

Flight of the Goeben Revisited

By Jay Richardson

The tactical FLIGHT OF THE GOEBEN game enclosed with issue #21 of Strategy & Tactics was an excellent one in all respects except one: the chances of scoring hits. In the game as it is, the chances of scoring a hit on a ship at a given distance is the same regardless of whether it is moving or not. I feel this is completely unrealistic.

Rather than try to vary the Odds of Hitting Table for each separate speed, I have drawn up what I call the Straddle Table. For those unfamiliar with the word, straddling a ship is similar to throwing a handful of rocks at a stick floating in a pond. You have to put all your shells in the immediate area of the ship to score a hit and the Straddle Table tells you the odds of doing that.

THE STRADDLE TABLE

RANGE: 22,500 yds - 17,000 yds

Length of target's last move	Chances of straddling	Dice Rolls
No move	100%	2 through 12
1 inch	87%	2 through 9
2 inches	75%	4 through 9
3 inches	62%	2,4 through 8
4 inches	50%	4 through 7
5 inches	37%	3,6,7
6 inches	25%	4,7

RANGE: 16,500 yds - 7,500 yds

Length of target's last move	Chances of straddling	Dice Rolls
No move	100%	2 through 12
1 inch	92%	2 through 9, 11
2 inches	83%	2,4 through 9
3 inches	75%	4 through 9
4 inches	67%	2 through 7, 11
5 inches	58%	2,4 through 7
6 inches	50%	4 through 7

RANGE: 7,000 yds - 500 yds

Length of target's last move	Chances of straddling	Dice Rolls
No move	100%	2 through 12
1 inch	96%	2 through 9, 11,12
2 inches	92%	2 through 9, 11
3 inches	88%	2 through 9
4 inches	83%	3 through 9
5 inches	79%	4 through 9
6 inches	75%	4 through 9

As you can see, there are three different parts to the Table, each for different ranges.

To use the table, you must first round off the distance the target has moved to the nearest inch. For example, if the ship which is the target moved 3.4 inches on the last turn, you round off to 3 inches. If it moved 3.5 inches, you round off to 4 inches.

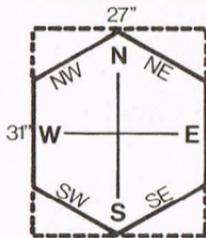
Each ship that fires must use the Table at least once. If a ship is firing its main battery at one ship and its secondary battery at another, it rolls twice: once for the main battery and once for the secondary battery. Implicit in this system is that all guns of a particular battery must fire at one target.

Rather than being strictly accurate (as the gunnery ability of each ship will, in fact, vary) this table attempts to recreate the "feel" of the problem of hitting a moving target at various ranges.

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Jutland with a Battleboard

by Robert Meith



As anyone knows who has played JUTLAND, the biggest problem is where to have combat. The only easy way to have combat, usually, is to play in a very large room or gym. Many players have suggested solutions, but often their answers take much of the realism out of the game. So here is my solution: instead of using a Battle Area Marker to give you your battle positions, use a blow-up of the hexagon which the Battle Marker is supposed to help represent. Then, instead of moving the ships until you run out of space, you can move from one hexagon sheet to another, "leap-frogging" the hexagon sheets ahead of each other.

To make these "super hexagons," you have to invest some time and money. First, go to an artists' supply shop and purchase six pieces of artist's board in sections at least 27" x 31" (they are usually larger, any way). The price will vary according to the thickness and size but on the average it costs \$.60 per section. The first step then is to cut the artist's board to exactly 27" x 31". Then make a cross through the center of the board. Consider the long arms of the cross to be in a north-south direction and the short arms in an east-west direction. Make a tic mark $7 \frac{3}{4}$ " from the north and south ends of the board, on both the east and the west sides. Connect those points with the north and the south points, as indicated in the illustration, cut off the parts indicated, mark the ends of the cross to indicate North, South, East and West and the four cut off sides to be Northeast, Southeast, Southwest and Northwest. Then have fun playing.