

Smoke screen. Invisible enemies. Poor communications. What if Jellicoe could have seen through it all?

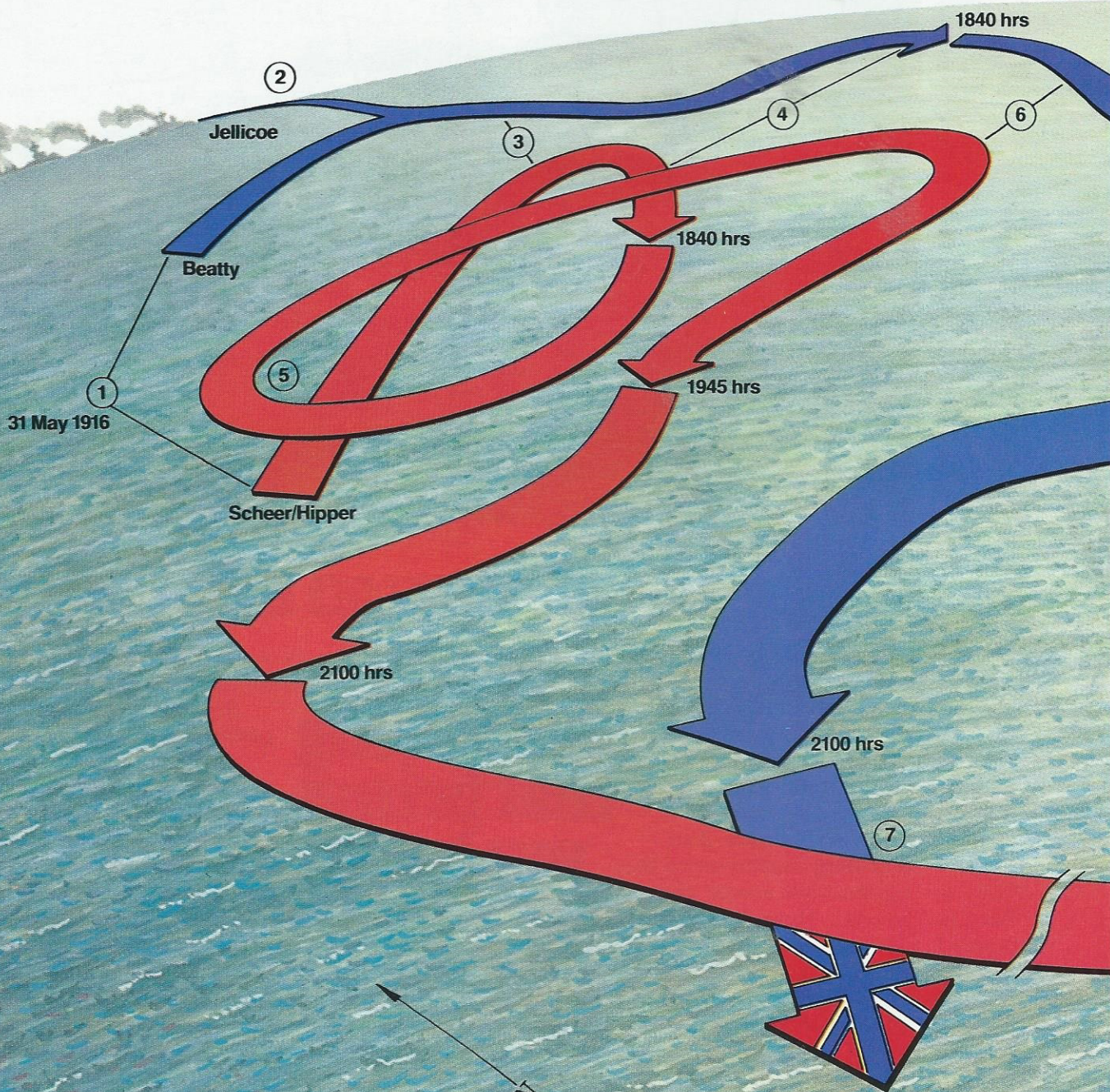
Jutland, one of history's biggest naval battles, cost some 25 vessels and nearly 9,000 lives. Yet it had virtually no effect on the war. German Vice Adm. Reinhard Scheer made a bold gamble, but couldn't break Britain's strangling blockade. British Adm. Sir John Jellicoe had a numerical advantage, but may have missed a chance to destroy the German fleet and possibly shorten the war.

Controversy continues today. Was Scheer's risk warranted? Why didn't Jellicoe's subordinates keep him better informed? Should he have protected his ships from torpedoes by turning toward

attacking destroyers instead of away—and then closed in for the kill? Debatable points aside, the British did end the surface threat to their control of the sea.

Now compare 1916 with the sea-control problem today. Besides the surface, two other dimensions have assumed crucial importance: underwater and air. Just the underwater challenge alone is staggering. With nearly 350 million cubic miles of ocean, hostile long-range submarines have innumerable hiding places.

To cope with the complexity of that challenge,



This ad is one of a series.
Illustration based on Donald Pitcher's map from *A Dictionary of Battles*
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Historical facts verified by Historical Evaluation and Research Organization.

IBM is helping create a whole new dimension in antisubmarine warfare: the fully coordinated ship-helicopter team known as LAMPS. This system employs aircraft to extend a ship's ability to find and deal with hostile submarines, in order to maintain sea control. As the Navy's system prime contractor, we're using our skills to integrate the many LAMPS shipboard and airborne systems. To make them work together toward their intended goal.

That's what we do best: marshal many specialized systems to a common purpose. We've done it not only on the sea but under it. In space and the air. In command, control and communications, plus navigation, electronic countermeasures, and a wide range of other fields.

In fact, the more complex the task and systems are, the more IBM can help.



Federal Systems Division
Bethesda, Maryland 20034



1945 hrs

30 May 1916. Seeking to break Britain's highly effective blockade, German Adm. Scheer prepares High Seas Fleet to lure a portion of British Grand Fleet into battle and destroy it. British, aware of German preparations, send entire Grand Fleet toward Continent in two elements: Commander-in-Chief Adm. Sir John Jellicoe's Battle Fleet from Scapa Flow in the Orkney Islands, and Vice Adm. Sir David Beatty's Battle Cruiser Force from its Scotland base, scouting ahead.

Early next day, German battle cruisers under Vice Adm. Franz von Hipper scout northward along Jutland coast, followed 50 miles astern by Scheer's battleship squadrons. Neither British nor German side knows the other is at sea. That afternoon, opposing battle cruiser squadrons chance on each other, then duel as Hipper lures Beatty toward Scheer's main force. When Beatty sights Scheer, he doubles back toward Jellicoe's main force.

1. 1800: Beatty, pursued by Hipper and Scheer, approaches rendezvous with Jellicoe.
2. 1814: Jellicoe, uninformed until now of German fleet's precise location, deploys eastward. Beatty has already turned east. Hipper, followed by Scheer, also turns east on course converging with Beatty.

3. 1830: Combined Jellicoe-Beatty force and German fleet shell each other. British, crossing Germans' "T," are in position to bring all guns to bear on leading German ships.
4. 1835: Under heavy fire and in great danger, Soheer orders 180° battle turn under cover of destroyer smoke screen and torpedo attacks. Jellicoe, his vision obscured by smoke and mist, and wary of torpedoes, declines to pursue. He sets course southeastward to block Germans from base.
5. 1855: Scheer reverses again, hoping to surprise British and rescue damaged ships. He again runs into intense fire from better-positioned British.
6. 1916: Trapped, Scheer sends Hipper's battle cruisers on diversionary "death ride" parallel to British battle line, and orders destroyer torpedo attack to cover another 180° turn by battleships. Jellicoe turns away to minimize torpedo-target profiles—but thereby misses chance to attack Scheer's fleeing battleships. He heads south to stay between Germans and their base, expecting to win decisively after dawn.
7. Aided by darkness and failure of British captains to report sighting enemy, Germans fight way back to base through rear elements of British fleet.