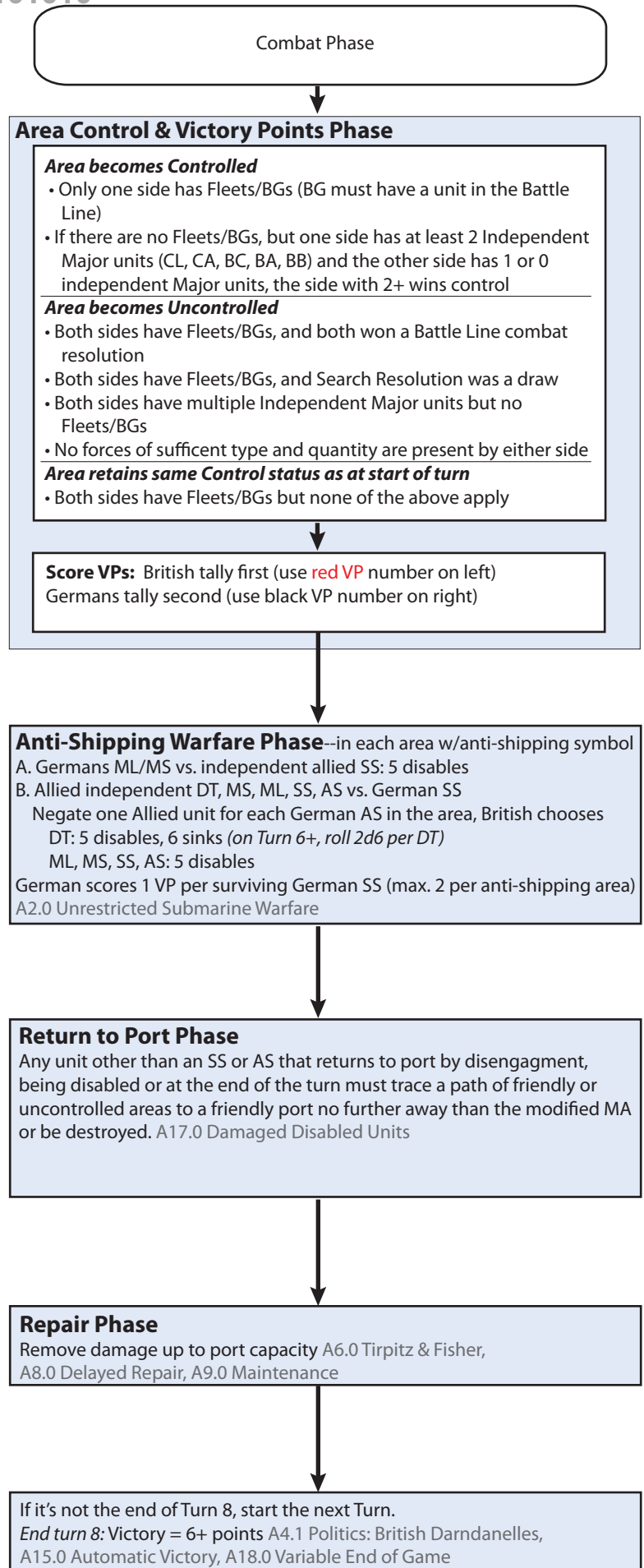
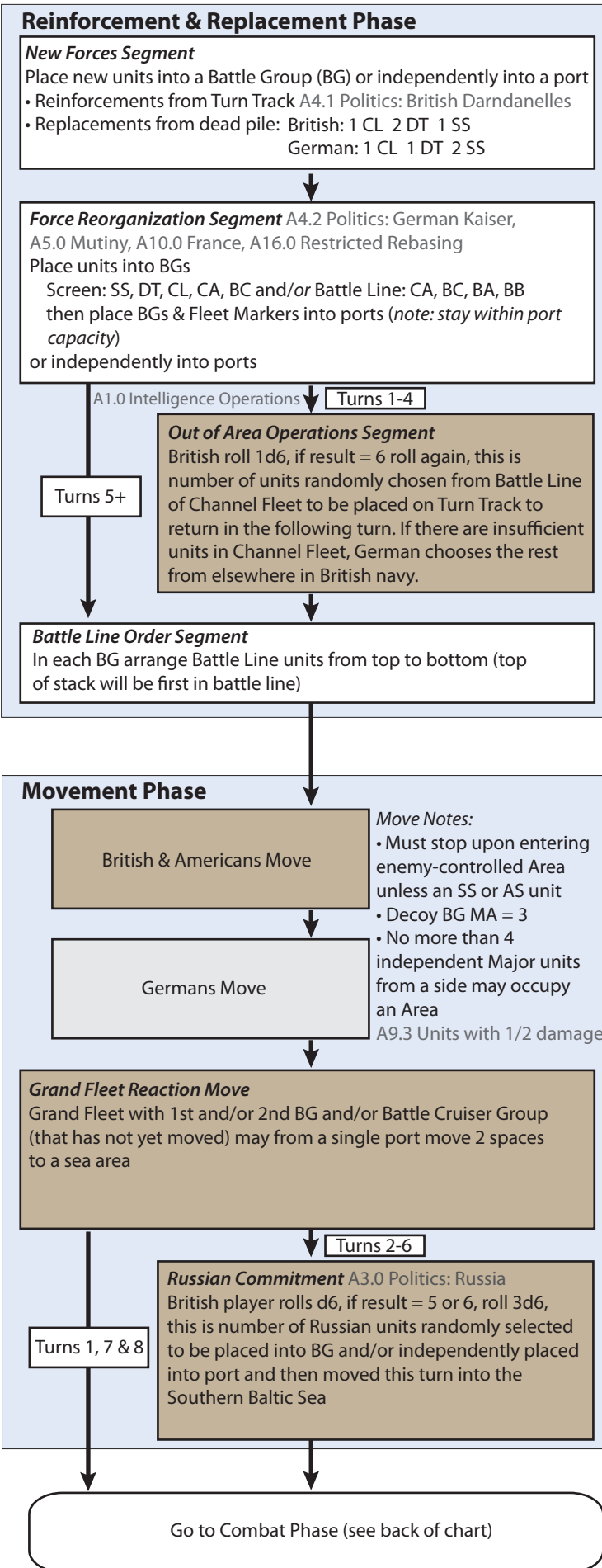


Unofficial Grand Fleet Flow Chart front v.1d 101010



Unofficial Grand Fleet Flow Chart back v.1d 101010

Combat Phase Resolve Areas one by one, German decides order A6.0 Scheer & Jellicoe

Mine Warfare If you have ML in Area

- ML - 1 for every 2 enemy MS = number of d6 rolled
- d6 modifier = -1 for every 2 enemy AS
- Result = Mine Damage Points = number of randomly chosen enemy ships that must roll on the Mine Damage Table; no ship may be attacked more than once per turn

A6.0 Hipper & Beatty

Search Resolution

Determine Search Value for each Fleet and separate BG

- 1 for every DT, CL, CA, BC in Screen
- 3 for every SS in Screen
- n for every AS (n = MA of AS - distance to nearest port +1)

Does one side have higher Search Value?

No (equal)

Yes

Search Winner learns numbers of units in each enemy BG

Disengage by Discovery?

Yes

No, engage in Screen battle

Screen Resolution

Each unit rolls a d6, 5 = dispersed, 6 = sunk, owning player chooses

Both sides have no screen units left, engage in Battle Line

Tally Active Screen Forces

Forces equal, repeat battle w/active units

One side has more units

Screen Battle winner learns numbers of units in each enemy BG

Disengage by Screen Superiority?

Yes

No, engage in Battle Line

If the losing side is German it may disengage by Turn Away if it has 3+ Screen units per BG

Turn Away

No Turn Away

Search Winner still has other Fleets or BG that have not lost a battle?

Yes, German chooses next Area

*...in absoluten Wurstkessel!
--Commander von Hase*

Is there another Area to resolve?

No, all Areas resolved

Go to Area Control & Victory Points Phase (see front of chart)

Battle Line Resolution

- Arrange Battle Lines
 - In a Fleet, lowest-numbered BGs are first
 - Within a BG, units on top of stack are first
 - If the BCG/SG is present, decide if it is at front or back of line (German decides first)
 - Damaged units go to back of line, fewest hits first
- Line units up against each other, side with more units double up on front of line, except damaged units double up at back of line
- Doubled up units cannot be targeted
- Each unit fires once, 1d6 per combat factor, 5 = disabled, 6 = hit A7.0 British Battle Cruisers

After all have fired, check for disengagement

Disengage by Gunfire Resolution? All units of a side's Battle Line have been sunk or disabled

No

Disengage by Turn Away? (German only) Must have at least 3 screen units in each BG turning away, return to friendly port

No

Disengage by Speed? All units with a higher modified MA than all enemy units may return to a friendly port A19.0 Advanced Speed Dis.

No, Fleets/BGs still engaged

A11.0 Submarine Combat

...in absoluten Wurstkessel!--Commander von Hase