Jutland Search Variant

1. **Components:**
    a. **Search Board**: The Fleet Search Sheet has been replaced with a search board composed of 22 sea areas labeled “A” thru “V”.
    b. **British & German Movement Plot sheets**
    c. **Search board Counters**

British & German Fleet Counters

German Airship Counters

British & German Submarine Counters

2. **Naval Bases**
    a. Three bases border more than one sea area.
        i. The German naval base at Heligoland, and the Zeppelin airbase, border sea areas “P” and “U”
        ii. Scapa Flow borders sea areas “A” and “F”

3. **Exiting the Search Board**
    a. The British player may exit the search board from the north hex side of areas “A”, “F”, “L” or “Q”, or the south hex side of areas “E” or “K”
    b. The German player may exit the search board thru the east hex side of area “V”
    c. Ships that have exited the search board may re-enter from the same hex side

4. **The turn sequence**
    a. The game consists of 15 turns. Each turn represents approximately 5 hours
    b. Each turn is divided into seven phases
        1) Movement Plot
        2) Place counters on search board

3) Task Force Search
4) Coastal Search
5) Airship Search (day only)
6) Sub Search and Attack (day only)
7) Fleet battle

5. Movement Plot Phase

a. The movement of all units on the search board is plotted on the Movement Plot Chart by writing down the sea areas entered under the appropriate turn column
b. Units move at the following rates

Unit	Speed
Submarines, capital ships of speed 4 or less	One sea area every other turn
Light ships, capital ships of speed 5 or higher	One sea area per turn
Zeppelins	Up to two sea areas per turn

There is no fast search speed. The speed advantage of faster capital ships is reflected by their greater point value on the search table.

c. **Initial Movement Plot**
   i. Both players plot all submarine & airship movement for the entire game. These plots cannot be changed.
   ii. German player plots all task force movement for the game. Task force plots can be changed when conditions in specified in **5h** occur.
   iii. If sweep rule is being used British player also plots task force movement. Otherwise British player begins movement plot the turn after German surface ships are sighted.
d. The British navy requires one turn for their ships to get up steam before they can leave port.
   Example: German ships are spotted on turn 3. The British player plots task force movement at beginning of turn 4, but British ships cannot leave port until turn 5
e. When a ship leaves port it may only enter the sea area(s) adjacent to that port.
f. Any unit in a sea area adjacent to a friendly port may enter that port at the end of the turn.
g. If ships are still engaged in fleet battle at the end of the current turn they must remain in the sea area and cannot move or return to port
h. Plotted movement of task forces may be changed when the following occur:

i. If a ship suffers damage from a submarine attack; the ship, and any escort the player wishes to provide may return directly to a friendly port. Once it enters port the ship and its' escort cannot re-enter the game.
ii. The British player may replot the movement of all his task forces if a German force containing three or more capital ships was sighted by Coastal Search or shelled the British coast on the previous turn.
iii. The German player may replot the movement of all his task forces if Zeppelins report spotting British **capital** ships on the previous turn.
iv. Either player may replot the movement of all their task forces if a friendly task force sighted an enemy task force containing capital ships on the previous turn.

i. Once opposing capital ships are sighted task force movement and reorganization are plotted for the current and following 2 turns.
Example: British submarines sight the German fleet on turn 3. At the start of turn 4 the British plot for turns 4 thru 6. On turn 5, plot for turn 7, etc.

6. Task Forces

a. Each player may have several task forces in any single sea area.
b. There are three types of task forces.
i. Screening Force – This consists of three or more capital ships; all of which have a speed of ten or more, and any accompanying light vessels. This force has a greater search value and is usually the first to contact the enemy.
a) Each player may only designate one task force in a given sea area as a screening force.
b) Any ship whose speed has been reduced to 4 or less must drop out of the screening force, or the screening force will be considered a Capital Force.
ii. Capital Force - Any task force consisting of three or more capital ships
iii. Light Force – Any task force consisting of less than three capital ships
c. Task forces may be divided or combined with other task forces.
i. A notation needs to be made when plotting movement.
ii. Task forces need to begin the turn in the same sea area.
iii. Task forces may not have been involved in fleet battle on the turn prior to the turn they will combine. Task forces attempting to reinforce a battle are considered involved in the battle.
Example: On turn five, 2 Royal Navy task forces enter sea area "N". Neither engage a German task force that turn. At the beginning of turn six they combine and move as a single task force to sea area "T".

iv. At the end of a fleet battle, if contact has been broken between groups of ships, these groups become separate task forces. They cannot recombine for a full game turn.
v. Contact is considered broken if the groups are either out of sight or more than 30,000 yards apart; whichever is greater, for at least two tactical move and fire turns prior to the end of battle.
vi. At the end of a battle any friendly task forces which are in sight, or thirty thousand yards of each other have the option to combine.

7. Searchboard Counters

a. At the beginning of each turn each player places a single fleet counter in each area that contains at least one task force. A single submarine counter in each sea area that contains submarines. A single Zeppelin counter in each area that has been traversed by airships that turn.

8. Task Force Search Phase

a. When opposing fleet counters occupy the same area conduct a task force search
b. The order in which the sea areas are searched is determined by the German player
c. Each player consults the Task Force Search Value Table to determine which of their task forces in that area has the highest max search value. This is the task force that will make initial contact. In the event of a tie, the Screening Force makes initial contact. If there is no screening force the player may select a force at his discretion.

Task Force Search Value

Task Force Composition	Minimum Value	Maximum Value
Light Ships	0	2
Capital Ships	2	2.5
Capital Ships with 2 or more CL Sqds	2	3
Screening Force	2	3
Screening Force with 2 or more CL Sqds	2	4

d. If the task force making initial contact is a Light Force the player must inform their opponent.
e. Each player selects from the either the minimum or maximum search value for the task force making initial contact. The values are announced, totaled for the two players, and the die is rolled.

SEARCH TABLE

Task Force	Coastal	Zeppelin	Sub	DIE ROLL					
				1	2	3	4	5	6
2	--	1	3	Sighted					
5	*	2	6	Sighted	Sighted				
6	--	4	--	Sighted	Sighted	Sighted			
7	--	6	--	Sighted	Sighted	Sighted	Sighted		
8	--	8	--	Sighted	Sighted	Sighted	Sighted	Sighted	

Night search Die roll modification: **+1**

f. If a sighting occurs battle is conducted between these task forces during the fleet battle phase. This is the only type of sighting that results in a fleet battle.

9. **Coastal Search Phase**
   a. If there is a German Fleet Counter on any sea area bordering the British or Norwegian coast the British player rolls on the search table to determine if those ships have been sighted. They are sighted on a roll of 1 or 2 during the day. 1 at night. Each area is rolled for individually. If sighted the German player must state if he has a task force containing three or more capital ships in that sea area.
   b. The German player is sighted if he conducts coastal bombardment.

10. **Airship Search Phase (day only)**
   a. The German player totals the number of Zeppelins that have been present that turn in each sea area containing a British Fleet counter. He then rolls for each area on the Search Table
   b. Zeppelins may move thru; and search, two sea areas a turn. Should a Zeppelin elect to remain in one sea area for the whole turn it is counted twice when determining the total number of Zeppelins in that sea area.
   c. When a Zeppelin sights a task force the British player selects 3 chits based on the amount of capital ships that are in the sea area. They are placed face down. The German player secretly selects one to determine the intelligence received from the Zeppelin.

# of Capital Ships	Chits
10 or more	**A B D**
1 to 9	**A B C**
0	**A A C**

A = Ships sighted

B = Capital ships sighted
C = Less than 10 capital ships sighted
D = Ten or more capital ships sighted

11. Submarine Search & Attack Phase (day only)
   a. Submarines are grouped in flotillas. The number of subs each flotilla is recorded in the left most column of the Movement Plot Chart.

b. On any daylight turn where a submarine counter is in the same area as an opposing fleet counter execute a submarine search in that area.

I. If the search is being executed in a sea area adjacent to an enemy base add **+1** to the die roll.

c. The searching player totals the number of subs in the sea area, rolls a die, and checks the appropriate column of the search table.

d. If enemy ships are sighted the submarines may attack.
If there are destroyers present roll one die. On a roll of 1 to 3 submarines fail to launch an attack.
If an attack is made roll two dice and consult the Submarine Action Table

I. Damage is taken from counters selected at random.

II. If a light ship counter is hit only one ship is sunk regardless of the amount of damage called for

III. If there are no destroyers in the task force increase the die roll by two, and ignore any result that says "sub sunk"

Submarine Action Table

Die	Result
2	Sub sunk
3	Sub sunk
4	No hits
5	No hits
6	Sub sunk 1 ship receives 2 torpedo hits
7	1 ship receives 2 torpedo hits
8	1 ship receives 4 torpedo hits
9	1 ship receives 6 torpedo hits
10	2 ships hit. Roll a die for each to determine the number of hits
11	1 ship sunk
12	1 ship sunk. 1 ship receives damage equal to ½ it's protection factor
13	2 ships sunk. 1 ship damaged Roll a die to determine # of hits
14	3 ships sunk

12. Fleet Battle Phase

a. During this phase battles resulting from contact made during the task force search phase are resolved. The order in which battles are resolved is determined by the German player

b. Fleet battle lasts 18 movement and fire turns. At the end of the 18th movement and fire turn of the final fleet battle mark off one game turn. Any ships moved into this sea area on the next turn are treated as reinforcements and may be rolled for on the first Move & Fire turn.

13. Tactical Placement

a. The direction a task force enters battle is the direction the task force entered the sea area from that turn.

b. If a task force was in the sea area on the previous turn it enters the battle from the direction opposite the sea area it is moving into the next turn

c. If a task force was part of a battle that occurred in the sea area on the previous turn and disengaged, it's direction of entry is from the direction it left the battle

d. Any additional task forces in the sea area may enter the battle beginning with the 7th Move & Fire turn. Each side rolls for reinforcements at the start of that turn. If the battle continues to the next game turn continue rolling for reinforcements from the first Move & fire turn.

i. **1**=North Edge **2**=NE **3**=SE **4**=South **5**=SW **6**=NW

ii. Only one task force can reinforce the battle on a turn. If more than one task force is entering from the same direction the one with the fewest capital ships enters first.

iii. If the task force that initially entered the battle is not a screening force that player may not roll for reinforcements until turn 9.

e. Uncommitted reinforcements and ships that have disengaged from battle may leave the sea area in the following game turn.

Note: To simulate the fog of war that played such a major role in the actual battle each player should roll for reinforcements whether or not they have additional capital ships in the sea area.

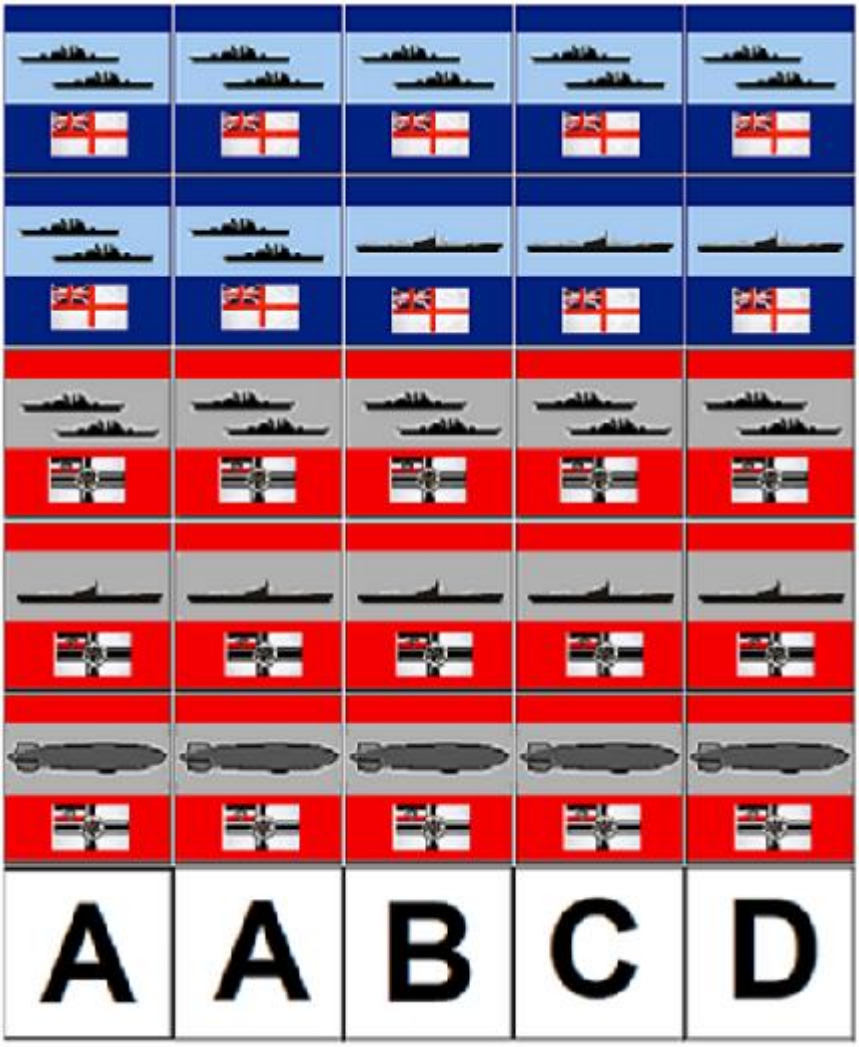
14. **CA's**

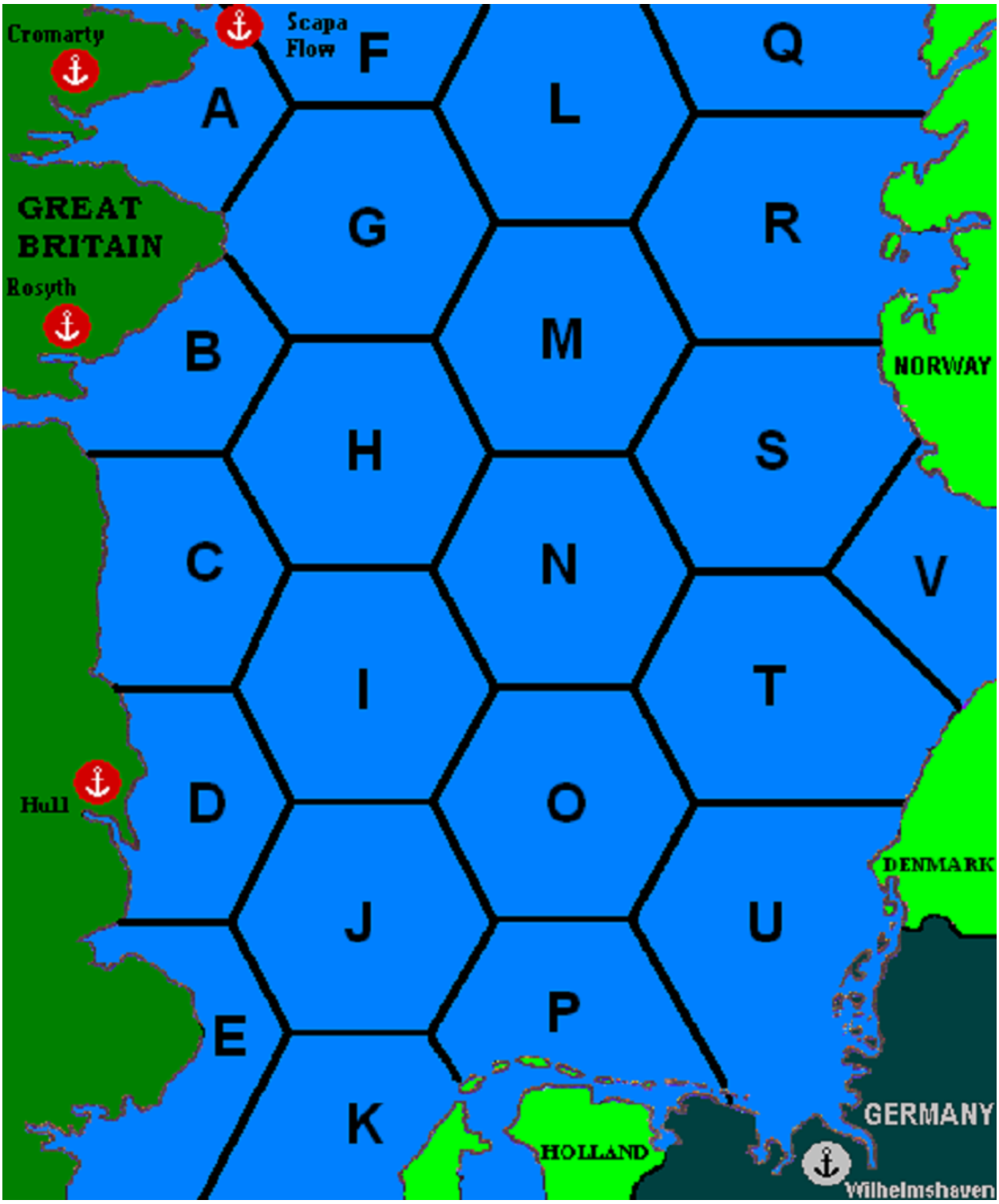
a. British CA's were usually employed ahead of the fleet as scouts. Therefore, they are not restricted to formation maneuver.

15. **Light Cruiser Screens (optional)**

a. During the Task Force Search Phase if a Capital or Screening Force makes initial contact with an opposing Light Force the Capital force has the option to engage with only it's cruisers. Place only light and armored cruisers on the battle area. The remainder of the task force may be rolled for as reinforcements.

I just wanted to thank Bob Zmuda for his corrections and suggestions to improve this article.

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HOLLAND
Wilhelmshaven

MOVEMENT

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Zeppelins	Up to two sea areas per turn

Computing Task Force Search Value

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ZEPPELINS

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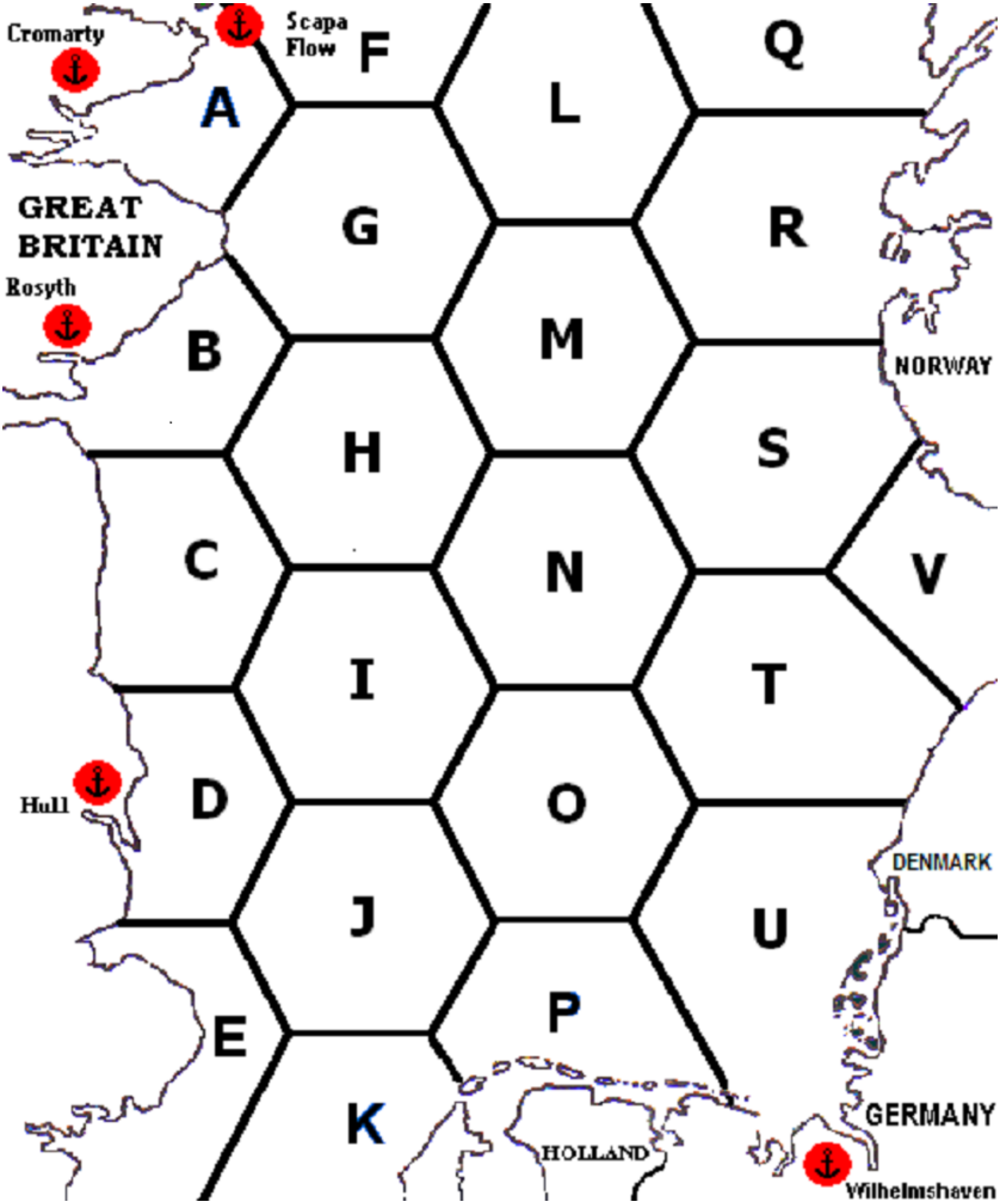
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