

Dogger Bank: **Battlecruiser Action in the Great War**

BRITISH		
Ship Name	Target	Maximum Movement
Lion (Flagship)		8
New Zealand		8
Tiger		9
Princess Royal		9
Indomitable		8
Inflexible		8
Indefatigable		8
Invincible		8
Queen Mary		9

GERMAN			
Ship Name	Target	Maximum Movement	t
Derfflinger (flagship)		9	
Moltke		9	
Seydlitz		9	
Lutzow		9	
Von Der Tann		8	
Blucher		7	

Visibility Change Table		
Die Roll	Visibility Change in yards	Current visibility
1	Increase Visibility by 4,000	30,000 yards
2	Increase Visibility by 2,000	
3	No change	
4	No change	
5	Decrease Visibility by 2,000	
6	Decrease Visibility by 4,000	

Victory
Sunk: 4 points Critical Hit: 1 point

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Fire Combat Table					
Roll	1-2	1-2	2-1	3-1	4-1+
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	Critical Hit
4	-	-	Critical Hit	1-4 Critical 5-6 Sunk	Sunk
5	-	Critical Hit	Sunk	Sunk	Sunk
6	Critical Hit	Sunk	Sunk	Sunk	Sunk
7	1-4 Critical 5-6 Sunk	Critical Hit	Critical Hit	Critical Hit	Critical Hit

If firing at same target with same attacker(s) as last turn: +1 to die roll

Check broadside template for facing

Check range:

- A. Below 8000 yards: double fire factor
- B. 8000 to 16000 yards: normal fire factor
- C. 16000 to 18000 yards: ½ fire factor

Roll	Critical Hit Table
1	No effect
2	Fire control damage: Defender may not fire next turn
3	Movement damage: Defender permanently loses 3 movement
4	Fire control damage: Defender may not fire next turn
5	Fire control & Movement damage: apply both results
6	Sunk
7	Fire control & Movement damage: apply both results

Critical Hit Modifiers:

- A. If at least half the attackers fire factors are at range 8000 to 16000 yards: -2
- B. If fire odds were 1-2 or 1-1: -1
- C. If fire odds were 4-1 or over: +1

Sequence of Play

- A. German movement
- B. British movement
- C. German fire combat
- D. British fire combat
- E. Visibility roll