ships, groups of small ships or **Fleets** of ships.

- Other counters represent *Aircraft* or *Airships*.
- See the diagrams explaining the counters and the information they contain.
- Small ship counters have only *Tertiary* gunnery factors; large ship counters have *Primary*, *Secondary* and *Tertiary* gunnery factors (in that order).
- Some *Aircraft* and *Airships* counters have the following factors: -
  - *range*
  - *air-to-air combat*
  - *torpedo*
  - *bomb* factors

2.4 Ship Data Sheets

- Each nationality present in the game has a record sheet with the characteristics, for game purposes, of each of its ships
- These may be photocopied for repeated use
- Not all ships are used in every scenario; players may wish to circle those ships which are available or cross out those which are not
- See the "Sample Record" for an explanation

2.5 Fleet Composition Boxes

- At various times each player will form **Fleets** of ships
- The **Fleet** counters are used on the operational map; the ships making up each **Fleet** are placed in the appropriate **Fleet** boxes on his **Fleet** Composition card

2.6 Log Sheet

Each player has a log sheet to record their **Fleets**' movement and orders throughout the game. This may also be photocopied for repeated use. For very long scenarios or those with many ships, each player may require more than one sheet.

3.0 Prepare for Play

- First, select a scenario from the scenario book.
- Players may wish to begin with one of the battle scenarios.
- One player takes the role of the *Allied* commander and directs all *Allied* units listed in the scenario instructions.
- their opponent is the *Central Powers* player and directs 3 all *Central Powers* units listed in the scenario instructions.
- Place the following out of view of the opposing player (who may not examine them): -
  - *Ship Data Sheets*
  - *Log Sheets*
  - **Fleet** *Composition cards*.
- Place the *ship counters* in the **boxes** corresponding to their **Fleet** *assignments*.
  - Players may place ships that start in the same location in any one **Fleet** box
- Only the **Fleet** counters (*small half-inch counters*) are placed on the operational map (*numbered side down*).
- Players must agree before play begins whether they will use either the: -
  - basic combat procedure (**6.0**)
  - more involved tactical rules (**7.0**)
- Each player, for each of their **Fleets**, *now:* -
  - *selects* **missions** (**5.2**)
  - *plots movement* (**5.1**)
- Mission orders may be *aborted*, so players may wish to write orders in pencil ✎ and keep an eraser handy

4.0 Sequence of Play

- Each game turn represents four hours of actual time, and is divided into phases.
- Shaded turns on the Log Sheet are **night** turns, when it is more difficult to contact enemy **Fleets** and sight enemy ships in battle.
- Both players are active in each phase; there is no "*Allied* turn" or "*Central Powers* turn."
- **Play proceeds** as follows:

4.1 Weather Phase

- At the start of each turn, the *Central Powers* player rolls **one** die (**D6**) for each weather zone (**11.72**) and applies the result
- Plot *Aircraft* **CAP** and **Search** missions on the 1st Daylight turn of the day (for the day)

4.2 Orders Phase

Each player writes down the orders they wishes each of their **Fleets** to execute as required by their mission (**5.2**).

For example, during this phase for turn **5** for a **Fleet** with an intercept or **Raid**ing mission you should be writing orders for turn **7**.

- In the advanced game, each player must also check their ships' remaining fuel (**12.0**).
- Note that many missions (**5.2**) require that all movement be plotted at the *start of the scenario*.

4.3 Move Fleets Phase

Each player moves their **Fleets** during the Sequence of Play to new Sea zones corresponding to their orders for this turn. As this movement is already recorded. it may be carried out simultaneously.

4.4 Air Operations Phase [Optional] [Jutland]

During the Air Operations Phase, players use the following sequence:-

- conduct *air searches* (**20.5**)
- carry out strike missions (**20.6**), in the following sequence: -
  - Check for *Contact*
  - *Tactical* Phase
  - *Aircraft Return* Phase

4.5 Check for Contact

- There is a chance that contact (**5.4**) will occur between two or more opposing **Fleets** if they do at least one of the following in the same **Sea zone** or **Sea zone** *side*: -
  - remain in
  - move into
  - pass through

4.6 Tactical Phase

- If contact is made, play moves to either the: -
  - **Tactical Map** (**7.0**)
  - the basic combat procedure (**6.0**)

4.7 Conclusion

- After all **battles** have been resolved all aircraft return to base
- The turn is complete and play resumes with the *Weather Phase* of the next turn

5.0 Movement

- Movement on the operational map is *performed by* **Fleets**, which represent groups of ships
- Individual ship counters are never placed on the operational map, though a **Fleet** *could*

consist of one ship.

5.1 Plotting

To represent *the time lag* between reports of enemy ship positions and *reaction to* them, as well as the *control and planning problems* of directing ships across large stretches of open water, **Fleets must have** their orders written on the Log Sheets.

In the space for each turn on the Log Sheet the player writes the **Sea zone** he wishes the **Fleet** to enter during that turn.

5.11 Fast and Slow Ships

Some faster ships will be able to enter more than one **Sea zone** during a turn.

- These ships have a movement allowance of "2" or "2+" on their counters.
- **Fleets** consisting entirely of ships with movement allowances of "2" or "2+" may enter one or two **Sea zone**s each turn.
- Simply write in the first **Sea zone** to be entered, a slash mark (/) and then the second **Sea zone** to be entered.
- **Fleets** need not move at all, but may remain in the same **Sea zone** if their owner so desires
  - **note** they still use *fuel* at the rate as if they have **moved** one ***Sea zone***
- **Slow ships** (a circled "**1**" on the counter; "1**s**" on the ship data sheet)
  - move one **Sea zone** per turn just like those with a speed of **1**
  - only move during the "move all groups" impulses of the *tactical sequence* (**7.31**)
  - are considered *slower than ships* with a speed of **1** when using the basic combat procedure (**6.2**).

The Terms Movement & Speed

Note: The terms "movement" and "speed" are used interchangeably in these rules.

Example: s

- The Central Powers player wishes **Fleet 1** to proceed north-east from *Danzig* at top speed toward *Windau*.
- **Fleet 1** consists of the *Rostock* and *Frankfurt*, both of which have movement allowances of "**2**".
- In the turn one section, he writes "**Q 31/R 32"** in the turn two section he writes "**O 32/N 32**" and so on.

- The Allied player wants **Fleet 4** to sail from *Dover* to *Harwich*.
- Since **Fleet 4** consists of HMS *Canada* and HMS *Superb*, both of which have movement allowances of "**1**," he writes "**V 8**" in the turn one section, "**U 7**" in the second section and so on.
  Note that the *Central Powers* player did not have to order **Fleet 1** to move two **Sea zone**s; he could have ordered it to move one zone or none at all if he so desired.

5.12 Pre-plotted Movement

For each **Fleet** that is assigned a **Transport**, **Bombardment**, **Mine**laying or **Mine**sweeping mission, (see below) all movement is plotted before the start of the game or at least up to the point where the **Fleet** completes six turns in a friendly port (**5.22**).

5.2 Missions

- At the beginning of each scenario a player's ships are divided into **Fleets**, and each **Fleet** is given a specific mission.
- Only ships of the same nationality may be placed in a **Fleet** unless the **Fleet** containing them totals four ships or less or scenario instructions state otherwise.
- *German* ships may be treated as ships of any nationality
- *Canadian* and *Australian* ships are treated as *British*.
- The mission selected limits the orders that may be written for the **Fleet** and how it interacts

with other **Fleets**.

- In addition *certain ship types* **are limited** in the missions they may perform.
- Missions are limited to the following:

Transport

- Only ships with a **Transport** mission may load and *unload cargo* (**11.5**).
- There is no limitation on ship types.

Bombardment

- Ships in the **Fleet** have their gunnery halved (round down by type) in the first combat step in which they fire at an enemy ship.
- Limited to warships and colliers/oilers.
- Ships assigned this mission may conduct *shore* ***Bombardment*** (**11.1**).

Escort

- A **Fleet** plotted to accompany another **Fleet**.
- The escorting **Fleet** must conform to the movement of the **Fleet** being escorted.
- Its **Fleet** counter is *placed in the* ***Fleet*** *box* of the **Fleet** being escorted, and treated as part of the same **Fleet** for contact (**5.4**) purposes.
- If the **Fleet** being escorted goes to the **Tactical Map** or to the basic combat procedure, so does the escorting **Fleet**.
- The escorting **Fleet** is set up on the **Tactical Map** in hexes *adjacent to* the **Fleet** it is escorting.
- During advanced tactical combat the escorting **Fleet** *may separate* from the **Fleet** it is escorting (to better protect the escorted **Fleet**).
- If this occurs, the escorting **Fleet** must rejoin the **Fleet** it was escorting as soon as possible subsequent to combat, *or be assigned* an **abort mission**.
- **Escort Fleet** movement is plotted as "escort" with the **Fleet** it is escorting noted.
- Limited to warships and colliers/oilers.

Intercept

- Movement is plotted two turns in advance for a **Fleet** ordered to perform this mission.
- Limited to warships and colliers/oilers.

Release (Leaving Port) [Jutland]

- In many scenarios, ships are not allowed to leave port until some specified event has taken place
- The owning player *may begin* writing orders for these ships when *they are released*. They may only be assigned an **Intercept** mission, and thus may not leave port until **two tums** after they are released (*in addition to* any delay specified in the scenario instructions).

Abort

- A **Fleet** may not start a scenario with an **Abort** mission, unless specifically stated in the scenario instructions.
- During the orders phase, the owning player may change any mission type to an abort mission.
- To do so, change the movement plot two turns ahead (plotting movement for all remaining turns) for the **Fleet** changing to the abort mission.
- The abort mission **Fleet** must have all its Movement plotted for the remainder of the scenario or up to the point where it completes six consecutive turns in port, and its movement must: -
  - take it to a friendly port
    - by the shortest method
    - at the fastest speed possible (without mining out of fuel)
- No **Bombardment**s may be conducted

Note that **Fleets** involved in combat may change to an abort mission following combat (see

7.37); in this case their orders are changed immediately following the conclusion of combat.

Example:
On **Turn 10** the *Central Powers* player decides to abort his **Fleet 3**'s **Bombardment** mission. He writes "**abort**" in the space for **Turn 12** and plots movement for **Fleet 3** for **Turn 12** and all the following turns until the **Fleet** has spent six turns in a home port.

Minelaying

- A **Fleet** must have a **Mine**laying or a **Raid** mission in order for its ships to sow **Minefield**s (**13.3**).
- Limited to **Mine**layers (**ML**) plus *any other ships* specified in the scenario instructions.

Minesweeping

- A **Fleet** must have a **Mine**sweeping mission in order for its ships to detect and remove **Minefield**s (**13.6**).
- Limited to **Minesweeper**s (**MS**) plus any other ships specified in the scenario instructions.
- A **Fleet** with a **Mine**sweeping mission *may remain* in a zone to detect and sweep **Mine**s, thus delaying but not changing its pre-plotted movement.

Raid

- Movement is plotted two turns in advance for a **Fleet** ordered to perform this mission.
- A **Raid**ing **Fleet** may *bombard* (**11.1**) and ***Sea**rch for enemy merchant ships* (**10.2**).
- ***Mine**layers* and other *ships acting as **Mine**layers* (per the scenario instructions) may lay **Minefield**s if part of a **Raid**ing **Fleet**.
- Unless scenario instructions specify otherwise, a player may assign a **Raid**ing mission: -
- to no more than one **Fleet** which must: -
  - include a *leader*
  - contain no more than two ships (not counters) & limited to warships and colliers.

Raiding Fleet Movement

- A player may remove a **Raid**ing **Fleet**'s counter from the operational map after it moves (so that its future movement is hidden from enemy view) but must return it to the map if it: -
  - bombards (**11.1**)
  - sinks (not merely **Sea**rches unsuccessfully for) an enemy merchant chip (**10.2**)
  - enters a port
  - occupies the same **Sea** **zone** as an enemy
    - **Fleet** counter
    - airship
    - aeroplane
- they may remove it from the map again two turns afterwards provided none of these conditions apply

Continuing to Keep a Raiding Fleet On the Map

- A player may always choose to keep a **Raid**ing **Fleet**'s counter on the map (and must do so if they wishes to **Sea**rch for enemy **Fleets**) and may remove the counter at any time if the conditions for removal are met

Note: that **Raid**ing **Fleets** of both sides may occupy the same **Sea** **zone** with neither player being aware (if a player wants to look for the enemy **Raid**ers with a **Raid**ing **Fleet**, they must place the **Fleet** counter on the map).

5.21 Combining Fleets

- **Fleets** with the same type of mission may be combined into one during the Orders Phase if they occupy the same **Sea** **zone**.

- Remove one of the **Fleet** counters and use the movement orders already plotted for the **Fleet** counter still in play.

5.21a Combining With A Fleet on an Abort Mission

- Any **Fleet** may combine with an **Abort** mission **Fleet**.
  - Remove the other **Fleet**'s counter and use the movement orders already plotted for the **Fleet** counter with an **Abort** mission.
- **Escort Fleets** are not considered to be combined with the **Fleet** they are escorting.

5.22 New Mission

A **Fleet** that spends **six** Consecutive turns in a *friendly port* ⚓ may be given a **new mission**.

5.23 Pursuit

- **Fleets** with **Intercept** or **Raid** missions which engage in combat may attempt to pursue the enemy **Fleet** if: -
  - it left the **Tactical Map**
  - combat ended with both **Fleets** out of sighting range (**7.27**)
  - (or after any battle when using the basic combat procedure).
- Write "Pursue" in the appropriate slot on the log sheet for the next two turns in place of the former orders.
- During the Orders phase of each turn, the pursuing player rolls one die.
  - Add two to the result during daylight turns
  - add one in addition if all ships in the pursuing **Fleet** are faster than the slowest ship in the **Fleet** being pursued.
- If the modified die roll is **6 or greater** the **Fleet** is moved together with the enemy **Fleet**, and contact is made in the new **Sea zone**.
- If the pursuit is unsuccessful. then the pursuing **Fleet** must remain in that **Sea zone** for one turn and new orders are written for the two following turns.

5.24 New Fleets

- During the Orders phase. either player may divide **Fleets** with **Raid** or intercept missions into smaller **Fleets**.
  - Enter "Divide" on the Log Sheet for that turn.
  - n that turn place a new **Fleet** marker, if available, on the Operational Map in the **Sea zone** where the original **Fleet** divided.
  - re-arrange the ship counters on the **Fleet** Composition card.
  - The new **Fleet** has the same mission as the original **Fleet**.

New Fleet Movement Restrictions

- If a dividing **Fleet** contains ships with a speed of 1 Slow, 1 or **1+**, the **Fleets** may not move on the turn the **Fleet** is divided.
- If all ships in a dividing **Fleet** have a speed of **2** or **2+**, the **Fleet**(s) may move one **Sea zone** before or after dividing. This must be noted on the Log Sheet.

5.25 Number of Fleet Limitations

- Unless the scenario instructions state otherwise, players may form *any number of* **Fleets** up to the number of **Fleet** counters provided in the game.
- They may be assigned to any mission (though only one per scenario may be assigned a **Raid** mission, unless the scenario instructions state otherwise).

5.3 Fleet Movement

- In the Move **Fleets** phase each player moves their **Fleets** on the operational map to the locations specified on the Log Sheet.
- Since this is considered to take place *simultaneously*, players may move their **Fleets** in *whatever* **order they choose**.

5.4 Contact

- When two opposing **Fleets** remain in, **move into** or **pass through** the same **Sea zone**, there is a possibility that contact will occur.
- If two opposing **Fleets** remain in, move into the same **Sea zone**, or enter one another's **Sea zone** simultaneously, the *Central Powers* player rolls one die to determine if contact is made.
- Contact is made on a die roll of: -
  1. **4 or greater** during a **Day** turn
  2. **6** or greater during a Night turn
- If an enemy **Fleet** was spotted by *air search* **last turn**, **add** +2
- When contact is made, battle is then resolved using either the basic combat (**6.0**) or advanced tactical (**7.0**) rules.

5.41 Surprise Sighting

An unmodified result of "**6**" is always contact, regardless of the modifiers and is always a *Surprise Sighting (***7.28**).

5.42 Automatic Contact

- Contact always occurs between a **Fleet** plotted to **bombard** or **unload cargo** in the same zone that an opposing **Fleet** occupies or enters (even a **Raid**ing **Fleet** (**5.49**)
- Contact always occurs if one **Fleet** is in a *minor port* and an enemy **Fleet** enters the port

  #### Coastal Contact

  - **Fleets** in **enemy-controlled** *coastal* or *island* zones are automatically spotted by enemy forces, and the **Fleet**-owning player must report the following data about the **Fleet**: -
    - the number of: -
      - *Capital* ships
      - *Light ships*
    - whether or not there are **any of the following** within the **Fleet**: -
      - *Aircraft Carriers*
      - *Transports*
  - **Fleets** spotted by **coastal contact** may be hit by *enemy airstrikes* (**20.6**)

5.43 Early Contact

- If a **Fleet** has passed through the **Sea zone** in which contact is made, return it to the zone.
- The additional plotted movement is not completed this turn.
- The movement plot is delayed, but not changed.

5.44. Multiple Zones

- If a **Fleet** could make contact in more than one zone, check first for contact in the first zone it entered.
- If no contact is made, check again for the second zone.
- If two opposing **Fleets** are plotted to enter each other's **Sea zone**, check for contact in both **Sea zone**s (*Allied* player's choice of order)
  - If contact is made in the first **Sea zone** do not check tor contact again in the second.

  Example:
  - A *Central Powers* **Fleet** 1 is plotted to move two zones, from **M69** through **L69** to **K70**.
  - An *Allied* **Fleet** 2 is plotted to move two zones as well, from **M70** through **L69** to **K69**.
  - The *Central Powers* player must roll the die to see if contact is made in **Sea zone L69**, through which both **Fleets** passed this turn, even though neither now occupies it.

5.45 Weather

Add or subtract from the contact die roll for the following weather conditions:

- Gale: -2
- Storm, Squall or Fog: -1
- Clear: +1

5.46 Additional Modifiers

- Before the *Central Powers* player rolls the die (**1D6**) either player may declare which, if any, of the following die roll modifiers apply.
- A player is never required to reveal this information, but must do so for the modifier to be applied to the die roll.
  - Leader present: +1
  - **Fleet** contains over 20 ships: +1
  - **Fleet** contains only armed yachts, destroyers and/or torpedo boats: -1
  - **Fleet** has intercept mission: +2
  - **Fleet** has **Raid** mission: +1 or -1 (*owning* player's choice)
  - *Airships* present in **Sea zone**: +2

5.47 Multiple Fleets

- Resolve all contact possibilities before any battles are resolved.
- More than one **Fleet** from the same side may as a result be involved in the same battle.

5.48 Roving Fleets

If a **Fleet** leaves a **Sea zone** as a result of combat (**7.33**) it is involved in no further contact attempts during the current turn.

5.49 Raiding Fleets

Contact is not checked for a **Raid**ing **Fleet** unless the **Fleet** counter is on the map.

7.37 Orders

- Following the conclusion of combat, each player corrects movement orders for **Fleets** that had their plots altered by: -
  - contact (**5.41**)
  - exiting the **Tactical Map** (**7.33**)
- **Fleets** may: -
  - continue their mission
  - be given an abort mission

7.371 Original Fleet Dispersal?

Note that ships that left the map will now occupy different **Sea zones**.

7.38 Long Battles

- If combat enters **a second round**, all **Fleets** involved move one less **Sea zone** during the next turn than plotted, except that a **Fleet** of ships with speeds of **1 Slow or greater** may always move one **Sea zone**.
- Adjust the log sheet accordingly. The route taken may not be changed – all orders are re-written to reflect only the loss of time, not a new route, destination or mission.

  Example:

  - *SMS Sterneck*, alone in *Central Powers* **Fleet 1** engages *HMS Inflexible* during **Turn Two** in **Sea zone U37**. The Sterneck eventually sinks HMS Inflexible, though the battle extends once through the impulse sequence and halfway through another round before the British ship goes under.
  - The *Sterneck* was plotted to move **two zones** on turn Three, from **V36** to **W36**, and on **Turn Four** from **X35** to **Y35**.

- She may only move to **V36** on **Turn Three**, then on **Turn Four** from **W36** to **X35**, and so on.

9.0 Multiple-Ship Counters

- Some counters represent several small ships of the same class.
- Warship counters have several silhouettes.
- **Transport** counters have a single silhouette.

9.1 Multi-ship Ship Assignments

- The scenario instructions list the number of ships of each class available.
- Any number of counters of the appropriate class may be used to represent them, up to the number provided in the counter mix.
- The owning player decides at the start of the scenario how many ships each counter will represent.
  - One multiple-ship counter may represent up to either: -
    - three warships
    - four merchant ships
  - Each multiple-ship counter's space on the Ship Data Sheet shows the corresponding: -
    - three warships
    - four merchant ships
  - Cross out unused hit records to show how many ships the counter represents.
  - Once a ship is assigned to a counter its assignment may not be changed.

9.2 Multi-ship Lone Ships

If a multiple-ship counter represents only one ship, it is treated like any other ship counter.

9.3 Multi-ship Combat

In combat each **multiple-ship counter** is treated as a single ship for placement and must move as one ship.
The opponent is told how many ships the multiple-ship counter represents when a multiple-ship counter is: -
within sighting range of an enemy ship on the **Tactical Map**
in a **Fleet** attacked by an *airship*, *Aircraft* or *submarine*

9.31 Multi-Ships, Multi-Targets

The Ships in a multi-ship counter *may fire at* **separate targets** if the owning player wishes.

9.32 Multi-ship Ships as a Target

- A multiple-ship counter is treated as a **single target**.
- If hit by *enemy fire* or *torpedoes* **the owning player distributes hits** among the counter's ships in *any way they sees fit*.

  Example:
  The *Allied* player attacks the *Austrian* cruiser *Saida* with all 3 ships of a *Beagle-class* destroyer counter. He therefore has **3** *Tertiary* gunnery factors (1 for each destroyer) and 3 torpedo factors (**1** for each destroyer).

9.4 Multi-ship Speed

All ships in a multiple-ship counter move at the speed of the slowest ship represented by the counter. Thus if one ship is struck dead in the water, no ship in the counter may move unless the stricken ship is sunk or towed. Players may voluntarily sink (scuttle) such a ship at any time. Ships may be towed (11.2) by ships from their own multiple-ship counter or by another of the owning player's ships.

9.5 Multi-ship Fuel

- Multiple-ship counters are treated as **one ship** for *purposes of fuel consumption* (**12.1**) and refuelling (**12.3**).
- **Note** that a multiple-ship counter *only has one set of fuel boxes* on the Ship Data Sheet for the counter, not one for each ship.

10.0 Merchant Shipping

- Some scenarios direct one or both players to attack enemy merchant shipping.
- There are two kinds of merchant ships: -
  - those represented by the generic **Transport** counters provided in the game (usually large troop **Transport**s).
  - those located through the Merchant Location Table (usually sailing ships or small tramp steamers).

10.1 Transport Counters

- **Transport**s (all are multiple-ship counters, labelled "merchant" in some series games) are treated like any other ship in the game, and may be located and attacked.
- Their sinking or safe arrival is usually worth a large number of victory points.
- **Transport**s have one or two hull boxes each, are never armoured and are never armed.

10.11 Transports & Their Cargo Status [Jutland]

- Unless scenario instructions say otherwise, every *Transport* begins the game **loaded**.
- Unless *scenario special rules* say otherwise, *Transports* which have **unloaded** may return to their **port** *of origin*, **reload** *troops* and *supplies*, and then be plotted to *perform another* **Transport** mission to the same *or* another **destination**
- Reloading troops and supplies takes **three turns**, *which count toward* the **six turns** the *Transport* **Fleet** must remain in **port** to receive a new mission (**5.22**)

10.2 Merchant Location Table

- Only **Fleets** on a **Raid** mission may use this table (abbreviated **MLT**).
- *Write* "**Search 1**" or "**Search 2**" on the Log Sheet when writing orders, depending on how many movement factors are expended in the **Sea zone**.

10.21 Search Speed

- Ships with a speed of **1** must be present in the **Sea zone** they wish to **Search** *at the start* of the turn and may not exit the **Sea zone**.
- Those with a speed of **2** may move one **Sea zone** and **Search** either (but not both): -
  - the zone they leave
  - the zone they enter
- on the **MLT** they may either use: -
  - move & use the "**1**" column
  - may remain in place and use the "**2**" column

10.22 Sea Routes

Major and minor **Sea** routes, representing important shipping channels, are marked on the operational map.

Major Sea Routes

- **Sea zone**s *crossed by* a **major Sea route** have a *merchant density number* of **four**.
- Those **Sea zone**s *adjacent to* a **major Sea route** have a *merchant density number* of **two**.

Minor Sea Routes

- **Sea zone**s *crossed by* a **minor Sea route** have a *merchant density number* of **three.**
- Those **Sea zone**s *adjacent* to a **minor Sea route** have a *merchant density number* of **one**.

10.23 Procedure

Players may roll the die once on the **MLT** for each of their warships (any ship with 4 gunnery or torpedo factors) assigned a **Raid** mission which are located in a **Sea zone** with an *enemy merchant* **density** number.
Add +1 to the die roll during a night turn.

10.24 Results

- Match the result to the appropriate column on the **MLT**.
- The result is the number of merchant ships, **each worth 1/2 a victory point** destroyed.
- If any merchant ships are destroyed, the player must: -
  - Place the **Raid**ing **Fleet**'s counter face down on the operational map
  - reveal to their Opponent the number of merchant ships destroyed and their location
    - but he is not required to reveal the ship which sank them (name, class or identify)

Merchant Location Table

Die	Density			
	1	2	3	4
1	**- / 1**	**1 / 1**	**1 / 2**	**2 / 2**
2	**- / -**	**- / 1**	**- / 1**	**1 / 2**
3	**- / -**	**- / -**	**- / 1**	**1 / 1**
4	**- / -**	**- / -**	**- / -**	**- / 1**
5	**- / -**	**- / -**	**- / -**	**- / 1**
6	**- / -**	**- / -**	**- / -**	**- / -**

Result: The number of ships located with 1 movement/2 movement points expended in the **Sea zone**.

11.0 Special Rules

11.1 Shore Bombardment

- Some scenarios require *one* or *both players* to **bombard** certain *enemy coastal zones*.
- To bombard a coastal zone, the ships performing the mission *must remain there* for **one full tum without combat** *or* **movement** (write "**shell**" on the log sheet).
- The bombarding player must announce: -
  - **which zone is under attack**
  - *the number* (but not identity or type) of ships taking part
- A **Fleet** that attempts to bombard is not permitted to bombard if a *bombarding ship*: -
  - **moves**
  - **fires**
  - *suffers damage* during tactical combat (**11.1**)

Preparatory Bombardment [Jutland Scenario Rules]

Unless scenario instructions say otherwise, *transports* may not *begin unloading* in an **enemy-controlled** *coastal*, *island* or **port zone** until the **zone has been bombarded** by *at least* **3** (**three**) *Battleships* and/or *Battle Cruisers* (**BB**, **B**, **BC**).

11.2 Towing and Repair

11.21 Towing

A ship dead in the water through battle damage (losing its movement factors) or by *running out of fuel* may be towed by another friendly ship.

11.21aTowing Limits

- *Capital ships* may tow anything
- *Light ships* may only tow other *Light ships*
- *Non-warships* may only tow other *non-warships*

11.22 Speed

The *damaged* and *towing* ships move at a *rate of one* new **Sea zone** *every third turn*.

11.23 Towed & Towing Ships in Combat

- If in contact with enemy forces and battle commences, **neither** ship may fire during the first combat segment one of the ships could normally fire in.
- A ship under tow may move on the player's final movement step (#17 or 18) of each round (though the towing ship may break the tow).
- The *ship towing* it must occupy the same hex.

11.24 Multiple Ship Counters

- If any of the ships represented by a multiple-ship counter is left dead in the water the others may tow it, moving one Sea zone every third turn.
- A ship represented by a *multiple-ship counter* may be towed by another **ship of that counter**, but all ships represented by the counter suffer the same movement and combat penalties.

11.25 Re-Organisation Due to a Ship becoming Under a Tow

- A ship *under tow* and the ship towing it may be formed **into a new Fleet** if a **Fleet** counter is available
- This **Fleet** must be given an *abort* mission
- The **Fleets** do not suffer the normal speed reduction for creating a new **Fleet** (**5.25**)

11.26 Breaking a Tow

- During *any movement step* in the 'Tactical Sequence, a ship may stop towing another ship if the towing ship would **otherwise be allowed to move**.
- The ship being towed still may not *move*, but *the towing ship is* no longer restricted (and is no longer tied to the towed ship).

11.27 Emergency Repairs

- A player may attempt to restore movement to a ship struck *dead in the water* through battle damage (not by *running out of fuel*).
- The owning player rolls one die (**D6**) for each ship unable to move: -
  - At the end of each *tactical impulse sequence*,
  - **Once each turn** for ships in **Fleets with abort missions** which were not involved in battle

  #### US Navy Emergency Repair Bonus
  - Subtract one from the die-roll when an *American* **BB** or **BC** attempts emergency repairs (**11.27**).

11.28 Emergency Repair Test Results

- On a result of **1** the ship *may now move* at speed "**I Slow**."
- On a result of **5** or **6** the damage is so great that repair is not possible and no further attempts may be made.

11.29 Damaged Ship Speed Limitations

A damaged ship still capable of movement may not be repaired (repair cannot yield a speed faster than **1 Slow** speed).

11.3 Ports

Ships that *are in* or that *enter a* **Sea zone** containing a **friendly port may enter** the port.

11.31 Port Battle

- A ship in a *minor port* may be attacked by enemy ships.
- There is no contact die roll if the player *whose ships are attacking the port* wishes a battle.

  #### The Ships in Port
  - The player with ships in port: -
    - never has the tactical initiative (**7.21**)
    - may not **move** his ships *during combat resolution*
    - They *suffer the target modifier* for being **dead-in-the-water**

  #### The Attacking Ships
  - The attacking ships may not **enter: -**
    - the hex *occupied by the ships in* **port**
    - any hex adjacent to them
  - Torpedo attacks (**7.7**) may not be made against ships in a port

11.32 Port Entry

- Ships in a port *may re-enter* **Sea zones** during a later turn.
- The first **Sea zone** they enter must be the one *containing* the port.

11.33 Major Bases

- Major ports have certain defensive abilities due to coastal artillery, **Minefield**s and light forces not represented in the game.
- The following may not be placed in a **Sea zone** *containing an enemy* **major base**: -
  - **Submarines** (**15.0**)
  - **MTB**s (**18.0**)

- **Fleets** may not enter a **Sea zone** *containing a major base* they are not allowed to use, being either: -
  - *enemy*
  - *neutral*

11.4 Night

- **Night turns** are indicated by shaded spaces on the *Log Sheet*. The main effects are: -
  - *Sighting* range (**7.37**) is reduced at night
  - Contact between enemy **Fleets** is less likely
  - It is *more difficult* to **land** ***Aircraft*** (**14.52**)

11,41 Twilight Turns

- Some turns are *twilight turns* (turns 4, 10, 16, 22, etc.).
- These turns are *treated as* **night turns** for scenarios taking place in: -
  - November
  - December
  - January
  - February
  - those noted simply as "Winter"
- They are treated as day turns in all other scenarios.

11.5 Unloading.

- Some scenarios require *merchant ships* and *warships acting as* ***Transports*** to **load** or **unload cargo**. All **Transport**s and warships acting as **Transport**s begin a scenario *already loaded* unless the instructions specify otherwise.
- *Unloading* or *loading* cargo takes three consecutive turns (write "**load**" or "**unload**" on the log sheet).
- A ship may not **move** or **engage in any form of combat** (*including shore* ***Bombardment***) during a turn in which it: -
  - **unloads**
  - leaves the **Sea zone** where it is unloading
  - moves, fires or is sunk during tactical combat
- The unloading is cancelled and may not be resumed
- Any **V**ictory **P**oints for unloading are lost

11.7 Weather

The scenario instructions indicate the starting weather condition for each scenario.

11.71 Weather Determination

- During the weather phase, the *Central Powers* player rolls **one die** to see if the weather condition changes.
  - On a result of **6**, the weather condition *is increased* by **one level** (for example, from level **1**, which is *Clear*, to level **2**, which is *Mist*).
    - In scenarios taking place in *November through March*, the weather condition is increased on a result of 5 or 6.
  - On a result of **1**, the weather condition is *decreased* by **one level**.
- Also see rule **11.74**.

11.72 Weather Zones

Some games in the series may direct players to make separate die rolls for weather conditions in different parts of the operational map.

11.73 Conditions and Effects

Situation	Weather State					
	Gale	Storm	Squall	Fog	Mist	Clear
Flying *Aircraft* or *Airships*	Destroyed	May not attack	May not attack	May attack	May attack	May attack
AYs, DDs and TBs at Sea	May Sink	Reduced Move	No modifier	No modifier	No modifier	No modifier
Aircraft Take Off or Land?	No	-3	-2	-1	No modifier	No modifier
Can *Aircraft* Spot Enemy?	N/a	Yes	No	Yes	Yes	Yes
Can *Airships* Spot Enemy?	N/a	No	No	Same Zone	Inc. adjacent	Inc. adjacent
Airships Speed Modifier	N/a	1 maximum	No modifier	No modifier	No modifier	No modifier
Destroyers & TB Movement	-1	1 maximum	No modifier	No modifier	No modifier	No modifier
Contact Attempt Modifier	-2	-1	-1 (no Air)	-1	May Fire	May Fire
Foundering Modifier	+3	+2	+1	No modifier	No modifier	No modifier
Tactical Visibility Range	One hex	Two hexes	Two hexes	Two hexes	Three hexes	Four hexes
If Low Freeboard	Cannot fire*	Cannot fire*	May Fire	May Fire	May Fire	May Fire
Primary Guns	May Fire*	May Fire*	May Fire	May Fire	May Fire	May Fire
Secondary Guns	Cannot fire	Cannot fire	May Fire	May Fire	May Fire	May Fire
Tertiary Guns	Cannot fire	Cannot fire	May Fire	May Fire	May Fire	May Fire
Torpedo Attacks	No	No	Yes	Yes	Yes	Yes

6. Gale

- Any *Aircraft* or *Airships on* the map is destroyed
- Each player rolls *two dice* for each of his **AY**s, **DD**s and **TB**s at Sea
  - on a result of **12** the ship is sunk
    - Surviving **DD**s and **TB**s have their speed reduced to **1**
- Ships may not fire their *Secondary* or *Tertiary* guns
- Ships with the *Low freeboard indicator* (box half full of water on counter) may not fire any of their guns.
- No *torpedo attacks* **including** those made *by submarines*, may be made
- *Aircraft* (**14.0**) may not *take off*, *land* or *spot* enemy **Fleets**
- *Visibility* on the **Tactical Map** is *limited* to **one hex**
- Subtract -2 from the die roll for all *contact attempts* (**5.4**)
- Add +3 to the *foundering* die roll (**8.52**)

5. Storm

Aircraft and *Airships* may not attack
Airships: -
may not *spot* enemy **Fleets** (**17.3**)
assist in making contact (**5.4**)
Subtract -3 from *Aircraft take-off* and *landing* die rolls (**14.0**)
Airships, *destroyers* and *torpedo boats* have their speed reduced to **1**
Ships may not fire their *Secondary* or *Tertiary* guns
Ships with the *Low-Freeboard indicator* (box half full of water on counter) may not fire any of their guns.

No *torpedo attacks*, including those made *by submarines*, may be made
Visibility on the **Tactical Map** is limited to **two hexes**
Add +2 to the *foundering* die roll (**8.52**)
Subtract -1 from the die roll for all *contact attempts* (**5.4**)

4. Squall

- *Aircraft* and *Airships* may not attack.
- *Aircraft* and *Airships* may not spot enemy **Fleets** (**17.3**) or assist in *making contact* (**5.4**).
- Subtract -2 from *Aircraft* take-off and landing die rolls (**14.0**).
- *Airships* and *torpedo boats* have their speed reduced to **1**.
- Ships may not fire their *Secondary* or *Tertiary* guns.
- Ships with the *Low-Freeboard indicator* (box half full of water on counter) may not fire any of their guns.
- No torpedo attacks, *including* those made by *submarines*, may be made.
- *Visibility* on the **Tactical Map** is limited to **two hexes**.
- Add +1 to the foundering die roll (**8.52**)
- Subtract -1 from the die roll for *all contact* attempts (**5.4**)

3. Fog

- *Airships* may not attack and may only spot enemy ships *in the same* **Sea zone**.
- Subtract -1 from *Aircraft* take-off and landing die rolls (**14.0**).
- Visibility on the **Tactical Map** is limited to two hexes.
- Subtract -1 from the die roll for all contact attempts (**5.4**).

2. Mist

Daylight *visibility* on the **Tactical Map** is limited to **three hexes**.

1. Clear

- No effect.
- Add +1 to the die roll for all contact attempts (**5.4**).

11.74 Regional Variations

Mediterranean **Sea** Scenarios

In scenarios taking place on the Mediterranean map: -

Decreasing a Weather Level

- the weather condition is decreased by **one level** on a result of **1**, **2** or **3**

Increasing a Weather Level

- if a **6** is rolled, roll the die a second time.
- the weather condition is *increased* by **one level** if this second result is a **4** through **6**

Pacific Ocean Scenarios

In scenarios taking place on any *Pacific Ocean* map: -

Decreasing a Weather Level

- the weather condition is decreased by **one level** on a result of **1** or **2***

Increasing a Weather Level

- if a **6** is rolled, roll the die a second time.
- the weather condition is *increased* by **one level** if this second result is a **3** through **5***
- the weather condition is *increased* by **two levels** if this second result is a **6***

Note (*): here is no additional modification for scenarios on **Pacific Ocean** maps taking place in *November* through *March*.

12.0 Fuel and Endurance

- Each ship has a **fuel** capacity noted on the Ship Data Sheet
- During the Orders **Mine Warfare Phase** *each* player must check their ships' **fuel** consumption

12.1 Fuel Consumption.

- Fuel Status is updated on the Ship Record Sheet for each individual ship
- Check off **1** *fuel box* for ever **12 Sea zones** a ship enters

  Fleet Speed & Fuel Usage

  - If a ship enters one **Sea zone** in one turn, deduct ***one fuel point***
  - **12 fuel points used costs one fuel box**
    - If a ship enters **2 Sea zones** in one turn, *count each* (**Sea zone**) as **3 Sea zones** (for a total of **6** for the turn).
      Note any remainder alongside the **Fleet**'s column on the Log Sheet: this is counted toward the next fuel box marked off.
      Example:
      - The *Central Powers* player sends the *Austrian* Cruiser SMS *Novara* on a **Raid** into the *Mediterranean **Sea***, the only ship in **Fleet 1**.
      - for the *first* **five turns** the Cruiser *moves one* **Sea zone** each turn
      - on the **sixth** through **ninth turns** the Cruiser moves two **Sea zones**
      - On turn seven the Central Powers player would mark off one fuel box for Novara and write "5" (the remainder, since 1 + 1 + 1 + 1 + 1 + 6 + 6 = 17) alongside the Turn Seven line for **Fleet 1**.
      - On **turn nine** he would mark off another fuel box for Novara, writing "**5**" (**5** + **6** + **6**) alongside the Turn Nine line for **Fleet 1** as the remainder

The Ship With The Fewest Fuel Boxes in the Fleet – Tracking the Fleet's Fuel Usage

- Players may find it easiest to merely keep track of fuel consumption for the ship in each **Fleet** that has the fewest fuel boxes.
- Obviously, additional notes will be necessary if the **Fleet** divides, combines or refuels some of its ships.

12.11 Fuel Usage if Not Moving

If a ship does not move while at **Sea**, it *expends fuel* as though it **entered one Sea zone**.

12.12 Fuel Usage For Ships in Port

Ships do not expend fuel while refuelling or while in port.

12.13 Ships Under Sail

Ships with the **Sail-Capable indicator** (*Sail* depiction on counter) may *move one **Sea zone*** every other turn without expending fuel.

12.2 Running Out of Fuel.

- Once all of a ship's fuel boxes have been crossed off, it is dead in the water and it: -
  - may not move
  - may be towed (**11.2**)
- A ship must have enough fuel to conduct its scheduled movement

12.3 Refuelling in a Friendly Port

- For every *complete turn* the ship spends in a **friendly port** (*one the player's ships are allowed to use*) a player may **restore: -**
  - **one** of a *coal burning ship's* **fuel** boxes
  - **three** of an *oil-burning* ship's **fuel** boxes
- **Note** "Fuel" on the Log Sheet
- *Any* **number** of ships *may refuel* in the **same port** at the same time

Example:

- *Novara*, with one **fuel** box remaining, *enters* **Cattaro** on **Turn 10**
- On Turn 11 the *Central Powers* player erases the mark in one of *Novara's* **crossed-out fuel** boxes
- On Turn **12** he erases another
- On Turn **13** Novara *leaves* **Cattaro** with **3 fuel** boxes available

12.31 Scenario Restrictions on Port Usage

Note that some scenarios restrict ports in which a ship may refuel.

12.4 Combat Restrictions

- During the **turn in which a ship: -**
  - **refuels** (including from a *Collier*)
  - rearms
- A ship may not: -
  - **move**
  - **engage** in any form of combat (*including* **Bombardment**)
- If attacked by *enemy forces*, it gains no fuel or torpedoes.

12.5 Colliers

- *Coal-burning* ships (white fuel circles [○○○] on the Ship Data Sheet) *may refuel* from **colliers**.
- If a collier is available, a player may, for every complete turn the ship spends in a *coastal* **Sea zone** with the collier: -
  - restore one of a ship's fuel boxes
  - and mark off one of the collier's
- **Note** "Coal" on the log sheet.
- *Colliers* may not enter any **Sea zone** containing **an enemy port**.

12.51 Limitations

- A collier may only *refuel* one ship at a time.
- *Multiple* colliers could **each** *refuel* **one** different **ship** in the same coastal zone at the same time.
- A ship may not refuel *from more than* **one** collier at the same time.

12.52 Re-Stocking

A collier may **refuel** in a *friendly port* like any other ship, at **twice** the usual rate (*two boxes* per turn).

12.53 Collier Counters

- Use **Transport** counters to represent colliers
- The scenario instructions will direct whether the collier is: -
  - "fast" (**speed 1**)
  - "slow" (**speed 1 slow**)
- Each *counter* represents **one** *collier*
- It is not a multiple-ship counter

12.54 American Collier Efficiency after 1920

- In scenarios taking place after this date: -
  - ships may refuel from *American colliers* at **three times** the usual rate (**three boxes** per *turn*)
  - *American colliers* may *refuel* in a **friendly port** at *six times* the usual rate (six boxes per turn)

12.6 Oilers

- *Oil-fired* ships (**gray fuel circles** on the *Ship Data Sheet*) may refuel from **oilers**.
  - If an Oiler is available: -
  - For every **complete turn** the ship spends in a coastal **Sea zone** with the *oiler* a player: -
    - may restore **three of a ship's fuel boxes**
    - mark off *three of the oiler's fuel boxes* as a result
  - **Note** "*oil*" on the log sheet
- Oilers may not enter any **Sea zone** containing an enemy port

12.61 Oiler Refuelling Limitations

- An *oiler* may only **refuel one ship** at a time
- Multiple *oilers* could each refuel one ship in the same *coastal zone* at the same time
- *Otherwise* ship may not **refuel** *from more than* **one oiler** at the same time

12.62 Oiler Re-Stocking

An *oiler* may **refuel** in a **friendly port** like any other ship, at **twice the usual rate** (**six boxes** per turn).

12.63 Oiler Counters

- Use fast **Transport** counters to represent oilers
- Each counter represents *one oiler;* it is not a multiple-ship counter

12.64 Oilers in Combat

- When an oiler is hit by *gunfire* or *torpedoes* in combat, the owning player rolls **one** die (**1D6**)
- On a result of **6**, the oiler explodes and sinks

12.7 Torpedo Re-Arming

Ships that have used their torpedoes in combat (**7.73**) *may restore* their **torpedo factor** if they spend **three turns** in **port**.

American Methods

- Large *American* warships employed many more labour-saving devices than those of other navies (the U.S. Navy invented the mechanical *dough-mixer* and *potato-peeler*, for example).
- This plus the American practice of heating living spaces required power *even when in* **port**. Therefore, *American* **BB**s and **BC**s. expend **fuel** while in **port** (an exception to **12.12**), but not while *refuelling.*

  US Navy Emergency Repair Bonus
  - However, the greater efficiencies gained plus cross-training and an emphasis on individual initiative had other benefits.
    - Subtract one from the die-roll when an American **BB** or **BC** attempts emergency repairs (**11.27**).

  US Navy Coal & Oil Re-fuelling Bonus (pre-1920 presumably)
  - Also, the *American* player may restore the following **amount of fuel** for every complete turn it spends in a *friendly* **port** (**12.3**).: -
    - **two** of a *coal-burning* ship's **fuel boxes**
    - **five of an oil-burning ship's fuel boxes**

Danish Archipelago [Jutland]

- The zones of the Danish Archipelago are: -
  - **V38** through **V40**
  - **W36** through **W41**
  - **X36** through **X41**
  - **Y36** through **Y41**

Speed Restriction

- Except for the following British *Battle Cruisers* no ship may move at **speed 2** or **2+** into or through any Danish Archipelago **zones**: -
  - HMS *Glorious*
  - HMS *Courageous*
  - HMS *Furious*

Fleet Size Restrictions in the Danish Archipelago

- All fleets entering any Danish Archipelago zone must have no more than **10** *Capital ships*
- Any number of fleet pieces may occupy any Danish Archipelago **zone**, but no individual **Fleet** may include more than **10** *Capital ships*

Movement On The Tactical map on the Danish Archipelago

- Ships may *move normally* on the tactical map during surface combat while in the Danish Archipelago (there is no *speed restriction* in combat)

Movement Through Copenhagen W 41 Sea zone

- All fleets may enter **Sea zone W 41** even though *Copenhagen* is a **major port**

Helgoland Y 32

- The *island* in **Sea zone Y 32** is **Helgoland**, and is treated as a **German** *coastal zone* for all game purposes.

Ports [Jutland]

- Unless scenario instructions say otherwise: -
  - *Central Powers* ships may use all of he following **Ports**: -
    - **German**
    - **Belgian**
  - *Allied ships may use all of he following **Ports**: -*
    - **French**
    - **British**
    - **Russian**
  - The following **Ports** are *neutral* and may not be used unless scenario instructions say otherwise:-
    - **Sweden**
    - **Norway**
    - **the Netherlands**
    - **Denmark**

Weather Rolls: In & Outside of The Baltic

- In the handful of scenarios where **Fleets** are operating inside and outside the **Baltic Sea** (sea and coastal zones numbered **37** or higher) simultaneously, players make *separate weather die-rolls* (**11.71**) for: -
  - the Baltic Sea
  - the rest of the map

Starting Turn [Jutland]

- Some scenarios allow a player to *decide the turn* on which play begins
- This does not *change the length* of the scenario

- It *does allow* the player naming the starting turn *to time* a **Fleet**'s arrival in a **Sea zone** for *day* or *night* (sometimes an important advantage)
- See scenario special rules

Victory Points

- Victory Points (**VP**s) are awarded at the end of play for achieving objectives as noted in the scenario instructions and for sinking or damaging enemy ships
- Each ship has a **VP** value shown on the ship data sheet, and that **VP** value is awarded to the opponent *when the ship is sunk*
- Players receive *additional* **VP**s as follows: -
  - +2 **VP**s for *each* **hull box** crossed off any of the following enemy ship types that is not sunk at the end of the game: -
    - *Aircraft* carrier (**CV** or **CVL**)
    - *Dreadnought* (**BB**)
    - *Battlecruiser*
  - +1 **VP** for *each* **hull box** crossed off *any other* enemy warship which is not sunk at the end of the game
  - +2 **VP**s for each enemy *Aircraft* unit destroyed
  - +4 **VP**s for each enemy *submarine* destroyed
  - +5 **VP**s for each enemy *Airship* destroyed

24.0 Amphibious Operations

In a handful of scenarios, one or both players often must attempt to *unload troops* to *capture enemy-controlled* **ports** or **islands**.

24.1 Preparatory Bombardment

Transports may not begin *unloading* in a *Coastal* **zone** until the **zone** has been bombarded by at least three *Battleships* (**BB, B**) and/or *Battle Cruisers* (**BC**).

24.2 Transports

- The *unloading* of **Transports** represents the: -
  - *establishment of a beachhead*
  - *assault landing* of *troops* and *supplies*

Transport Troop Capacity

- *Every loaded* large **Transport** carries **two points** of *troops*
- *Every loaded* small **Transport** carries **one point** of *troops*

24.21 Unloading

- After **12 turns** of unloading, the owning player rolls **one** die (**1D6**) *for each* **Transport**

Troop Transport Unloaded Table

Roll per **Transport**	**Number of Turns** "*unloading*"					
	12	**18**	**24**	**30**	**36**	**42**
Chance of successfully unloading all Troops on **1D6** =	1	1 - 2	1 - 3	1 - 4	1 - 5	1 - 6

24.22 Reloading

- Unless scenario special rules say otherwise, **Transports** which *have unloaded* may return to their **port** of origin, reload, and then be plotted to perform another **Transport** mission to the same or another destination
- Reloading takes **three turns**, which *count toward* the **six turns** the transport fleet must remain in **port** to receive a *new mission* (**5.22**)

24.3 Port and Island Capture

An Enemy Port

- To capture an enemy **port**, a player must *unload* at least **15 troop points** at *or* within two zones of the **port**

Islands 9 Zones or Smaller

- To capture any enemy owned **island** *smaller than* **nine zones**, a player must *unload* at least **15 troop points** *anywhere* on the **island**
  - If a player captures an **island**, they *also captures* any **port(s)** on that **island**

Islands Larger than 9 Zones

- **Islands** of **nine zones** *or larger* cannot be captured — only the individual **ports** there can be *captured*, and must be *captured* individually

24.31 Base Changes

Ships in **port** that belong to the side that originally owned the **port** must leave the **port** on the turn after it is captured
Aircraft based at the **port** *at the time it is captured* are destroyed
Only the *capturing side's* ships may use the **port** after it is captured

24.32 Recapture

Captured *islands* and **ports** can be recaptured by enemy forces, and **port** capture can be delayed or prevented if opposing forces unload at the *island* or **port (24.4)**.

24.33 Fuel Capture

Once a **port** is captured, the invading player rolls **one** die (**1D6**)
On a result of **5** – **6** the invading forces *capture* the **port**'s *fuel stores*, and the invading player can *refuel* ships there for the rest of the game
On any other result, *defending forces* destroy the **port**'s *fuel stores*, and nobody can *refuel* at that **port** for the rest of the game

24.4 Ground Combat

- The **island** or **port** is contested if *both* players successfully unload **Transports**: -
  - on the same small **island** (one of less than **nine zones**)
  - within **two zones** of the same **port**
- Each player should record how many points they has unloaded at each such location
- If *both* players have troops there at the end of a **tum**, then *each* player rolls *a number of dice* equal to the number of their **troops**
- Every result of '**6**' eliminates **one** enemy **troop point**
  - The players should keep track of: -
    - *losses* due to **combat**
    - *increases* due to **new Transports** unloaded
- *Aerial* bombing and *naval* bombardment do not eliminate troops (troops can dig in).
- At each contested *small* **island** or **port**, the players *keep rolling dice* for **ground combat** at the *end of each turn* until: -
  - one side's troops have been eliminated
  - until the scenario ends
- If the *originally-owning* player is the one with troops remaining after **ground combat** ends, they **retains control**
- If the *invading* player is the one with troops remaining, they **takes control** only if they has at least **15 troop points** there (o*r can bring* the total **up to 15** before the end of the game)
- If a *small* **island** or **port** remains contested at the end of the scenario: -
  - the *invading* player **takes control** of it only if they has at least **15 more troop points** there than the *originally-owning* player & if not, the *original owner* keeps control