

"Cope-2018-5-3"

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Turn/Impulse 6/ 4 Sim Time 29 min Real Time 02:40:08 PM
Flotille II (10) takes damage

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Turn/Impulse 7/ 1 Sim Time 31 min Real Time 02:58:33 PM
Kaiserin bridge hit, turning to starboard
11th Flotilla (14) takes damage
4th Flotilla (14) takes damage
11th Flotilla (14) takes damage
1st Flotilla (14) takes damage

Turn/Impulse 7/ 2 Sim Time 32 min Real Time 02:58:59 PM
11th Flotilla (14) turns away
4th Flotilla (14) takes damage
Centurion machinery damaged
4th Flotilla (14) takes damage
1st Flotilla (14) takes damage

Turn/Impulse 7/ 3 Sim Time 33 min Real Time 02:59:25 PM
Kaiserin loses 2 tertiary guns port bow
Flotille II (10) loses a boat
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
11th Flotilla (14) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage

Turn/Impulse 7/ 4 Sim Time 34 min Real Time 02:59:54 PM
Kaiser funnel damage
1st Flotilla (14) takes damage
1st Flotilla (14) loses a boat
4th Flotilla (14) takes damage
11th Flotilla (14) takes damage
Southampton loses 1 primary guns starboard
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage

Turn/Impulse 7/ 5 Sim Time 35 min Real Time 03:00:21 PM
1st Flotilla (14) turns away
Flotille VI (10) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
4th Flotilla (14) takes damage
Kaiserin steering repaired (unit course and formation orders restored)

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Turn/Impulse 8/ 1 Sim Time 36 min Real Time 03:24:28 PM
Flotille VI (10) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
Centurion loses 2 primary guns center
4th Flotilla (14) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage

Turn/Impulse 8/ 2 Sim Time 37 min Real Time 03:24:55 PM
Flotille II (10) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
Centurion machinery damaged
4th Flotilla (14) takes damage
4th Flotilla (14) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
Flotille VI (10) avoiding torpedoes (away)

Turn/Impulse 8/ 3 Sim Time 38 min Real Time 03:25:22 PM
4th Flotilla (14) turns away
Flotille II (10) takes damage
Flotille II (10) takes damage
Flotille II (10) takes damage
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
Monarch loses 2 secondary guns port bow
4th Flotilla (14) takes damage
1st Flotilla (14) takes damage

4th Flotilla (14) loses a boat
Flotille VI (10) combing torpedoes (away)
Rheinland avoiding torpedoes (toward)
Turn/Impulse 8/ 4 Sim Time 39 min Real Time 03:25:49 PM
Flotille II (10) takes damage
King George V loses 2 primary guns center
1st Flotilla (14) takes damage
4th Flotilla (14) takes damage
Flotille VI (10) combing torpedoes (away)
Nassau avoiding torpedoes (away)
Rheinland combing torpedoes (toward)
Posen avoiding torpedoes (away)
Kaiserin avoiding torpedoes (toward)
Turn/Impulse 8/ 5 Sim Time 40 min Real Time 03:26:16 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Flotille II (10) takes damage
4th Flotilla (14) takes damage
Kaiserin combing torpedoes (toward)
Posen combing torpedoes (away)
Nassau combing torpedoes (away)
Torpedoes approach Westfalen
Flotille VI (10) combing torpedoes (away)
Torpedoes approach Rheinland
4th Flotilla (14) DESTROYED
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Turn/Impulse 9/ 1 Sim Time 41 min Real Time 03:45:25 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Flotille II (10) takes damage
Ajax loses 2 secondary guns starboard bow
Posen combing torpedoes (away)
Turn/Impulse 9/ 2 Sim Time 42 min Real Time 03:45:55 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Centurion loses 2 secondary guns starboard bow
Iron Duke loses 2 primary guns center
Orion secondary gun hit, secondary magazine lost
Orion loses 2 secondary guns starboard bow loses 2 secondary guns starboard quarter loses 4 secondary guns starboard
Turn/Impulse 9/ 3 Sim Time 43 min Real Time 03:46:23 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Centurion engine disabled
Orion primary barbette hit, primary magazine lost
Orion loses 2 primary guns forward
Turn/Impulse 9/ 4 Sim Time 44 min Real Time 03:46:49 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Ajax engine disabled
1st Flotilla (14) takes damage
Conqueror secondary gun hit, secondary magazine lost
Conqueror loses 2 secondary guns starboard bow loses 2 secondary guns starboard quarter loses 4 secondary guns starboard
Kaiser maximum speed reduced by flooding
Turn/Impulse 9/ 5 Sim Time 45 min Real Time 03:47:16 PM
Flotille II (10) takes damage
Thurigen fire control damage
Ajax 3 boilers damaged
1st Flotilla (14) takes damage
1st Flotilla (14) takes damage
Torpedoes approach Prinzregent Luitpold
Ajax maximum speed reduced by flooding
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Turn/Impulse 10/ 1 Sim Time 46 min Real Time 04:08:35 PM
Flotille II (10) takes damage
Flotille II (10) takes damage
Friedrich Der Grosse loses 2 tertiary guns port bow
Centurion machinery damaged
Centurion loses 1 secondary guns starboard bow

Konig Albert avoiding torpedoes (toward)
Ajax maximum speed reduced by flooding
Iron Duke maximum speed reduced by flooding
Turn/Impulse 10/ 2 Sim Time 47 min Real Time 04:09:02 PM
Flotille II (10) takes damage
Audacious 2 boilers damaged
Ajax maximum speed reduced by flooding
Iron Duke maximum speed reduced by flooding
Orion maximum speed reduced by flooding
Kaiser maximum speed reduced by flooding
Turn/Impulse 10/ 3 Sim Time 48 min Real Time 04:09:31 PM
Flotille II (10) takes damage
Iron Duke avoiding torpedoes (toward)
Ajax maximum speed reduced by flooding
Orion maximum speed reduced by flooding
Kaiser uncontrolled flooding due to speed
Kaiser SINKS
Turn/Impulse 10/ 4 Sim Time 49 min Real Time 04:09:58 PM
Centurion loses 2 primary guns forward
Orion avoiding torpedoes (toward)
Iron Duke combing torpedoes (toward)
Orion maximum speed reduced by flooding
Turn/Impulse 10/ 5 Sim Time 50 min Real Time 04:10:23 PM
Flotille VI (10) takes damage
Iron Duke loses 2 primary guns forward loses 2 primary guns aft
1st Flotilla (14) avoiding torpedoes (away)
Centurion recommend reducing speed to limit flooding
Centurion maximum speed reduced by flooding
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Turn/Impulse 11/ 1 Sim Time 51 min Real Time 04:28:57 PM
Iron Duke loses 2 secondary guns starboard bow
Monarch loses 2 secondary guns starboard bow
1st Flotilla (14) combing torpedoes (away)
Centurion maximum speed reduced by flooding
Iron Duke maximum speed reduced by flooding
Monarch maximum speed reduced by flooding
Turn/Impulse 11/ 2 Sim Time 52 min Real Time 04:29:26 PM
Helgoland loses 1 secondary guns port bow
1st Flotilla (14) combing torpedoes (away)
Prinzregent Luitpold maximum speed reduced by flooding
Turn/Impulse 11/ 3 Sim Time 53 min Real Time 04:29:51 PM
Rheinland bridge hit, turning to port
Ajax fire control damage
1st Flotilla (14) combing torpedoes (away)
Flotille VI (10) avoiding torpedoes (toward)
Iron Duke SINKS
Orion maximum speed reduced by flooding
Prinzregent Luitpold maximum speed reduced by flooding
Turn/Impulse 11/ 4 Sim Time 54 min Real Time 04:30:24 PM
Helgoland loses 2 tertiary guns port bow
Flotille VI (10) takes damage
Monarch loses 2 secondary guns starboard quarter
1st Flotilla (14) combing torpedoes (away)
Posen avoiding torpedoes (toward)
Orion maximum speed reduced by flooding
Turn/Impulse 11/ 5 Sim Time 55 min Real Time 04:30:50 PM
1st Flotilla (14) combing torpedoes (away)
Westfalen combing torpedoes (toward)
Nassau avoiding torpedoes (toward)
Posen combing torpedoes (toward)
Thunderer avoiding torpedoes (toward)
Torpedoes approach Thunderer
Thunderer TORPEDOED
Thunderer maximum speed reduced by boiler room flooding
Monarch maximum speed reduced by flooding
Prinzregent Luitpold maximum speed reduced by flooding
Rheinland steering repaired (unit course and formation orders restored)
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Turn/Impulse 12/ 1 Sim Time 56 min Real Time 04:51:54 PM
Prinzregent Luitpold primary barbette hit, primary magazine lost

