## **Reinforcement & Replacement Phase** Combat Phase New Forces Segment Place new units into a Battle Group (BG) or independently into a port • Reinforcements from Turn Track A4.1 Politics: British Darndanelles **Area Control & Victory Points Phase** • Replacements from dead pile: British: 1 CL 2 DT 1 SS German: 1 CL 1 DT 2 SS Area becomes Controlled Force Reorganization Segment A4.2 Politics: German Kaiser, A5.0 Mutiny, A10.0 France, A16.0 Restricted Rebasing Place units into BGs Screen: SS, DT, CL, CA, BC and/or Battle Line: CA, BC, BA, BB Area becomes Uncontrolled then place BGs & Fleet Markers into ports (note: stay within port capacity) resolution or independently into ports A1.0 Intelligence Operations Turns 1-4 **Out of Area Operations Segment** British roll 1d6, if result = 6 roll again, this is Area retains same Control status as at start of turn number of units randomly chosen from Battle Line • Both sides have Fleets/BGs but none of the above apply Turns 5+ of Channel Fleet to be placed on Turn Track to return in the following turn. If there are insufficient units in Channel Fleet, German chooses the rest **Score VPs:** British tally first (use red VP number on left) from elsewhere in British navy. Battle Line Order Segment In each BG arrange Battle Line units from top to bottom (top of stack will be first in battle line) B. Allied independent DT, MS, ML, SS, AS vs. German SS **Movement Phase** Move Notes: DT: 5 disables, 6 sinks (on Turn 6+, roll 2d6 per DT) Must stop upon entering ML, MS, SS, AS: 5 disables British & Americans Move enemy-controlled Area unless an SS or AS unit A2.0 Unrestricted Submarine Warfare Decoy BG MA = 3 No more than 4 independent Major units from a side may occupy Germans Move an Area **Return to Port Phase** A9.3 Units with 1/2 damage Any unit other than an SS or AS that returns to port by disengagment, **Grand Fleet Reaction Move** Grand Fleet with 1st and/or 2nd BG and/or Battle Cruiser Group or be destroyed. A17.0 Damaged Disabled Units (that has not yet moved) may from a single port move 2 spaces to a sea area Turns 2-6 Russian Commitment A3.0 Politics: Russia British player rolls d6, if result = 5 or 6, roll 3d6, **Repair Phase** this is number of Russian units randomly selected Turns 1, 7 & 8 Remove damage up to port capacity A6.0 Tirpitz & Fisher, to be placed into BG and/or independently placed into port and then moved this turn into the A8.0 Delayed Repair, A9.0 Maintenance Southern Baltic Sea If it's not the end of Turn 8, start the next Turn. Go to Combat Phase (see back of chart)

- Only one side has Fleets/BGs (BG must have a unit in the Battle
- If there are no Fleets/BGs, but one side has at least 2 Independent Major units (CL, CA, BC, BA, BB) and the other side has 1 or 0 independent Major units, the side with 2+ wins control
- Both sides have Fleets/BGs, and both won a Battle Line combat
- Both sides have Fleets/BGs, and Search Resolution was a draw
- Both sides have multiple Independent Major units but no
- No forces of sufficent type and quantity are present by either side

Germans tally second (use black VP number on right)

**Anti-Shipping Warfare Phase**--in each area w/anti-shipping symbol

A. Germans ML/MS vs. independent allied SS: 5 disables

Negate one Allied unit for each German AS in the area, British chooses

German scores 1 VP per surviving German SS (max. 2 per anti-shipping area)

being disabled or at the end of the turn must trace a path of friendly or uncontrolled areas to a friendly port no further away than the modified MA

End turn 8: Victory = 6+ points A4.1 Politics: British Darndanelles, A15.0 Automatic Victory, A18.0 Variable End of Game

## Unofficial Grand Fleet Flow Chart back v.1d 101010

