

"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
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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
=====
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
=====
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

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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

Prinzregent Luitpold loses 2 primary guns port loses 2 primary guns starboard  
 Flotille II (10) takes damage  
 Centurion primary turret hit, primary magazine lost  
 Centurion loses 2 primary guns aft loses 2 primary guns forward super  
 Hercules loses 2 secondary guns starboard bow  
 1st Flotilla (14) combing torpedoes (away)  
 Thunderer combing torpedoes (toward)  
 Ajax maximum speed reduced by flooding  
 Centurion capsizes  
 Centurion SINKS  
 Monarch maximum speed reduced by flooding  
 Prinzregent Luitpold SINKS  
 Turn/Impulse 12/ 2                      Sim Time 57 min                      Real Time 04:52:21 PM  
 Flotille V (10) takes damage  
 Flotille II (10) takes damage  
 Nottingham machinery damaged  
 Nottingham loses 1 primary guns starboard  
 Neptune loses 2 secondary guns port bow  
 1st Flotilla (14) combing torpedoes (away)  
 Hercules avoiding torpedoes (toward)  
 Monarch maximum speed reduced by flooding  
 Turn/Impulse 12/ 3                      Sim Time 58 min                      Real Time 04:52:48 PM  
 Flotille V (10) takes damage  
 Collingwood avoiding torpedoes (toward)  
 Vanguard avoiding torpedoes (toward)  
 Bellerophon avoiding torpedoes (toward)  
 Superb avoiding torpedoes (toward)  
 Neptune avoiding torpedoes (toward)  
 Audacious avoiding torpedoes (away)  
 Friedrich Der Grosse maximum speed reduced by flooding  
 Turn/Impulse 12/ 4                      Sim Time 59 min                      Real Time 04:53:13 PM  
 Flotille V (10) takes damage  
 Ajax secondary magazine lost  
 Ajax loses 4 secondary guns starboard bow loses 2 secondary guns starboard quarter loses 2 secondary  
 guns port quarter loses 4 secondary guns port bow  
 Nottingham engine disabled  
 Conqueror primary turret hit, primary magazine fire, BLOWN UP  
 Westfalen shifts primary target to Monarch  
 Bellerophon combing torpedoes (toward)  
 Superb combing torpedoes (toward)  
 St. Vincent avoiding torpedoes (toward)  
 Collingwood combing torpedoes (toward)  
 Audacious combing torpedoes (away)  
 Konig Albert avoiding torpedoes (toward)  
 King George V maximum speed reduced by flooding  
 Ajax SINKS  
 Conqueror BLOWN UP  
 Friedrich Der Grosse maximum speed reduced by flooding  
 Turn/Impulse 12/ 5                      Sim Time 60 min                      Real Time 04:53:38 PM  
 King George V secondary gun hit, secondary and primary magazine fire, BLOWN UP  
 King George V loses 2 primary guns aft super  
 Lowestoft machinery damaged  
 Lowestoft loses 1 primary guns port  
 Vanguard avoiding torpedoes (toward)  
 Torpedoes approach Vanguard  
 Vanguard TORPEDOED  
 Vanguard maximum speed reduced by enginerroom flooding  
 Bellerophon avoiding torpedoes (away)  
 Superb avoiding torpedoes (away)  
 King George V BLOWN UP  
 Orion maximum speed reduced by flooding