

GWAS: Jutland Tactical Combat [Unofficial Mods]

Movement

- Apply facing with the movement options of: forward, a 60° turn (one hexside) then forward, forward then turn 60° or remain in the hex & a 120° turn (two hexsides).
- A *German Leader* present allows all *German Groups* in the same hex to turn up to 180°.
- All Groups ending their movement in the same hex must face the same direction.
- The stacking order of a Group is fixed with the top ship of the stack at the head of the column and the bottom ship of the stack at the tail of the column.
- Multiple Groups in the same hex are placed in parallel stacks representing an extended column where the top stack is the lead column and the bottom stack is the tail column.
- Crippled ships can only turn one hexside.

Firing

- Sequential fire is now in effect: sequence is:
 - **initiative side** Groups - any non-crippled ships (that didn't turn in last move)
 - **non-initiative side** Groups - any non-crippled ships (that didn't turn in last move)
 - **initiative side** Groups - any non-crippled ships (that turned 1 hexside in last move)
 - **non-initiative side** Groups - any non-crippled ships (that turned 1 hexside in last move)
 - any that turned 2 hexsides (simultaneous)
 - any **crippled** (simultaneous)
 - any **Dead in the Water** (simultaneous)
- Halve all *Primary* firepower not through flank hexsides, **Fractions Rounded Up (FRU)**.
- Halve all *Primary* firepower at Light Ships, **Fractions Rounded Up (FRU)**.
- Halve all firepower at **Night**, **Fractions Rounded Up (FRU)**.
- Reduce by one factor *Primary* & *Secondary* Firepower if already fired upon this *Impulse*, **Fractions Rounded Up (FRU)**. If using the optional 'To Hit' Table use a **-1** instead to the die roll.
- **+1** fire DRM if firing straight down the length of the target ('Crossing the T')
- Only ships in the same hex & within the same *Group* (i.e. stack) may combine fire at the same target and all such *additional* firepower is halved (i.e. additional ships fire at half effect **FRU**).
- **Note:** halving is cumulative (e.g. if halving is required twice then = quartered; 3 times = 1/8th **FRU**).
- Either use the '**Optional 'To Hit' Table**' (overleaf) or roll a confirmatory **RED** D6 die per weapon category (*Primary/Secondary/Tertiary*) and this is the number of hits can be scored for that weapon category in this fire action (minimum score = 1). **Modifiers:**
 - **shift one column to the right** for *Experienced* crews
 - **shift one column to the right** for *Inexperienced* crews

Damage

- **Enhanced Armour Rule**
Every 6th Armour point in a section is classed as the next heaviest armour rating (*light* becomes *heavy* and *heavy* becomes 'extra heavy'). It must be destroyed before the 7th or later armour points (at that location) can be destroyed. **Exception:** No Armour remains at 'No Armour'.
- **Extra Heavy armour**
This is a new hull armour classification that can be penetrated only by *Primary* guns with a range of 4 hexes or two hits are required (on that location – e.g. two hull hits ['2 Hull'] etc.) by other *Primaries*.
- **3 or more hits in one fire action**
Ships that were hit 3 or more times in one fire action (including multi-ship fire from *Primary* guns (small ships *Primary* &/or *Secondary*)) suffer 3 Hull hits and a critical hit die roll plus the standard damage rolls. If at least 3 hits results are doubles then the ship explodes & sinks.

Gunnery Line of Sight Restrictions

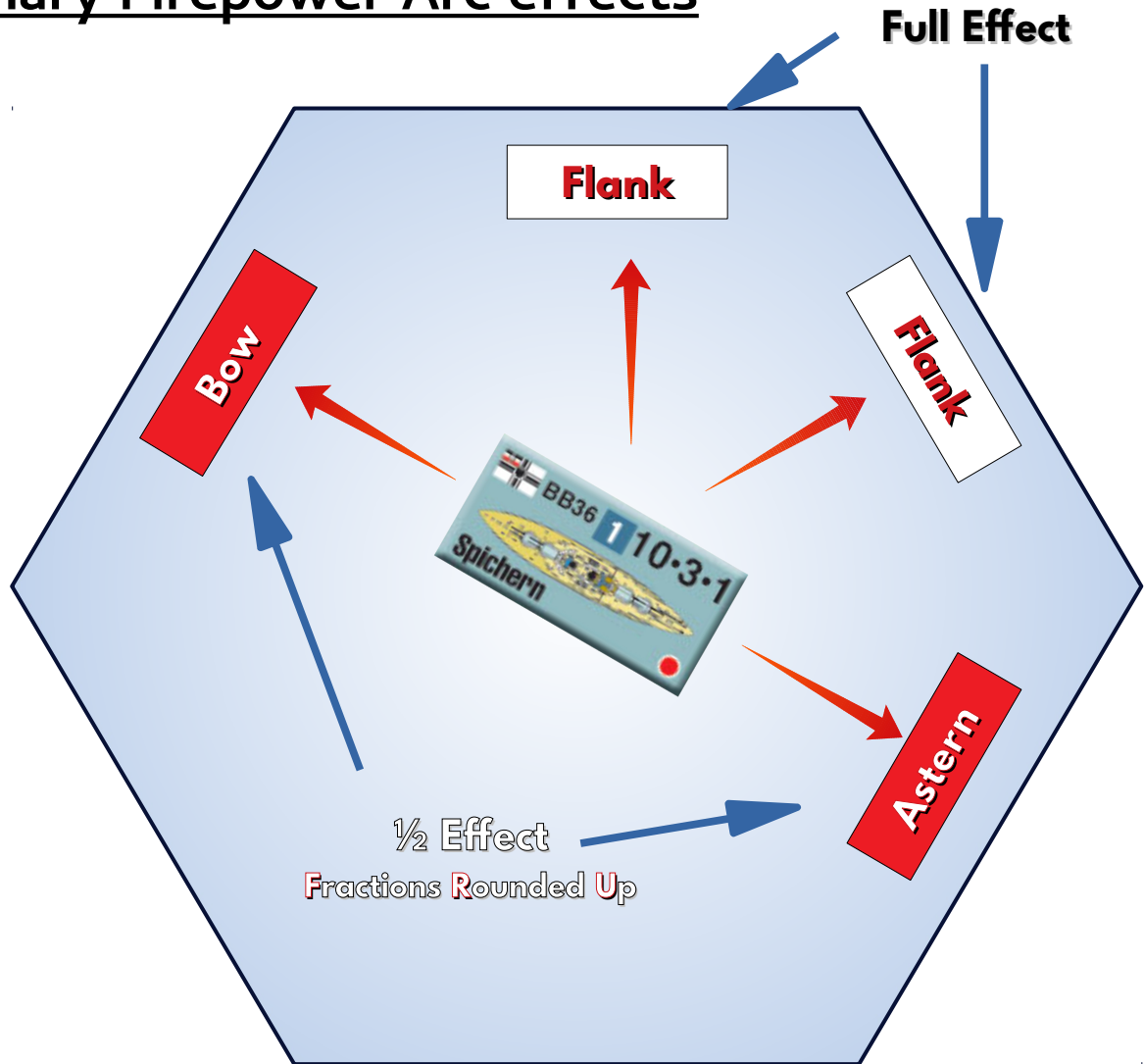
- Intervening hexes containing a Group of same or larger size ship counters **block Line of Sight**.
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Dispersed Groups

A *Group* may be dispersed over one or more connected hexes. Dispersed Groups cannot turn more than one hexside per move (exception: unless the ship is in same *Group* & *Hex* as a *Leader*).

A *Dispersed Group* does not have to end up all facing the same direction, but must be within 60° facing of each other.

Primary Firepower Arc effects



Optional 'To Hit' Table

Die Roll	Fire Factor (no. of gun factors fired at the <u>same</u> target)															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16+
1	-	-	-	-	-	1	1	1	1	1	1	2	2	2	2	2
2	-	-	-	-	1	1	1	1	1	1	2	2	2	2	2	2
3	-	-	-	1	1	1	1	1	1	2	2	2	2	2	2	3
4	-	-	1	1	1	1	1	1	2	2	2	2	2	2	3	3
5	-	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3
6	1	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3
7	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3
8	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3
9+	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3	4

Procedure

Roll 1 D6 per targetted ship, adding up all fire factors available (using modifiers for multiple ships firing on the same target etc.) and then add any Gunnery Die Roll Modifiers (see QRS & below).

For Primary & Secondary Firepower if any ship has already been fired upon this Impulse: **-1** to the die roll.

If firing straight down the length of the target ('Crossing the T'): **+1**

shift one column right for Experienced Gunnery & **shift one column right** for Inexperienced Gunnery ships

The result is the number of hits. Apply those hits to the Gunnery Damage Table as normal.