

GATO LEADER

The Battle For The Pacific



Introduction	2
Game Components	2
Set-Up	8
Sequence of Play	10
Strategic Segment	10
Operations Segment	13
Tactical Segment	14
Combat Resolution Phase	16

Post-Combat Resolution Phase	23
Refit Segment	24
Campaign Outcome	25
Optional Rules	26
Historical Descriptions	26
Credits	27
Example Turn	28
Quick Reference	31

INTRODUCTION

Gato Leader places you in command of a squadron of American Submarines in the Pacific Ocean during World War II.

The four Campaigns represent different periods during World War II. You'll play each Campaign using one of three durations: Short, Medium, or Long.

As the squadron commander, your primary goal is to sink enemy merchant ships and warships. To accomplish this, you will select a force of Submarines and determine the best way to deploy them during the Campaign.

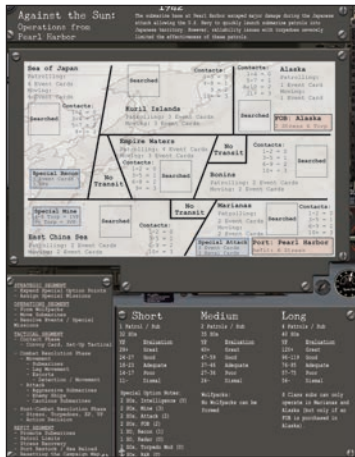
You decide where to send your Submarines to cause the most damage to enemy ships. You can even send them on special missions. In some cases you will be able to use special options to help your Submarines by adding search planes or by sending supply ships to extend their endurance.

During longer Campaigns you will need to manage the Submarine patrol rotation to apply the most pressure to the enemy.

The following rules govern the play of Gato Leader. They are presented in the same order as the Sequence of Play.

GAME COMPONENTS

Campaign Sheets



There are four Campaign Sheets included in Gato Leader representing different points in the Submarine struggle against Japan.

Holding the Line
Submarine operations from Australia during 1942.

Against the Sun
Submarine operations from Pearl Harbor during 1942.

Turning the Tide

Submarine operations from Australia and Pearl Harbor during 1943.

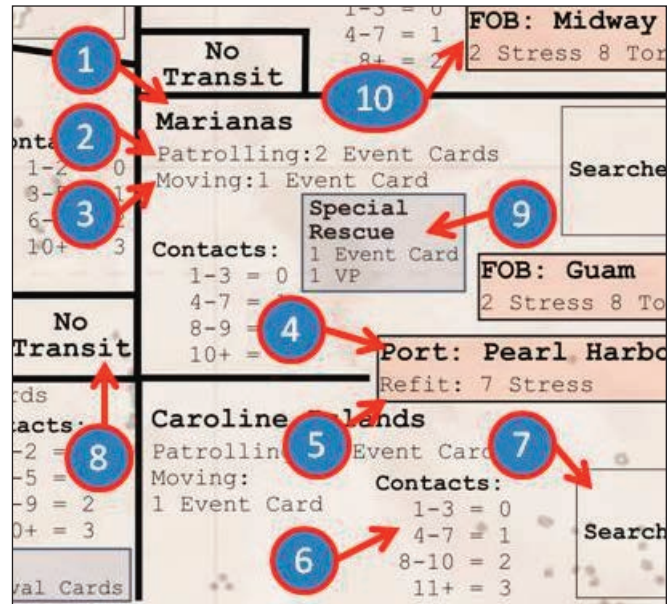
Setting Sun

Submarine operations from Pearl Harbor during 1944 and 1945.

Each Campaign Sheet has Set-Up information for the Campaign. The Campaign Map is made up of several Areas showing the ports, transit areas, and Patrol Areas used by American Submarines during the time period covered by the Campaign.

Campaign Map Areas

Each Campaign Map is divided into named Areas. You will place your Submarines in these Areas and move them between named Areas when conducting movement. A Submarine will always be in a named Area.



- 1) Campaign Map Area Name:** The Area name is for reference purposes only. It does not affect game play.
- 2) Patrolling Information:** Designates the number of Event cards you draw when a Submarine remains in the Area.
- 3) Moving Information:** Designates the number of Event cards you draw when a Submarine enters the Area.
- 4) Port Box:** Designates a Port. Port boxes have the Port name and a Refit number.
- 5) Refit Number:** The Refit number is the number of Stress Points removed from each Submarine in that Port during the Refit Segment.
- 6) Contacts Information:** Used to determine the number of enemy Contacts a Submarine will encounter during a Strategic Segment.
- 7) Searched Box:** When a Submarine has completed its actions for a Strategic Segment, place it in the Searched box.
- 8) No Transit Boxes:** Prevents movement between two areas.

9) **Special Mission Box:** Used to resolve Special Missions. The Special Mission box shows the number of Event cards you draw when moving into the box, and other information pertaining to the Special Mission.

10) **Forward Operating Base:** Used to resupply your Submarine and reduce Stress.

Help Sheet



This sheet has holding boxes for the Merchant, Escort, and Naval Ship cards. It also has reference information to help you play the game.

Tactical Display



This sheet has holding boxes for the Event and Convoy cards and is used to resolve battles between Japanese Convoys and your Submarines.

Adjacent Areas

Always use the shortest path when calculating range for an attack or movement.



The Areas Adjacent to the Long Range Areas are:

- The two Long Range Areas that touch the current Long Range Area
- The two Medium Range Areas



The Areas Adjacent to the Medium Range Areas are:

- The two Medium Range Areas
- The two Long Range Areas
- The two Short Range Areas



The Areas Adjacent to the Short Range Areas are:

- The two Convoy Areas
- The two Short Range Areas
- The two Medium Range Areas



The Areas Adjacent to the Convoy Area are:

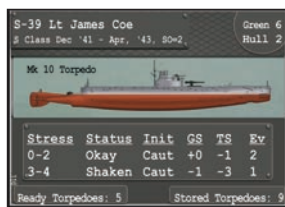
- The two Convoy Areas
- The two Short Range Areas

Convoy Areas that are diagonally across from each other are not considered adjacent.

The Die

Whenever a die roll is called for in the game, roll a ten-sided die (d10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10; others range from 0 to 9. Treat the die's "0" face as being a "10".

Counters Submarines



Each Submarine counter corresponds to a Submarine card. These counters show the

position of the Submarine on the Campaign Map and Tactical Display. Each Submarine counter

has a Surfaced and Submerged side.



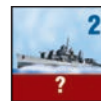
On the Campaign Sheet, the Surfaced side is used to show the Submarine is transiting the zone, while the submerged side is used to show the Submarine is patrolling the zone. On the Tactical Display, the Surfaced side shows the Submarine is operating on the surface and the Submerged side shows when the Submarine is submerged (underwater).

Ships (Merchant, Naval, Escort)

The Ship counters are used to show the position of Merchant, Naval, and Escort Ships on the Tactical Display.



The Unknown Merchant Ship counters are used for Merchant Ships.



Use Unknown Ship counters to represent Merchant ships, Naval ships, and Escort ships (red) that your Submarines have

spotted, but not yet identified.



Named Ship counters have Ship names on them that correspond to the specific Merchant cards, Naval cards, or Escort cards.



When you reveal an Unknown Merchant, Naval, or Escort, replace the counter with a named Merchant, Naval, or Escort counter.

Torpedoes



These counters are placed on or below the Submarine card to show the number of Ready or Stored Torpedoes for the Submarine.

Alternate Torpedoes (Mk 10 or Mk 27)



These counters are placed on or below the Ready or Stored Torpedoes location on a Submarine card to show special torpedoes loaded on the Submarine. Each counter

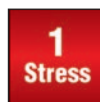
represents one special torpedo, with different types of special torpedoes on the front and back of the counter.

Gun Ammo



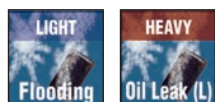
These counters are placed on or below the Submarine card to show the number of Gun attacks the Submarine has remaining for the Patrol. All Subs start with 6 points of Gun Ammo.

Stress



These counters are placed on or below the Submarine card to record the amount of Stress accumulated by the Submarine. Optionally, you can track Stress on the Campaign Log.

Hits



These counters are used to determine damage to Submarines when attacked by enemy ships. Place all the Hit counters into an opaque cup.

Damage



These counters are placed on or below the Submarine card to record temporary and lasting damage to the Submarine.

Detected



These counters are placed on a Submarine counter on the Tactical Display to show the Submarine has been Detected by the enemy Escorts.

Silent Running



These counters are placed on a Submarine counter on the Tactical Display to show that the Submarine is using the Silent Running reaction.

Deep Dive



These counters are placed on a Submarine counter on the Tactical Display to show that the Submarine is using the Deep Dive reaction.

Radar



These counters are placed on Submarine cards to show the Submarine is equipped with search radar. Some Submarines are automatically equipped with radar, which is noted on the Submarine card.

Target Damage



These counters are placed next to Ship counters to show Light Damage to Merchant, Naval, or Escort Ships. When a Ship has Light Damage, reduce its Speed by 1, reduce its Detection die rolls by 1, and reduce its attack by 1 Light Hit.



These counters are placed next to Ship counters to show Heavy Damage to Merchant, Naval, or Escort Ships. When a Ship has Heavy Damage, reduce its Speed by 2, reduce its Detection die rolls by 2, and reduce its attack by 1 Heavy Hit. Add 1 to the die roll of future Submarine attacks against the Ship.

Escort Tactics



These counters are used for campaigns in 1944 and 1945 to show improvements to the Escort equipment and tactics. They are placed on Escort cards when the Escort cards are drawn. Each counter modifies the Escort's ability to Detect and attack a Submarine.

Alerted



These counters are placed on the Tactical Display to show that the Convoy is alerted to the presence of a Submarine. The Escorts receive a Detection benefit to their Detection ranges and die rolls.

Wolfpack



These counters are placed on a stack of Submarines to show that these Submarines are acting together as a Wolfpack.

Designer's Note: The U.S. Navy Submarine force did not use Wolfpacks in the same way as the German Navy. The U.S. Navy did not try to coordinate the actions of groups of Submarines from shore or have Submarines trail a convoy to report its position. Instead Submarines were assigned to act together and the senior Submarine commander was in charge of coordinating their actions at sea.

Submarine Warning



These counters are placed in Areas on the Campaign Map to show where a Submarine has attacked a Convoy. The Warning counter modifies future Contact die rolls for that Area.

Special Options



These counters are used to show Special Option purchases. Some counters are

placed on an Area of the Campaign Map to show a location and some are placed on a Submarine card to show the Submarine is assigned to a particular Special Mission. See the Expend Special Option Points section for more information.

Battle Location



This counter is used to show the Area where a battle is occurring on the Campaign Map.

Contact Counter



These counters are used to show the number of Contacts the active Submarine has remaining for the Strategic Segment.

Submarine Cards



A Submarine card represents a particular Submarine and its crew. There are two cards for each Submarine and each card has two sides that show the four experience levels for the crew.

Throughout these rules, the terms Submarine and Crew refer to these cards.

1) Submarine Name - The Submarine name is for reference purposes only. It does not affect game play.

2) Captain's Name - The captain's name is for reference purposes only. It does not affect game play.

3) Submarine Class - The class designation for the Submarine. Some Submarine classes may not move into certain Areas on the Campaign Map. Those limits are noted on the Campaign Sheet.

Example: S Class Submarines can only move into the areas noted on the Against the Sun and Turning the Tide Campaign maps.

4) Years in Service - The years the Submarine was used during World War II. This determines if a Submarine can be used during a particular Campaign.

5) Special Option (SO) Cost - The cost in Special Option points for choosing this Submarine for a Campaign. This applies when selecting Submarines for a Campaign. The cost for the sample card is 10 Special Option points.

6) Skill Rating - Submarine Crew skills, from lowest to highest, are: Green, Trained, Veteran, or Ace. The higher the rating, the better the Crew's skill.

7) Experience - The number of Experience Points the Submarine Crew must earn to be promoted to the next higher skill level.

8) Hull - The number of Hull Hits the Submarine can suffer before sinking.



9) Special Abilities

Some Submarines have special abilities shown on the Submarine card that can be used during a Campaign.

- **Infiltrator** - Allows the Submarine to begin combat in the Short Range or Medium Range Areas on the Tactical Display.

- **Cool** - Remove 1 Stress Point from the Submarine during the Refit Segment.

- **Searcher** - Modifies the Contact Table die roll by +1.

- **Radar** - Modifies the Contact Table die roll by +1 and allows the Submarine to avoid some Convoy card's special conditions.

- **Mk 10 Torpedo** - This Submarine can only use Mk 10 torpedoes (see Alternate Torpedoes). The player does not need to expend any Special Option points to equip this Submarine with torpedoes. Note that Mk 10 Torpedoes are not required to roll for Torpedo Dud Checks.



1) Stress

1 Stress Submarine Crews suffer Stress when they are on Patrols. Crews can also suffer Stress when they are attacked by Escorts and from Events. Stress is tracked by placing Stress counters on or below the Submarine card or you can track Stress for each Submarine on the Campaign Log.

2) Status

Okay - If a Crew's Stress Points fall into the "Okay" range, use the stats in the Okay row on the card. When the Stress Points exceed the Okay range, the Crew becomes Shaken.

Example: The Okay range on the sample card is 0 to 7.

Shaken - If a Crew's Stress Points fall into the "Shaken" range, use the stats in the Shaken row on the card. When the Stress Points exceed the Shaken range, the Crew becomes Unfit.

Example: The Shaken range on the sample card is 8 to 10.

Unfit - When a Crew becomes Unfit, (the Unfit range on the sample card is 11+) it cannot search for Contacts, perform Special Missions, or participate in any attacks. Unfit Submarines use the Shaken Evasion rating, which on the sample card is a 2. If in a Port, Unfit Crews may not leave Port.

Submarine Skills

3) Initiative - Aggressive or Cautious. An Aggressive Submarine attacks before the enemy each turn. A Cautious Submarine attacks after the enemy each turn.

4) GS - Gunnery Skill. This number is used to modify all surface Gun attack die rolls made by the Submarine.

5) TS - Torpedo Skill. This number is used to modify all Torpedo attack die rolls made by the Submarine.

Minefield: (Only: South China Sea, East China Sea, Empire Waters, or Sea of Japan)
Roll a die, add Evasion Rating:

6) EV - Evasion. This number is used to check for the success of some Submarine reactions to

Escort attacks, to modify Escort attacks, and to modify some Event card die rolls.

7) Ready Torpedoes - A location to place Torpedo counters for the Torpedoes that are currently loaded in the Torpedo tubes.

8) Stored Torpedoes - A location to place Torpedo counters for Torpedoes carried by the Submarine that are not loaded in the Torpedo tubes.

Event Cards



The Event cards describe any event that happens to a Submarine as it moves or Patrols on the Campaign Map. When you are asked to draw an Event card, draw the top card from this deck. The card might be divided into two sections showing the event during different years. Use the event for the Campaign year you are currently playing.

Convoy Cards



Convoy cards show the Ship types that a Submarine encounters while on Patrol.

Each Convoy card shows how to set up the Ship counters on the Tactical Display, the Contact type: Merchant or Naval, and any special conditions in effect during the encounter.

The card number, shown in the bottom left, is used to determine the Convoy cards that are removed from a Campaign as shown on the Campaign Sheet.

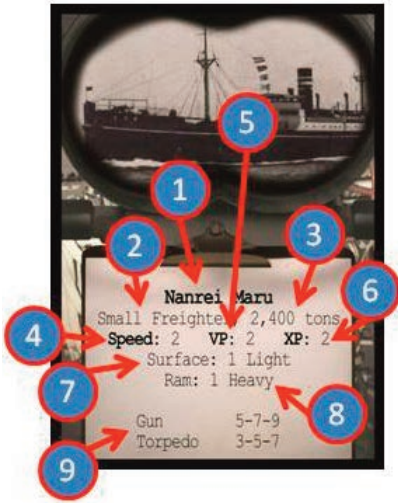
Merchant Cards



Merchant cards detail the Merchant Ships that make up a Convoy. Merchant cards are drawn when an Unknown Merchant Ship is revealed by a Submarine.



Use the corresponding named Ship counter to replace the Unknown Ship counter on the Tactical Display.



In some cases a Merchant card will say the Ship was misidentified as a Merchant and is really an Escort. In this case, draw an Escort card and replace the Ship counter with the matching Escort counter.

Merchant cards are sometimes referred to as Target cards. Merchant cards show the following information:

- 1) **Merchant Name:** The Merchant name is for reference purposes only. It does not affect game play.
- 2) **Merchant Type:** The Merchant type is for reference purposes only. It does not affect game play.
- 3) **Tonnage:** The tonnage of the Ship. It does not affect game play.
- 4) **Speed:** The Merchant speed is used to determine movement on the Tactical Display.
- 5) **Victory Points (VP):** The number of Victory Points a Submarine earns for sinking this Merchant.
- 6) **Experience Points (XP):** The number of Experience Points a Submarine earns for sinking this Merchant.
- 7) **Surface Attack numbers:** The Attack number specifies the base number and type of Hit Counters drawn for Merchant attacks against Surfaced Submarines.
- 8) **Ram:** Some Merchants have a Ram attack number that specifies the base number and type of Hit Counters drawn for Merchant attacks against Surfaced Submarines in the same Area.
- 9) **Torpedo and Submarine Gun Hit numbers:** The base Hit numbers a Submarine uses when attacking this ship with Torpedoes or deck Gun.

Escort Cards



Escort cards show Japanese anti-Submarine combatants that escorted Convoys. Escort cards are drawn when an Unknown Escort is revealed by a Submarine.



The corresponding named Escort counter replaces the Unknown Ship counter on the Tactical Display.



The 3 Fleet Escort cards are only used as Escorts for Naval Convoys. Separate them and place them off to the side until needed for a Naval Convoy.

Escort cards are sometimes referred to as Target cards. Escort cards show the following information:

Escort Name and Type: The Escort name and type is for reference purposes only. They do not affect game play.

Detection Values: The Escort Detection values against a Surfaced/Submerged Submarine.

Speed: The Escort Speed used during Escort movement on the Tactical Display.

Victory Points: The number of Victory Points a Submarine earns for sinking this Escort.

Experience Points: The number of Experience Points a Submarine earns for sinking this Escort.

Torpedo and Submarine Gun Hit numbers: The base Hit numbers a Submarine uses when attacking this Escort with Torpedoes or deck Gun.

Surface and Submerged Attack numbers: The Attack number specifies the base number and type of Hit Counters drawn for Escort attacks against Surfaced and Submerged Submarines.

Naval Cards



Naval cards show ships that are part of a naval Task Force or travelling alone. Naval cards are drawn when an unknown Naval Ship is revealed by a Submarine.



The corresponding named Naval counter replaces the Unknown Ship counter on the Tactical Display.

Naval cards are sometimes referred to as Target cards. Naval cards show the following information:

Ship Name and Type: The Ship name and type is for reference purposes only. They do not affect game play.

Victory Points: The number of Victory Points earned for sinking the Ship.

Experience Points: The number of Experience Points a Submarine earns for sinking the Ship.

Speed: The Ship Speed used to determine movement on the Tactical Display.

Torpedo and Submarine Gun Hit numbers: The base Hit numbers a Submarine uses when attacking this ship with Torpedoes or deck Gun. A result of “N/A” means the result cannot be achieved with a single attack.

Surface and Submerged Attack numbers: The Attack number specifies the base number and type of Hit Counters drawn for Escort attacks against Surfaced and Submerged Submarines.

SET-UP

Short		Medium		Long	
1 Patrol / Sub	32 SOs	2 Patrols / Sub	35 SOs	4 Patrols / Sub	40 SOs
VP	Evaluation	VP	Evaluation	VP	Evaluation
28+	Great	60+	Great	120+	Great
24-27	Good	47-59	Good	96-119	Good
18-23	Adequate	37-46	Adequate	76-95	Adequate
14-17	Poor	27-36	Poor	57-75	Poor
11-	Dismal	26-	Dismal	56-	Dismal

Start by selecting one of the four Campaign Sheets.

Choose the length of the Campaign: Short, Medium, or Long. The length of the Campaign determines the number of Patrols each of your Submarines can make during the Campaign.

Patrol Numbers

Medium	Long
2 Patrols / Sub	4 Patrols / Sub
35 SOs	40 SOs

This number shows the number of Patrols each Submarine can make during the Campaign.

A Patrol consists of a Submarine leaving a Port box, moving through Map Areas, interacting with Convoy cards, and then returning to a Port box over the course of several Strategic Segments. If there is more than one Port box on the Campaign Map, a Submarine does not have to return to the same Port box that it started in.

Your Submarines can leave Port and return to Port during different Strategic Segments. They do not have to all leave and return at the same time.

Special Option Points

The Campaign length designates the total number of Special Option (SO) points available for the Campaign. You spend SO points to purchase Submarines and select Special Options for a Campaign.

Victory Point Totals

Short	
1 Patrol / Sub	32 SOs
VP	Evaluation
28+	Great
24-27	Good
18-23	Adequate
14-17	Poor
11-	Dismal

This shows the number of Victory Points you must score to achieve each success level of a Campaign.

Campaign Notes

Special Option Notes:	
2 SOs, Intelligence (U)	
2 SOs, Mine (3)	
2 SOs, Attack (2)	
2 SOs, FOB (2)	
1 SO, Recon (1)	
1 SO, Radar (U)	
2 SOs, Torpedo Mod (U)	

The section showing Special Option Notes on each Campaign Sheet lists the cost, type, and number of Special Options available for the Campaign.

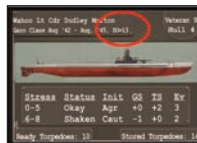
The first number shows the SO point cost, then the Special Option type, and finally, in parenthesis, the maximum number of times the option can be purchased during a Campaign. If a U is shown, the option can be purchased an unlimited number of times during the Campaign.

Remove Convoy Cards:	
47	and 48

Each Campaign Sheet provides information about any Convoy cards that are removed from the deck for this Campaign and any special conditions for the game.

Wolfpacks:
Up to 3 Wolfpacks can be formed during the campaign and each Wolfpack can have up to 3 submarines.

The Wolfpack section shows if you can form Wolfpacks during the campaign and the number of Submarines that can be in a Wolfpack.



Each Submarine has an SO point cost on the Submarine card. This is the cost of selecting that Submarine for the Campaign. You must choose at least one Submarine for the Campaign, but you may select as many as are available for the Campaign's time frame and the number of SO points you have.

Set-Up Card Decks

Remove Convoy Cards:
47 and 48

Refer to the Campaign Sheet, and remove from the Convoy deck any Convoy cards listed.

Remove the 3 Fleet Escort cards and set them aside. These cards are only used when a Naval Convoy is encountered.



Shuffle the Merchant, Escort, Naval, Event, and Convoy card decks and place them on the appropriate Areas on the Help Sheet and the Tactical Display Sheet.



Place all the Hit Counters into an opaque cup.



If you are playing a Campaign that starts in 1944 or 1945, place the Tactics counters in an opaque container for use when Escorts are Detecting and attacking Submarines. If you are playing a Campaign that ends before 1944, do not use these counters.

Shuffling Cards and Preparing Decks

After you have drawn the last card from a deck, gather the discards, and shuffle them to form a new deck.

Selecting Submarines

After selecting your Campaign length, pick your Submarines based on the number of SO points for the Campaign and length you have selected.

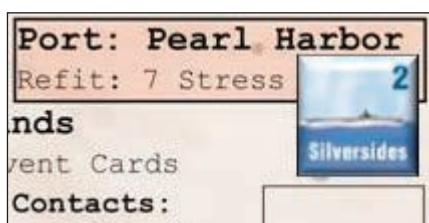
Find all the Submarine cards where the years in service for the Submarine in some way overlap the Campaign time frame.

Example: The years in service for the Balao class Submarine Tang is Jan '44 – Aug '45. This Submarine can only be used in the Setting Sun campaign.

You can only select a particular Submarine once for a Campaign.

Example: You cannot select the Green USS Harder and Veteran USS Harder for the same Campaign.

Subtract the SO points of each selected Submarine from the starting SO point value. Spend the extra SO points to purchase Special Options during the Campaign.



After selecting a Submarine, place its counter on any Port box on the Campaign Map.

You can place the Submarine counter on either its Surfaced or Submerged side, it makes no difference while the Submarine is on the Campaign Map.

Set the Submarine cards on the table within easy reach.



Place the appropriate number of Torpedo counters on or below the Ready and Stored Torpedoes sections on the Submarine card to show the number of Ready or Stored Torpedoes for the Submarine. Finally, place an Ammo 6 counter by (or on) the Submarine card to show the

amount of Gun attacks for the Submarine.

Example: You select the Medium Campaign on the Against the Sun Campaign Sheet and have 35 SO points at the start of the Campaign. You select Trained USS Tautog (6 SO points), Trained USS Silversides (8 SO points), Trained USS Drum (8 SO points), and an Ace USS Permit (10 SO points) for a total of 32 SO points. You decide to save the remaining 3 SO points for use during the Campaign.

Campaign Log

GATO LEADER		Campaign Log			
Campaign	Length: Short Medium Long Patrol				
SOs Start	Spent on Submarines	Available/Used			
Submarine	Experience	SPs	Stress	VPs	Total VP's
Patrol 1					
Patrol 2					
Patrol 3					
Patrol 4					
Patrol 1	Experience	SPs	Stress	VPs	Total VP's
Patrol 1					
Patrol 2					
Patrol 3					
Patrol 4					
Patrol 1	Experience	SPs	Stress	VPs	Total VP's
Patrol 1					

Use the Campaign Log to track your Submarines during a game.

This sheet should be photocopied or downloaded from www.dvg.com.

SEQUENCE OF PLAY

Strategic Segment

Expend Special Option Points
Assign Special Missions

Operations Segment

Form Wolfpacks
Move Submarines
Resolve Event cards
Resolve Special Missions

Tactical Segment

Contact Phase

Draw Convoy card
Tactical Set-Up

Combat Resolution Phase

Movement
 Submarines
 Lag Movement
 Escorts
 Escort Detection
 Escort Movement
Attack
 Aggressive Submarines
 Enemy Ships
 Cautious Submarines
 End of each Combat Resolution Phase

Post-Combat Resolution Phase

Add Stress
Reload Torpedoes
Record Experience Points and Victory Points
Action Decision
Post Combat for a Submarine

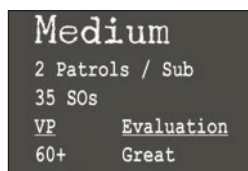
Refit Segment

Promote Submarines
Patrol Limits
Stress Recovery
Port Restock
Sea Reload
Resetting the Campaign Map

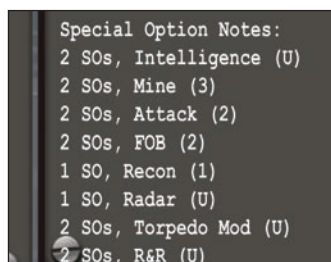
STRATEGIC SEGMENT

You may spend Special Option points during the Strategic Segment to enhance searches, deploy supply ships, conduct Special Missions, and purchase special weapons.

Expend Special Option Points



At the start of a Campaign you get SO points based on the Campaign selected and the length of the Campaign. After purchasing your Submarines, you may have remaining SO points.



You can use the remaining SO points to purchase options during the Campaign. You can spend some, none, or all of your SO points during a Strategic Segment.

Example: You have 35 SO points at the beginning of your Campaign. You spend 27 SO points on Subs, leaving you with 8 SO points to spend throughout the Campaign.

Not all options are available in all the Campaigns and some options can only be used a certain number of times during a Campaign. See the Campaign Sheet for a list of available options and how many times they can be used.

Alternate Torpedoes

Spending SO points on this option allows you to place alternate Torpedo types on a Submarine on a Port box.



There are two types of alternate Torpedoes: Mk 10 torpedoes and Mk 27 torpedoes. The Mk 10 torpedoes were older than the standard Mk 14 torpedoes, but had a more reliable detonator. The Mk 27 torpedoes were acoustic torpedoes.

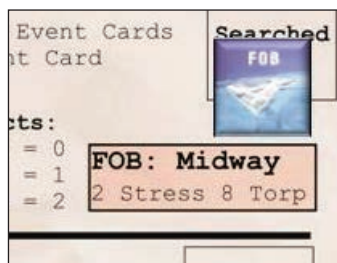
Each alternate Torpedo costs 1/2 an SO point and replaces a normal Torpedo in the Ready or Stored section on a Submarine card. The alternate Torpedoes are used in a similar manner to standard Torpedoes. See the Special Torpedo Attacks section for more information.

Note that Submarines with the Mk 10 torpedo Special Ability are automatically equipped with Mk 10 torpedoes and do not need to expend SO points for the torpedoes.

Forward Operating Base



After purchasing a Forward Operating Base, place the counter in any zone on the campaign map marked with FOB. The Forward Operating Base counter remains in this zone for the rest of the campaign.



You can only place one Forward Operating Base counter in a zone, and the zone must already have an FOB box.

With an FOB counter, the Stress Points for each Submarine in that Area is

reduced by two during the Refit Segment. Additionally, the Forward Operating Base has Torpedoes that can be reloaded on Submarines in the same zone as the Forward Operating Base. The designated number of torpedoes are the total for the entire campaign and can be provided to one Submarine or spread out among several Submarines.

Torpedo Modifications

Spending SO points on this option allows the Submarine to change the year used on the Torpedo Dud table when checking for torpedo hits.



After purchasing a Torpedo Modification option, place a Torpedo Modified counter on the Submarine card. The counter remains on the Submarine for the campaign. When the Submarine rolls on the Torpedo Dud table, it uses the next year's column.

Example: During a Turning the Tide campaign, you spend SO points on a Torpedo Modification for USS Bonfish. When rolling on the Torpedo Dud table, USS Bonfish will use the 1944-45 column instead of the 1943 column.

Radar

Spending SO points on this option allows you to place Radar on a Submarine. Radar modifies the Contact Table die roll by +1 and allows the Submarine to modify some Event and Convoy card special conditions.



After purchasing a Radar option, place a Radar counter on the Submarine card. The counter remains on the Submarine for the campaign.

Radar cannot be placed on S class Submarines.

Note that some Submarines are automatically equipped with Radar, as noted on the Submarine card. You do not have to spend any extra SO points for these Submarines to use their Radar. Additionally, during the Setting Sun campaign all

Submarines are equipped with Radar.

Intelligence

Purchasing this option allows you to concentrate intelligence assets in one Area of the Campaign Map. This provides a +2 modifier to all Contact Table rolls for the Area. Additionally, if the Intelligence counter is in the South China Sea, East China Sea, Empire Waters, or Sea of Japan Area and a Submarine in this Area draws a Minefield Event card, there is a +2 modifier to the minefield roll.



After purchasing Intelligence, place the Intel counter in any Area on the Campaign Map. The counter remains in this Area for this Strategic Segment. You can only place one Intel counter in an Area.

Priority R&R

You can spend SO points to remove 4 Stress Points from all Submarines currently on Port boxes. Do this before moving to the Operations Segment. You can only purchase this option once per Strategic Segment.

Assign Special Missions

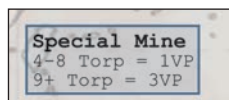
Spending SO points on this option allows your Submarines to conduct Special Missions to earn extra Victory Points. There are three different types of Special Missions. You may assign more than 1 Special Mission to a Submarine.

Special Mission: Mine



This Special Mission can only be purchased for Submarines that are on a Port box. While on the Port box the Submarine is loaded with mines. Place a Mine Special Option counter on the Submarine card to show that it is on a Mine Special Mission. You can replace any number of the Submarine's Ready or Stored Torpedoes with Mines. Record on the Campaign Log Sheet the number of Torpedoes you have replaced.

To resolve a Mine Special Mission:



During the Operations Segment of its turn, move the Submarine with the Special Mission counter until you reach any Special Mine box, checking for Events as normal.

If the Submarine becomes Unfit due to an Event card, it cannot complete the Special Mission and is placed in the Searched box for the Area.

Once the Submarine reaches the Mine box, draw 1 Event card to enter the box. This is in addition to any Event cards the Submarine had to draw to move or Patrol in the Area, and resolve the Event.

Remove the Mine Special Option counter and score the number of Victory Points shown in the Special Mine box. The number of Victory Points scored is based on the number of Torpedoes replaced by mines. Then place the Submarine in the Searched box for the Area.

Example: On the Campaign Sheet Against the Sun, USS Drum successfully drops Mines in the South China Sea Area. You chose to have Mines replace 9 Torpedoes on the Submarine, so you earn 3 Victory Points.

Special Mission: Naval Attack



This Special Mission can be purchased for any Submarine that is not Unfit. Place the Naval Attack Special Option counter on the Submarine card to show it is assigned to a Naval Attack Special Mission. This Special Mission represents the Submarine being assigned to conduct specific operations against the enemy Naval forces.

To Resolve a Naval Attack Special Mission:

During the Operations Segment of its turn, move the Submarine with the Special Mission counter to any Area with a Special Attack.

When the Submarine enters the box, draw the number of Event cards shown in the box. This is in addition to any Event cards the Submarine had to draw to move or Patrol in the Area.

Resolve each Event card before drawing another. You can choose to break-off the attack before drawing all of the Event cards. If you break-off the attack, the Submarine is moved to the Searched Box of the Area it is in. The Naval Attack Special Option counter remains on the Submarine. If the Submarine becomes Unfit due to an Event card, it cannot complete the Special Mission, remove the Naval Attack Special Option and place the Submarine in the Searched box for the Area.

Draw the number of cards from the Naval deck shown in the box and conduct 1 round of Torpedo attacks on any or all of the Target cards. You can only use Ready Torpedoes for this Attack. The attacks use the normal Submarine Torpedo Attack procedure and modifiers when attacking. Treat the attacks as being at range 0.

Resolve an Enemy Ship Attack against the Submarine using 3 Heavy Hits. All normal modifiers apply to the attack.

Remove the Attack Special Option counter and score the number of Victory Points and Experience Points for the Naval Ships that are sunk.

Ships that are not sunk by the attack are discarded. Gain no Victory Points or Experience Points for undamaged or

partially damaged Ships.

Place the Submarine in the Searched box for the Area.

Example: On the Campaign Sheet Holding the Line, the Veteran S-class Submarine USS S-44 in the Brisbane Port box is assigned to a Naval Attack Special Mission. S-44 moves into the Solomon Islands area and draws a Clear Weather Event card, which has no effect, and then moves into the Special Attack box in the area. You draw three Event cards, one at a time. The first card is Ultra Intercept and has no effect. The second card is a Rough Weather card adding 2 Stress Points to the Submarine. This almost makes the sub Shaken.

You could break-off here and just move S-44 to the Searched box, but you decide to press on and draw the third Event card, which is an Enemy aircraft and the roll ends up with a Light Hit against the sub, which turns out to be a temporary Electronics hit. S-44 is ready to attack and draws 2 Naval cards, getting the Heavy Cruiser Aoba and the Light Cruiser Jintsu. You decide to attack Aoba with 4 torpedoes and Jintsu with 1. The torpedo fired at Jintsu misses, while the attack on Aoba sinks the cruiser. S-44 is placed in the Searched box and you score 2 Victory Points and earn 2 Experience Points.

Special Mission: Recon/Rescue



This mission can be purchased for a Submarine at sea or in a Port box. Place the Recon/Rescue Special Option counter on the Submarine card to show it is assigned to this mission. This mission represents the Submarine being assigned to report on the Japanese ship and troop movement or to rescue friendly forces (such as pilots or coastwatchers).

To Resolve a Recon/Rescue Special Mission:



During its turn move the Submarine with the mission counter to any zone with a Special Recon/Rescue box.

Draw the number of Event cards shown in the box, this is in addition to any event cards the Submarine had to draw to move or patrol in the zone. Resolve each Event card before drawing another.

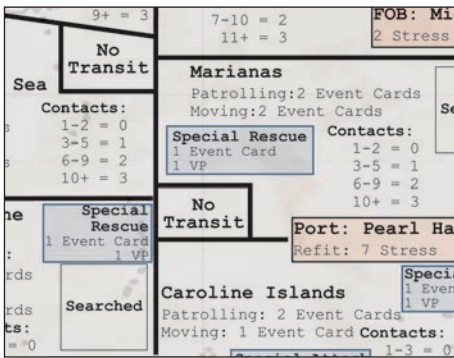
If the Submarine becomes Unfit due to an Event card, it cannot complete the mission and is placed in the Searched box for the zone. If the Submarine has Electronics lasting damage, it cannot complete the mission. Remove the Recon/Rescue counter and place the Submarine in the Searched box for the zone.

Remove the Recon/Rescue Special Option counter and score the number of Victory Points shown in the Special Recon/Rescue box.

Place the Submarine in the Searched box for the Area.

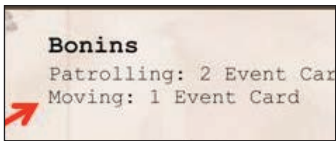
OPERATIONS SEGMENT

Move Submarines

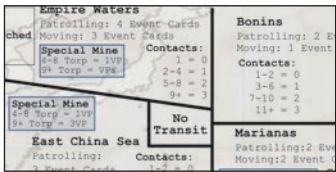


During the Operations Segment, move your Submarines from one Campaign Map Area to adjacent Areas.

Move one Submarine at a time.

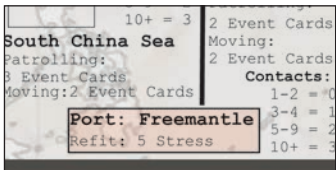


When a moving Submarine crosses a line into a new Area, including moving from a Port box to an adjacent Area, or entering a Special Mission box, draw and resolve the number of "Moving" Event cards shown on the Contact Chart for Moving into the Area.



You may not move into an area blocked by a No Transit box.

Example: You can move from the East China Sea into Marianas or Empire Waters, but you cannot move from East China Sea into Bonins.



When moving from a Port box that is between two Areas, you can choose to move into either area.

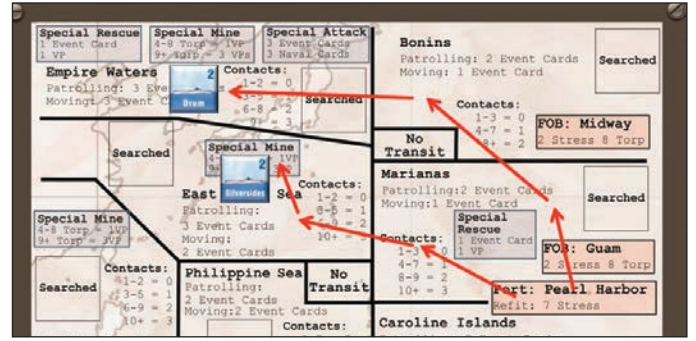
Event cards are resolved as described below. After resolving the Events, the Submarine can move into another adjacent Area and resolve that Area's Events. Repeat moving and drawing Event cards until the Submarine reaches the Area or box you want it to end up in during this Operations Segment.



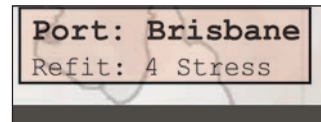
When you are asked to draw an Event card, draw the top card from this deck and perform any instructions on the card.

The card might be divided into two sections showing the event during different years. Use the event for the Campaign year you are currently playing.

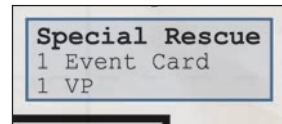
As a reminder of which Submarines moved, use the surfaced side of the Submarine counter to show that a Submarine moved in the Operations Segment.



Example: You move USS Drum from its Port at Pearl Harbor into the Marianas, then draw and resolve 1 Event card. You then move it into the Bonins, draw and resolve 1 Event card. Finally you move the Submarine into Empire Waters, draw and resolve 3 Event cards. You decide to end its movement. You then move the USS Silversides from Pearl Harbor to the Marianas, East China Sea, and into the Special Mission box, while drawing and resolving Event cards along the way.

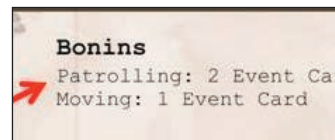


A Submarine must end movement when it enters a Port box.



A Submarine with a Special Mission counter can move into the Special Mission box and resolve their mission. A Submarine must end movement when it enters a

Special Mission box.



If a Submarine does not move during the Operations Segment, draw the number of Event cards shown for Patrolling its Campaign Map

Area.

If an Okay or Shaken Submarine becomes Unfit due to an Event card, place its counter in the Searched box for the Area.

Finish moving and drawing Event cards for one Submarine before resolving movement for the next Submarine.

Finish moving all Submarines before going to the Tactical Segment.

If a Submarine begins this step Unfit, move it closer to the nearest Port box.

End of a Patrol

A Submarine completes one Patrol when you move its counter into a Port box. When a Submarine has completed a number of Patrols equal to the Campaign's Patrol limit, the Submarine's participation in the Campaign ends. End the Campaign when all Submarine's have reached their Patrol limit.

Example: You move a Submarine out of the Pearl Harbor Port box into the Marianas Area, and into several other Areas. You resolve Events and Combat as Normal. You repeat the move, Events, Combat cycle for several Strategic Segments. You later move the Submarine into a Port box. This completes 1 Patrol for the Submarine.

Wolfpacks

If the Campaign selected allows the player to form Wolfpacks, Submarines that are in the same Port can form a Wolfpack. The maximum number of Submarines that can be in a Wolfpack is shown on the Campaign sheet, but there must be a minimum of two (2) Submarines in the Wolfpack.

Submarines in a Wolfpack receive a bonus when searching for enemy ships and can attack together during combat.



The Submarine counters for the Submarines in a Wolfpack are stacked together and a Wolfpack counter is placed on top of the stack.

While they are in a Wolfpack stack, the Submarines move and search (during the Contact Phase) together as if they were one Submarine. However, during movement each Submarine draws the normal number of Event cards and there is a +1 modifier for each Submarine in the Wolfpack when checking for contacts.

When a Wolfpack attacks, all the Submarine counters are placed on the Tactical Display.

Submarines can leave a Wolfpack when moving during the Operations Segment or during the Post Combat Resolution Phase. Submarines that are Sunk or become Unfit will always leave a Wolfpack. If the number of Submarines in a Wolfpack is one (1), the Wolfpack is dissolved and the Wolfpack counter is removed.

Resolve Event Cards

Resolve each Event card before drawing the next.

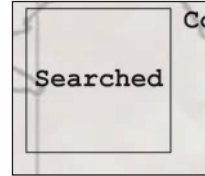
Resolve Special Missions

If a Submarine ends its movement in a Special Mission box, resolve its Special Mission.

TACTICAL SEGMENT

CONTACT PHASE

At the start of the Tactical Segment, select one Submarine that is not in a Port box or Unfit as the active Submarine. Complete the Tactical Segment for the active Submarine before starting the Tactical Segment for another Submarine.



If a Submarine is Unfit, move it to its Area's Searched box.

Check to see if the active Submarine encounters any Contacts by rolling a die, modifying the roll with the applicable

Contact Determination modifiers, and referring to the Contact Table to determine the number of Contacts for this Tactical Segment.

The number shown is the number of Convoy cards the active Submarine will draw during the Tactical Segment. If the number on the Contact Table is 0 (zero), then no enemy shipping was found and the Submarine is moved to the Searched box of the Campaign Map Area and a new Submarine is selected as the active Submarine.

Fully resolve one Contact before drawing the next Convoy card.

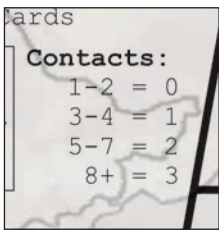
The active Submarine is not required to roll on the Contact Table. If you do not want to roll on the Contact Table, just move the Submarine to the Searched box of the Campaign Map Area, and then select a new Submarine as the active Submarine and check for Contacts for the new active Submarine.

A Wolfpack stack is treated as one Submarine for the purposes of being the active Submarine.

Contact Determination Modifiers

Roll a die and modify the roll as follows:

- +2 if there is an Intel counter in the Campaign Map Area.
- +1 for each Ultra counter in the Campaign Map Area.
- +1 if the Submarine has the Searcher Special Ability.
- +1 if the Submarine has the Radar Special Ability.
- +1 for each Submarine in a Wolfpack. (Plus any Searcher and Radar Special Abilities for Submarines in the Wolfpack.)
- 2 for each Submarine Warning counter in the Campaign Map Area.
- 3 if the Submarine moved during the Operations Segment.
- +X for any modifiers on Event cards.



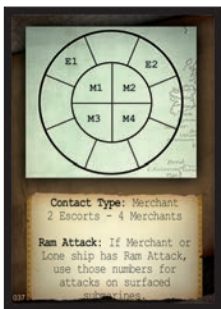
Determine the number of Contacts for the turn by comparing the modified die roll to the Contact Table for the Area the Submarine is located. You will draw one Convoy card for each Contact during the Tactical Segment.

If there is more than one Contact for the turn, use Contact counters to keep track of the number of Contacts for the active Submarine.



Place the Contact counter in the Area, showing the number of Contacts remaining.

Draw Convoy Card



Draw a Convoy card from the top of the deck.



Reduce the value of the Contact counter by one.

Retreat

If you choose not to attack the Convoy card after you have seen it, go to the Post-Combat Resolution Phase for the Submarine.

Tactical Set-Up



The Convoy card describes the Contact type (Merchant or Naval) and where to place Ship counters on the Tactical Display.



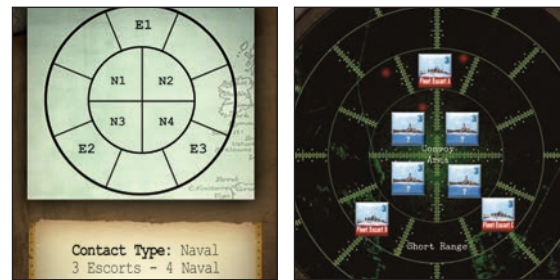
For E (Escorts) Contacts on the card, use the Unknown Escort counters.



M (Merchant) Contacts on the card use Unknown Merchant Ship counters.

Example: I draw Contact card 37, with two Escorts and four Merchants. I place two Unknown Escort counters and 4 Unknown

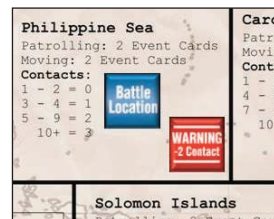
Merchant counters in the locations designated on the card,



For N (Naval) Contacts use Unknown Naval Ship counters and Fleet Escort counters.



For Naval Contact types, the Escorts are always Fleet Escorts. The Fleet Escort cards are used instead of drawing Escort cards.



Place the Battle Location counter on the Campaign Map Area where the battle is occurring.

Also place a Submarine Warning counter in the Map Area the first time each Submarine draws a

Convoy card in the Area.

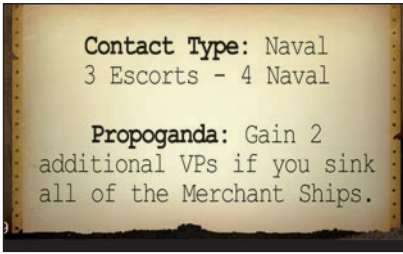
Move the Submarine counter for the attacking Submarine to any of the Long-Range Areas on the Tactical Display. If the Submarine has an Infiltrator Special Ability, it can set up in a Medium-Range or Short-Range Area.

The Submarine counter can be placed on its Surfaced or Submerged side. Submarines operating on the Surface move faster and can use Gun or Torpedo attacks, but are more vulnerable to Detection and counterattacks. Submarines that are Submerged are harder to Detect, cannot use Gun attacks, and do not move as fast.

If the attack is being conducted by a Wolfpack, place the other Submarines in the Wolfpack as described above.

Only Subs in a Wolfpack can be placed on the Tactical Display together.

Draw another Convoy card and refer to the special conditions on the card. These special conditions might change the placement of the Submarine counters and remain in effect until the end of the Combat Resolution Phase.



Example: After drawing Convoy card 37 and placing the Merchant and Escort counters on the Tactical Display, I draw another Convoy card getting card 49. According to card number 49, I will gain 2 additional Victory Points if I sink all the

Merchant ships on the Tactical Display.

COMBAT RESOLUTION PHASE

Combat Resolution is done in steps where Submarines, Escorts, Merchant, and Naval Ships attack and move during the different steps.

If a Wolfpack is attacking, each Submarine acts individually. Resolve the actions for one Submarine before another acts during the step.

The Combat Resolution steps are repeated until all Submarines have broken off from contact, are sunk, or there are no Ship counters on the Tactical Display.

Movement

Submarines

Conduct movement for each Submarine.



1 A Submarine can move a number of Areas up to the Speed rating on its counter.



2 A Submarine can change between being Surfaced or Submerged before it moves. Flip its counter to indicate a change.

A Submarine may exit the Tactical Display by moving off the display from any Long Range Area. A Submarine with a Stress Level that makes it Unfit must move to exit the Tactical Display as directly as possible.

Revealing Targets



2 A Submarine automatically reveals any Unknown Ships at a range of 0, 1, or 2 Areas

Also, reveal an Escort when it rolls to Detect a Submarine.

Also, reveal a Ship that is being attacked by a Submarine.

To reveal a Ship, draw a card from the appropriate target deck as described below:



If the Ship is an E (Escort) Contact - draw the top Escort card.



For Naval Convoy types the Fleet Escort cards are used instead of drawing Escort cards.



If the Ship is an M (Merchant Ship) Contact - draw the top Merchant card.



If the Ship is an N (Naval Contact) - draw the top Naval card.

Place the card on the table. Then, replace the Unknown Ship counter with the named Ship counter on the Tactical Display that matches the named Ship card.

Example: The Veteran USS Gato is attacking a small Convoy with two Escorts and four Merchants (Convoy card #37). Gato starts out on the Surface in a Long Range Area at the bottom of the Tactical Display. After Submarine and Lag Movement, Gato is at a range of two Areas from the trailing Merchants (M3 and M4) and reveals these ships. You flip over the top two Merchant cards revealing the freighter Tatuwa Maru (card #78) in position M3 and the medium tanker Tatibana Maru (card #55) in position M4. The unknown Merchant counters are replaced by the named counters for Tatuwa Maru and Tatibana Maru.

Silent Running



A Detected submerged Submarine can choose to use the Silent Running option during its movement to try to escape detection. When a Submarine selects Silent Running do the following:

Place a Silent Running counter on the Submarine counter.

Treat the Submarine as having Speed 0 during the Lag Movement step.

Roll a die. If the die roll is less than or equal to the Submarine's Evasion rating, the Detected counter is removed from the Submarine. If the die roll is greater than the Evasion rating, the Submarine suffers 2 Stress and the Detected counter remains in place.

Submarines with Silent Running counters cannot attack during their turn. Remove the Silent Running counter at the end of the Combat Resolution Phase.

Lag Movement

Pick a Merchant or Naval Ship on the Tactical Display with

the highest Speed to use as the "Reference Ship" for movement. If there are no Merchant or Naval Ships on the Tactical Display, use the Escort with the highest Speed.

The Reference Ship does not move, but all other Ships and Submarines that have a lower Speed are moved relative to the Reference Ship.

Do not move Ships and Submarines that have the same Speed, or a higher Speed, as the Reference Ship.

Move all the slower Ship and Submarine counters one at a time based on their speed compared to the speed of the Reference Ship.

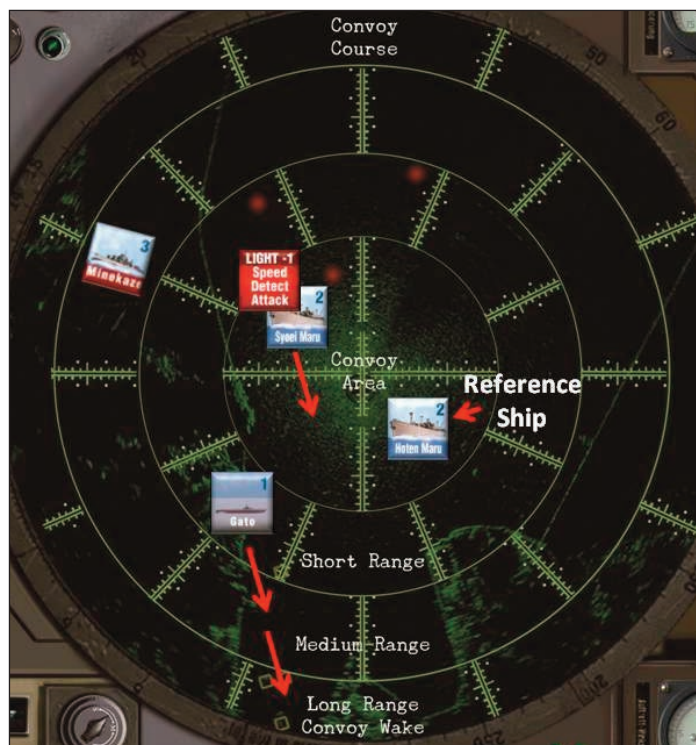
If the Ship/Submarine's speed is 1 lower than the Reference Ship, move it 1 Area closer to the Convoy Wake Area on the Tactical Display.

If the Ship/Submarine's speed is 2 lower than the Reference Ship, move it 2 Areas closer to the Convoy Wake Area on the Tactical Display.

If the Ship/Submarine's speed is 3 lower than the Reference Ship, move it 3 Areas closer to the Convoy Wake Area on the Tactical Display.

If the Ship can move into more than one Area, you decide which Area it moves into.

If you move a Ship or Submarine into the Convoy Wake Area and it has movement remaining, remove it from the Map. It has exited the battle.



Example: The arrows show the ending positions of the counters,

based on the Reference Ship's speed of 2. USS Gato can use its Speed 1, and drift backward by 1, or you can treat it as having Speed 0, and have it drift backward by 2. The Escort must drift back by 1 because its Speed has been reduced to 1.

When you move a Submarine, you may treat the Submarine as having a Speed lower than its printed Speed, down to a minimum of Speed 0.

A Submarine with a Stress Level that makes it Unfit must move to exit the Tactical Display as directly as possible.

The speed of a Merchant, Escort, or Naval Ship is shown on the card and counter for that Ship, but it can be modified by damage to the Ship. A Ship's speed is never reduced below 0.



The speed of an Unknown Ship is shown on its counter.

After all Ships and Submarines have moved, reveal any Unknown Ship counters that end their movement within 2 Areas of a Submarine.

Escorts

Each Escort now Detects and moves. You may have them act in any order. Perform the Detection and movement for one Escort before proceeding to the next. How it moves depends on whether there is a Detected Submarine on the Tactical Display.

Escort Detection



An Escort checks for Detection of Submarines before it moves. An Escort checks for Detection against each Surfaced Submarine at a range of 0, 1, or 2 Areas and against each Submerged Submarine at a range of 0 or 1. Add 1 to these ranges for each Alerted counter on the Tactical Display.

Minekaze	
Old Destroyer	
Speed: 3	VP: 0 XP: 2
Surface: [Detect5]	2 Heavy
Submerged: [Detect7]	3 Heavy
Gun	6-9-N/A
Torpedo	7-8-9

To determine if a Submarine is Detected, roll a die, modify the die roll, and compare it to the Surface or Submerged Detection rating for the Escort, shown on the Escort card.

If the modified die roll is equal to or greater than the Escort's Detection number, the Submarine is Detected, place a Detected counter on the Submarine counter.

A Submarine that is Detected by 1 Escort is Detected by all Escorts. Do not place more than 1 Detected counter on each Submarine.

Escort Detection Modifiers:

+1 to the Detection die roll for each Alerted counter.

- 1 if an Escort has a Light Damage counter on it.
- 2 if an Escort has a Heavy Damage counter on it.
- + X from Tactics counter for 1944 and 1945.

Example: The Convoy has 1 Alerted counter. USS Gato moves on the Surface 3 Areas away from Escort E2, so there is a chance it will be Detected. Since the Escort was not previously revealed, the top Escort card is flipped and shows the Submarine Chaser CH-30. The Convoy is Alerted, so there is a +1 modifier to the Detection roll. You roll a die getting a 4, which is modified to 5, Gato is Detected, and a Detected counter is placed on Gato.

Merchant and Naval Detection

Merchant and Naval Ships never roll to Detect Submarines. These Ships attack Submarines as detailed in the Attack rules, but they never roll to Detect.

Escort Movement (Against Detected Submarines)

If there are Detected Submarines on the Tactical Display, the Escort moves the number of Areas equal to the Speed rating shown on the Escort card, modified by any Target Damage counters.

The Escort moves directly toward a Detected Submarine. If more than one Detected Submarine, randomly determine which Submarine the Escort moves toward.

An Escort stops moving when it enters the Area of the Submarine it was moving toward.

Escort Movement (Against Undetected Submarines)

If there are no Detected Submarines on the Tactical Display, roll a die for the Escort to determine its movement.

If the die roll is 1-3 an Escort in the Short Range Area moves 1 Area Counter-Clockwise in the Short Range Area.

If the die roll is 4-7 the Escort in the Short Range Area does not move.

If the die roll is 8-10 an Escort in the Short Range Area moves 1 Area Clockwise in the Short Range Area.

If the Escort is in one of the four Convoy Areas or a Medium Range Area, the Escort moves 1 Area to a randomly determined adjacent Short Range Area.

If the Escort is in a Long Range area, the Escort moves 1 Area to a randomly determined adjacent Medium Range Area.



Attack

Aggressive Submarines

Aggressive Submarines can attack with either their Torpedoes or Guns.

Submarine Torpedo Attacks



Submerged or Surfaced Submarines can perform Torpedo attacks out to a range of 3 Areas.

When you are ready to attack with Torpedoes, specify the number of Torpedoes fired at each target. You can only fire Torpedoes that are in the Ready section on the Submarine card. Torpedo attacks are resolved after all attacks are declared.

When you fire Torpedoes to attack a target, you may miss, damage, or sink the target. Roll a die for each Torpedo fired at a target, modify the die roll, and look at the Torpedo Hit numbers on the Target card to determine what happens during the attack. The results of one Torpedo attack take effect before the next attack. Any Torpedoes fired at a Ship that has been sunk still count as being fired and are removed from the Submarine card.

Torpedo Dud Checks

After specifying all Torpedo attacks, roll a die for each Torpedo Spread, refer to the Torpedo Dud table, and apply the results before checking for Torpedo hits.

1942	1943	1944-45	Result
1	N/A	N/A	All Torpedoes automatically miss and one prematurely explodes. This counts as an attack for the purposes of placing an Alerted counter.
2 - 3	1	1	All torpedoes automatically miss, but this does not count as an attack for the purposes of placing an Alerted counter.
4 - 6	2 - 3	2	Only one torpedo runs correctly, all others are automatic misses. If there is more than one torpedo in the spread, roll another die. On a 1 a torpedo has circled around and attacks the Submarine. Immediately resolve an attack on the Submarine with 3 Heavy Hits.
7 - 9	4 - 6	3	Half the torpedoes run correctly (round up, but at least one torpedo runs normally).
10	7 - 10	4 - 10	All Torpedoes run correctly, resolve the attack with all torpedoes

Note: If the Submarine has a Torpedo Modification counter, use the next highest year column on the table. Torpedo Spreads for Alternate Torpedoes (Mk 10 and Mk 27) do not roll on the Torpedo Dud table.

Torpedo Spread

You gain a bonus to your Torpedo rolls for multiple non-dud Torpedoes fired at the same target at the same time. You gain a bonus for all rolls equal to the number of non-dud Torpedoes, minus 1.

Example: If you fire 3 Torpedoes at one ship and they all run correctly, you gain +2 modifier on all three rolls. If you fire 6 Torpedoes at one ship and 3 run correctly, you gain +2 modifier on all 3 rolls.

Torpedo Hit Numbers

After checking for duds, roll a die for each Torpedo you fire. Keep only the highest modified die roll for the final result from each attack. (If multiple Submarines in a Wolfpack attack the same ship, each Submarine's attack is rolled separately.)

Gun	5-8-10
Torpedo	5-7-9

If the modified die roll is less than the first Torpedo number, the Torpedo attack missed the target.



If the modified die roll is equal to or greater than the first number but less than the second number, the target takes light damage. Place a Light Damage counter on the Target card.



If the modified die roll is equal to or greater than the second number but less than the third number, the target takes heavy damage and a Heavy Damage counter is placed on the Target card.

If the modified die roll is equal to or greater than the third number the target is sunk, the Ship counter is removed from the Tactical Display. Score Victory and Experience Points for the Ship.

Remove each expended Torpedo counter from the Ready section of the Submarine card.

Torpedo Attack Modifiers

- 1 Per Range
- + Torpedo Spread Bonus (torpedoes hitting the target -1)
- +/- Submarine's TS (Torpedo Skill) modifier.
- +1 if the target has a Heavy Damage counter.
- 2 if the torpedo is a Mk 10 torpedo
- +2 if the torpedo is a Mk 27 torpedo

Example: After revealing the freighter and tanker, the Veteran USS Gato decides to attack Tatibana Maru with six Torpedoes. Gato rolls on the Torpedo Dud table for 1943 and half the Torpedoes run correctly. Gato has a Torpedo Skill of +2 and the range to the tanker is two Areas, giving a final modifier of +2 to the attacks (+2 for Torpedo Skill, +2 for the Torpedo Spread bonus, and -2 for being at range 2 = +2). You roll three dice getting a 2, 4, and 5. You keep the highest die roll, the 5, and modify it to 7 (5 +2), which sinks the tanker. Six Torpedoes are removed from the Ready section on Gato. Finally, place 1 Alerted counter on the Tactical Display.

Special Torpedo Attacks

During some campaigns you will have the option of purchasing alternate torpedoes with SO points and loading them aboard a Submarine while it is in port. There are two types of alternate torpedoes, either the Mk 10 torpedo, or acoustic, Mk 27, torpedoes.

To be able to use a special torpedo, the torpedo must be loaded in the Ready section on the Submarine card. The special torpedoes are used in the same manner as normal torpedoes, with the following changes:



Mk 10 Torpedoes: These torpedoes can be used against any target ships. Mk 10 torpedoes cannot be used in the same Torpedo Spread as normal or Mk 27 torpedoes. Do not roll on the Torpedo Dud table

for Mk 10 torpedo spreads. Mk 10 torpedoes have a -2 attack modifier.



Mk 27 Torpedoes: These Torpedoes can only be used against Escorts. They can only be fired with other Mk 27 torpedoes and only a maximum of two (2) Mk 27 torpedoes can be fired together. Mk 27 torpedoes have a +2 attack modifier. Do not roll on the Torpedo Dud table for Mk 27 torpedo spreads.

Torpedo Reloads

Instead of attacking with torpedoes during a turn, a Submarine can reload its torpedo tubes by moving torpedoes from the Stored location to the Ready location on the Submarine card. The number of torpedoes that can be moved depends on the Skill Rating of the Submarine.

Skill Rating	Number of Torpedoes that can be moved from Stored to Ready
Green	0 Torpedoes
Trained	1 Torpedo
Veteran	2 Torpedoes
Ace	3 Torpedoes

Submarine Gun Attacks

Only Surfaced Submarines can perform Gun attacks. Gun attacks can be made out to a range of 2. A Surfaced Submarine can perform a Gun attack and attack with Torpedoes during the same turn. Declare all attacks before rolling for any.



You must have at least one Gun Ammo left to perform a Gun attack. A Submarine can only make a total of six (6) Gun Attacks during a Patrol.

You may only make one Gun Attack each turn. When you are ready to attack with a deck Gun, specify the target of the attack.

Remove one point of Gun Ammo from the Submarine.

Gun	6-8-10
Torpedo	4-5-8

When you fire the deck Gun, you may miss, damage, or sink the target. Roll a die for the attack, modify the die roll, and look at the Gun Hit numbers on the Target card to determine what happens during the attack.

Gun Hit Numbers

If the modified die roll is less than the first Gun number, the Gun attack missed the target.



If the modified die roll is equal to or greater than the first number but less than the second number, the target takes light damage and a Light Damage counter is placed on the Target card.



If the modified die roll is equal to or greater than the second number but less than the third number, the target takes heavy damage and a Heavy Damage counter is placed on the Target card.

If the modified die roll is equal to or greater than the third number, the target is sunk and the Ship counter is removed from the Tactical Display. Score Victory and Experience Points for the Ship.

Gun Attack Modifiers

-3 Per Range

+/- The Submarine's GS (Gunnery Skill) modifier.

+1 if the target has a Heavy Damage counter.

Gun	6-8-10
Torpedo	4-5-8

Example: The Veteran USS Gato has Gun Ammo of 5 and decides to attack the freighter Tatuwa Maru with its deck gun. Gato has a Gunnery Skill of +1 and the range to the freighter is 1 Area, giving a final modifier of -2 to the attack (+1 - 3 = -2). You roll an 8, which is modified to 6, causing light damage to the freighter and a Light Damage counter is placed on Tatuwa Maru. Gato's Gun Ammo 5 counter is replaced with a Gun Ammo 4 counter.

Alerted



Place an Alerted counter on the Tactical Display if a Submarine performs 1 or more attacks of any type during its turn.

Each Alerted counter improves the Escort's range and die rolls to Detect Submarines by 1. Escorts can only attack Detected Submarines.

Example: A Submarine attacks several Ships with Torpedoes and one Ship with a Gun attack. Place 1 Alerted counter on the Display.

A second Submarine performs attacks during the turn, place a second Alerted counter on the Display.

Damage to the Target

Use the Damage counters to record the Ship damage.



If a Ship suffers Light Damage, reduce its Speed by 1, reduce its Detection die rolls by 1, and reduce its attack by 1 Light Hit.



If a Ship suffers Heavy Damage, reduce its Speed by 2, reduce its Detection die rolls by 2, and reduce its attack by 2 Light Hits. Add 1 to the die roll of future Submarine attacks against the Ship.

Targets retain all their Damage counters. If a target with a Damage counter is damaged again, Damage counters are combined as follows:

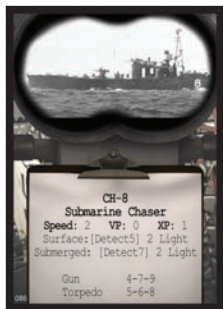
Light Damage + Light Damage = Heavy Damage

Heavy Damage + Heavy Damage = Sunk

The effects of all Damage counters on a Ship are cumulative.

Damage to one target never affects another target.

Enemy Ship Attacks



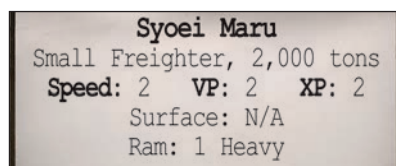
If there are no Detected Submarines on the Tactical Display, the enemy Escorts do not attack.

An Escort can attack a Detected Surfaced Submarine using the Surface attack number shown on the Escort card at a range of 0, 1, or 2 Areas. An Escort automatically targets the closest Submarine.

If more than one Submarine is equally close, randomly determine which one is attacked.

An Escort can attack a Detected Submerged Submarine using the Submerged attack number shown on the Escort card when it is in the same Area as the Submarine.

Enemy Merchant and Naval Ships can attack any Surfaced Submarine using the Surface attack number shown on the ship card at a range of 0 or 1, even if the Submarine is not Detected.



If the Merchant Ship has a Ram attack number and is at a range of 0, use the Ram Attack number instead of the Surface attack number.

Enemy ships attack by drawing Hit counters. No die rolls are made.

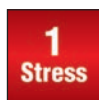
Submarine Reactions

Once you determine the Submarine targeted by an Enemy Ship Attack, that Submarine can react to the attack. The target Submarine can only choose one reaction to an Enemy Ship attack: Crash Dive or Deep Dive. The Submarine does not have to react.

Crash Dive

When a Surfaced Submarine is the target of an attack, it can choose to Crash Dive to try to avoid the attack. When a Submarine uses a Crash Dive, do the following:

Flip the Submarine counter over to its Submerged side.



Add 1 Stress Point on its card.

GS	TS	Ev
+1	+1	4
+0	-1	3

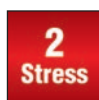
Roll a die for each Enemy Ship attack. If the die roll is equal to or less than the Submarine's Evasion rating, the attack has no effect. If the die roll is greater than the Evasion rating, the attack is resolved normally using the Surface Hit numbers.

Deep Dive

When a Submerged Submarine is the target of an attack, it can choose to use a Deep Dive to reduce the chances of being hit. When a Submarine uses a Deep Dive do the following:



Place a Deep Dive counter on the Submarine counter.



Add 2 Stress Points on its card.

Do not draw a Hit counter for the Escort's Attack, but roll a die. If the die roll is equal to or less than the Submarine's Evasion rating, there is no effect.



If the die roll is greater than the Evasion rating, the Submarine takes one Flooding Temporary Damage hit.



If the die roll is 10, the Submarine takes one Hull Lasting Damage hit.

Cautious initiative Submarines that Deep Dive cannot attack during their turn. Remove the Deep Dive counter at the end of the Combat Resolution Phase.

Attack Resolution

Place all the Hit counters into an opaque cup. Place the Damage counters to the side, to be selected as needed.

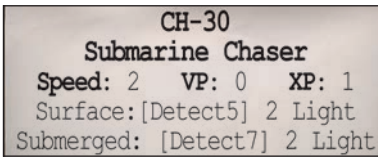
Enemy ships inflict Damage on Submarines with either:



Temporary (the yellow side of the Counter) or



Lasting Damage (the red side of the Counter).



The Attack Number on the Enemy Ship card specifies the number and type of Hit Counters drawn. This number is modified as shown below. When

modifying the attack number and type, 1 Heavy Hit is equal to 2 Light Hits.

Attack Modifiers:

-1 Light Hit for every 2 Submarine Evasion rating (round down). Note: this modifier does not apply to hits from Event cards.

+1 Heavy Hit if an Enemy Ship is attacking a Surfaced Submarine at zero range.

-1 Light Hit if an Enemy Ship has a Light Damage counter on it.

-1 Heavy Hit if an Enemy Ship has a Heavy Damage counter on it.

+ X Light Hit from Tactics counter in 1944 or later.

Example: During Escort Movement, the Submarine Chaser CH-30 moves into the same Area as Gato to attack. Gato could Crash Dive, but you decide to take your chances on the Surface. CH-30's Surface attack rating is 2 Light Hits, minus 2 Light Hits for Gato's Evasion rating (4) +1 Heavy Hit for attacking a Surfaced Submarine at zero range. This leaves 1 Heavy Hit as the result. You draw a Heavy Hit counter and Gato takes 1 Hull Hit.

Hit Effects



Draw all the Hit counters against a Submarine at one time. After drawing a Hit counter, place the Damage counter with that effect on the Sub, (red for lasting, yellow for temporary) and then immediately return the Hit counters to the cup.



If a Hit counter has an (L), it means the Submarine has suffered Lasting Damage that will remain with the Submarine until repaired by returning to port.

Temporary and Lasting Damage:

A Submarine can suffer from the same type of Damage more than once. All Damage effects are cumulative. The Damage counter mix does not limit the Damage a Submarine can suffer. If you run out of counters, use some other counter to note the Damage.

Temporary Damage counters are removed from the Submarine card during Stress Recovery.

Lasting Damage counters are removed from the Submarine card during Stress Recovery if the Submarine is in Port.



Electronics – The Submarine's radar and radio are out until they are repaired. The Submarine does not get the Radar modifier during the Contact phase. Also, if the Submarine is on a Recon/Rescue Special Mission, it fails the mission.



Engines - There is damage to the Submarine's engines. The Submarine's maximum speed is reduced by 1, but never less than 0. If the Submarine suffers 2 Lasting Engine hits, the Submarine is considered sunk.



Flooding - The Submarine suffers temporary damage from flooding. Flooding counts as a Hull hit, but is always Temporary Damage.



Gun – The Submarine cannot make gun attacks until the gun is repaired.



Hull - The Submarine is one step closer to sinking. When the number of Hull hits is equal to the Hull rating for the Submarine, the Submarine is sunk.



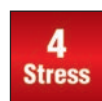
No Effect - The Hit counter has no effect.



Oil Leak - The Submarine has an oil leak making it easier to find. Add an Alerted counter to the Tactical Display at the end of each Combat Resolution Phase.



Periscope – The Submarine cannot make any submerged attacks until the periscope is repaired.



Stress - Use Stress counters to record the amount of Stress suffered by the Submarine. Stress is removed during the Stress Recovery phase.



Stunned – The Submarine cannot attack until the end of next turn. Place a Stun counter on the Submarine card.



Sunk - The Submarine is immediately sunk.



Torpedo Tubes - This reduces the number of Ready Torpedoes by the number shown on the Hit counter. This is a permanent reduction until the damage is

repaired. If the current number of Torpedoes in the Ready box is greater than the new Ready Torpedoes value, the extra torpedoes are removed from the Submarine card (they are lost).

Example: My Sub is taking 1 Light Hit. I draw a counter from the cup and look at its Light side. I get a Gun Hit. I place the yellow Gun Damage counter on my Sub and return the Gun Hit counter to the cup.

Aircraft Carrier Attacks



If there is a revealed Aircraft Carrier (Fleet Carrier or Escort Carrier) on the Tactical Display, it attacks one Surfaced Submarine at any range, whether the Submarine is Detected or not. If there is more than one Surfaced Submarine, randomly determine which gets attacked. Use the Aircraft Carrier's Surface attack number for the attack.

If there are no Surfaced Submarines, the Aircraft Carrier attacks a random Submerged Submarine that has been Detected. Use its Submerged attack number for the attack.

After 1944

Escort Detection and Attack Value Modifications after 1944

Design Note: Japanese anti-Submarine experience, tactics, and technology improved during World War II. This rule is designed to show these improvements, while still showing that not all ships were equipped with the latest equipment or experienced crews.

If you are playing The Setting Sun Campaign that starts in 1944 or later, the Escort Detection, Surface Hit and Submerged Hit numbers are modified.

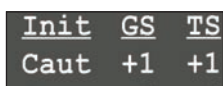


The first time an Escort tries to Detect or attack a Submarine, randomly draw a Tactics counter for the Escort. Place the Tactics counter on the Escort card. The

Tactics counter stays with the Escort until the end of the Combat Resolution phase.

The Escort gains the noted bonus to its Detect and Attack die rolls.

Cautious Submarines



Conduct attacks for Submarines with a Cautious initiative rating.



Cautious Submarines with a Deep Dive or Silent Running counter cannot attack.

Use the same attack rules as detailed for Aggressive Submarines.

End of each Combat Resolution Phase

Remove any Silent Running or Deep Dive counters from Submarines.



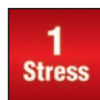
If a Submarine has an Oil Leak Damage counter, add an Alerted counter to the Tactical Display.

If there are still Submarines and ships on the Tactical Display, repeat the Combat Resolution Phase. If there are no Submarines or ships left on the Tactical Display, go to the Post-Combat Resolution Phase.

POST-COMBAT RESOLUTION PHASE

After all Submarines are moved off the Tactical Display, or are sunk, start the Post-Combat Resolution Phase.

Add Stress



Add one Stress Point to each surviving Submarine that participated in the Combat Resolution Phase.

Reload Torpedoes



Reload the Ready Torpedo section for the Submarines with Torpedoes from the Stored Torpedo section and reduce the number of Torpedoes in the Stored section by one for each Torpedo moved to the Ready section.

Record Experience Points

Submarine	Experience	XPs
Salmon	Trained	(5) ////
Patrol 1		
Patrol 2		
Patrol 3		

Record Submarine experience on the Campaign Log based on the Ships that the Submarines sank

during the Combat Resolution Phase. The number of Experience Points earned is found on the card for the Ship that was sunk. Only the Submarine that sank the Ship earns Experience Points for it, even if it was damaged by another Submarine.

Record Victory Points

Record the number of Victory Points you earned on the Campaign Log.

Even if a Submarine is destroyed, its earned Victory Points count toward the Campaign VP total.

Action Decision (with Contacts)

If the active Submarine still has Contacts remaining for this turn, choose one of the following actions:

Do Nothing

Remove all the counters from the Tactical Display.

Place the Submarine counter in the Searched box of the Campaign Map Area it is in.

Return to the Contact Phase

Remove all the counters from the Tactical Display.

Reduce the value of the Contact counter by one.

Draw a new Convoy card, and start the Combat Resolution Phase all over again.

Re-Attack the Convoy

If the previous Contact type was a Merchant, not a Naval, as noted on the Convoy card, you can re-attack the Convoy.

Reduce the value of the Contact counter by one, but do not draw a new Convoy card.

Remove revealed Escorts from the Tactical Display and place the Unknown Escort counters on the Tactical Display in the positions shown for Escorts on the Convoy card.

Design Note: Not all of the Escorts available to a Convoy are represented on the Convoy card. This represents the other Escorts filling in the Areas vacated by sunk or damaged Escorts.

Return Ships that are undamaged or have Light Damage counters on the Tactical Display to the positions shown on the Convoy card. Ships that have Light Damage counters retain the counter for this Combat Resolution Phase. Ships that were sunk are removed from the Tactical Display. The Alerted counters remain in place. Ships that were previously revealed remain revealed.

Remove Ships with Heavy Damage from the battle.

Start the Combat Resolution Phase again.

Final Shot

If one or more Ships ended with a Heavy Damage counter, you can choose to re-Attack any one of those Ships, instead of re-Attacking the Convoy.

To do so, reduce the Contact counter by 1 as you would for re-Attacking the Convoy.

Expend 1 Ready or Stored Torpedo or 1 Gun ammo to sink the Escort or Merchant.

If the ship with a Heavy Damage counter is a Naval ship, the Submarine can only use a Ready or Stored Torpedo to sink the ship. Remove the other Heavily Damaged Ships from play.

Record the Experience Points and Victory Points for sinking the ship. A Submarine does not suffer Stress for performing a Final Shot.

Action Decision (with no Contacts)

If the active Submarine has no Contacts remaining for this turn, remove all the counters from the Tactical Display.

Place the Submarine counter in the Searched box of the Campaign Map Area it is in.

Post Combat for a Submarine

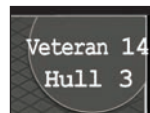
After completing the Tactical Segment for one Submarine, select another Submarine that is not in a Searched box or Port box to be the active Submarine and conduct the Tactical Segment for that Submarine.

After all Submarines that are not in Port are placed in a Searched box, go to the Refit Segment.

REFIT SEGMENT

The Refit Segment is an administrative step used to check for Submarine promotion, reduce Submarine Stress, and reset the Campaign Sheet for the next turn.

Promote Submarines



The number of Experience Points a Submarine has determines when it is promoted to the next experience level.

Check for crew promotion at the start of the Refit Segment. If the Experience Point total for a Submarine crew is equal to or greater than the Promotion number on the Submarine card, the crew is promoted to the next level. Promotion from Green to Trained or Veteran to Ace consists of flipping the Submarine card over to the side with the higher level.

Promotion from Trained to Veteran consists of replacing the Trained Submarine card with the Veteran card. There is no promotion above the Ace level.

If a Submarine is promoted, recheck the Stress Point totals for the Crew to determine its new Stress Status.

Once a Submarine is Promoted, it loses the Experience Points that gained it the Promotion. It keeps any remaining Experience Points to use toward its next level.

Example: A Submarine needs 5 Experience Points to promote to the next level. It has gained 7 Experience Points. Promote the Submarine and deduct 5 Experience Points. This leaves the Submarine with 2 Experience Points toward its next Level.

Patrol Limits

Short	Medium	Long
1 Patrol / Sub	2 Patrols / Sub	4 Patrols / Sub
48 SOs	52 SOs	56 SOs
VP Evaluation	VP Evaluation	VP Evaluation

A Submarine completes a Patrol when you move it back

into a Port box. Staying in Port does not count as a Patrol. Each Submarine can perform a number of Patrols equal to the Campaign's Patrol limit (1, 2, or 4).

If all Submarines have reached their Patrol limit, or are sunk, the Campaign has ended. Stop here and refer to the Campaign Outcome.

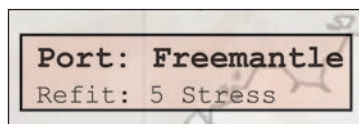
If a Submarine has reached its Patrol limit for the Campaign, it is removed from play.

Stress Recovery

A Submarine can reduce its number of Stress Points while in Port or when it goes to a Forward Operating Base.

A Submarine can also reduce Stress Points if it has a Cool Special Ability.

Stress Recovery in Port



Reduce the Stress Points for each Submarine in a Port by the number of Stress Points shown on the Refit line for the Port.



If the Submarine has a Cool Special Ability, also reduce the Submarine's Stress by 1 Stress Point.



Remove any Temporary or Lasting Damage counters from the Submarine card.

Stress Recovery at Sea

Submarines in the same Campaign Map Area as a Forward Operating Base can reduce Stress by 2 Stress Points.

If the Submarine has a Cool Special Ability, also reduce the Submarine's Stress by 1 Stress Point.



Remove any Temporary Damage counters from the Submarine card.

At Sea Check

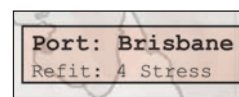
If the Campaign is not over and there are no Submarines in any Sea Areas (only in Port boxes), subtract 2 from your Victory Point total.

Design Note: This represents allowing the Japanese to recover while your Submarines are in Port.

Forward Operating Base Restock

Submarines that are in the same area as a Forward Operating Base can reload Gun Ammo up to the full (6) rating and add any Torpedoes the Forward Operating Base has remaining. The Submarine cannot add more than the maximum number of Ready and Stored Torpedoes listed on the Submarine card.

Port Restock



Submarines that are in Port can reload Gun Ammo up to the full (6) rating and Torpedoes up to the maximum amount that the Submarine can carry in both

the Ready and the Stored Torpedo sections on the Submarine card.

Sea Reload



Each Submarine at Sea can reload its Ready Torpedo section for the Submarine with Torpedoes from the Stored Torpedo section and reduce the number of Torpedoes in the Stored section by one for each Torpedo moved to the Ready section.

Resetting the Campaign Map

Remove all Intelligence and Submarine Warning counters from the Campaign Map.

Move Submarines out of the Searched boxes and into their Areas on the Campaign Map.

Return to the start of the Strategic Segment.

CAMPAIGN OUTCOME

When the last Submarine in play returns to Port and reaches its Patrol limit, or is sunk, the Campaign is completed.

Sunk Submarines

Subtract 3 Victory Points from your total for each Submarine that was Sunk during the Campaign.

Add up your Victory Points and compare your total to the numbers listed on the Victory Point table of the Campaign Sheet. This shows you the results of your Campaign.

Short	
1 Patrol / Sub	
30 SOs	
VP	Evaluation
24+	Great
20-23	Good
15-19	Adequate
11-14	Poor
10-	Dismal

Example: During a Short Campaign, your last Submarine returns to Port. This completes a Patrol for all three of your Subs. You check your Player Log and see you have earned 21 Victory Points, but one of your Subs was Sunk.

According to the Campaign Outcome table, you have earned an Adequate Campaign Victory.

OPTIONAL RULES

Random Submarine Selection

Instead of selecting your Submarines, randomly determine them. Take all the Submarine cards available for the selected Campaign, shuffle them together, and randomly deal them out one-by-one. For each Submarine card dealt, select the Skill Rating you want to use for the Submarine, subtract the SO amount on the card from the total number of SO points available for the Campaign. Do not use duplicate named Submarines

Example: Do not use a Green/Trained USS Harder and Veteran/Ace USS Harder.

When a card causes the SO point total to go below zero, stop dealing cards. The Submarine cards dealt before going below zero are the Submarines in your squadron, the card that caused the SO point total to go below zero is not included. You can stop dealing Submarine cards anytime after the first card is dealt and keep the remaining SOs for use later in the Campaign.

After selecting your Submarines, gain 2, 4, or 8 SO Points for Short, Medium, or Long Campaigns.

Linked Campaigns

You can play four Campaigns in chronological order: select Holding the Line or Against the Sun, then Turning the Tide, and then two Setting Sun campaigns (representing 1944 and 1945) with the same group of Submarines. Starting with the first Campaign, choose the Campaign length that you want to use for all four Campaigns and select your Submarines.

When you go to the next Campaign, subtract the current SO values of your Submarines, based on the current Skill Rating for the Submarine, from the SO point total for the new Campaign. The remaining SOs are available to purchase new Submarines or can be saved for use during the Campaign.

If the result was zero SOs or a negative number, keep all of

your current Submarines, but you cannot purchase new Submarines or use SO points during the Campaign.

If a Campaign is outside of a Submarine's year of service, that Submarine cannot be used in the Campaign. Instead, the Submarine is traded in for SOs (based on its current Skill Rating) and those SOs can be used to select a replacement for the Submarine or saved for use during the Campaign.

SOs that are not used during one Campaign do not carry over to the next Campaign.

Reduce the Stress of all Submarines to zero between Campaigns.

Better American Torpedoes

This option assumes that the American Mk 14 torpedo works as expected. For all campaigns, use the 1944-45 column on the Torpedo Dud Table. Additionally, for the 1942 campaigns double the number of VPs listed on the Campaign Sheet to determine your victory level and for the 1943 campaign multiply the VPs listed by 1.5.

HISTORICAL DESCRIPTIONS

This section provides some historical background on the Submarines included in Gato Leader.

S Class

The S class Submarines were the oldest American Submarines to see combat action in the Pacific. They were originally designed during World War I for operations in the Atlantic, but were pressed into service during the early days of World War II due to the U.S. Navy's shortage of fleet boats. Old, obsolete, underpowered with limited range and inadequately armed, they were often assigned to the least important patrol areas and theaters, however, the S-class Submarines had the early war advantage of using the more reliable (although less powerful) Mk 10 torpedo and these Submarines accounted for sinking 14 Japanese ships. As newer Submarines became available, the surviving S class Submarines were relegated to training duties.

Narwhal Class

The Narwhal class grew out of the need for long-range 'cruiser' Submarines that could conduct independent operations deep in enemy waters and which would eventually lead to reliable long-range Submarine designs. The Narwhal and Nautilus were extremely large, carried two 6" guns, and were capable of higher surface speeds than the older S - Class. But their large size made them easier to detect when

surfaced, slow to dive, and difficult to maneuver. During World War II these subs were not actually used for their designed purpose, instead they were used to transport commandos and coast watchers and deliver supplies.

Perch Class

The Perch class was brought into service in 1936 as the third group of P class Submarines. The initial P class group was the first successful "Fleet Boat" design and would serve as the basis for subsequent American Submarine development into the 1950s. This was the first class to use welded construction, rather than riveted, increasing maximum operating depth and improving the ability to withstand depth charge attacks. These were the first subs to be fitted with air conditioning and use diesel engines to drive generators which powered electric motors. This arrangement allowed the Submarine to cruise at high speed on the surface while one engine could charge the sub's batteries. Their main battery of six torpedoes (four forward and two aft) was regarded by many of the Submarines commanders as woefully inadequate. Modifications to the class were made throughout World War II as the technology in sonar, radar, and weaponry improved.

Salmon Class

The Salmon class (and subsequent Sargo class) was constructed as an improvement to the Permit class. The Salmon class was ten feet longer, had improved battery capacity (for longer submerged range), and was slightly faster. The Salmon class also added two more aft torpedo tubes, for a total of four forward and four aft, and increased carrying capacity to 24 torpedoes. As with the Permit class, these Submarines had numerous modifications during the war.

Tambor and Gar Classes

The Tambor and Gar classes kept all of the positive attributes of the Salmon Class, while making improvements to the internal layout and fire power. The Tambor and Gar classes were the last American Submarines built before World War II and shouldered the bulk of the combat duties during the early stages of the war. The Tambor class Submarine USS Tautog is credited with sinking 26 Japanese ships, the most by any American Submarine.

Gato, Balao, and Tench Classes

In 1940 the U S Navy was once again in the process of upgrading its fleet Submarines. Building on the successes of the Tambor and Gar classes, the Gato class would go on to incorporate numerous improvements that increased the overall combat capability and survivability of the class. The larger size Gato class also increased range and improved crew habitability. The Gato class formed the backbone of the American Submarine fleet during World War II and four of

the top five Submarines in terms of tonnage sunk were from the Gato class.

While the Balao class was virtually identical to the Gato class, with just slight internal differences, it was also the first of the "thick skinned" subs using higher strength steel in the pressure hull. This increased the Submarine's test depth to 400 feet, but it could safely operate deeper.

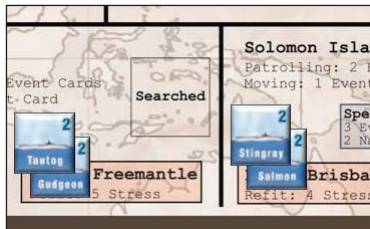
The Tench class added further refinements to the Balao design, increasing surface and submerged ranges and improving internal layout based on wartime experiences.

CREDITS

Game DesignDave Schueler
Game Development.....Holly Verssen
ArtCloud Quinot

EXAMPLE TURN

For my game, I've selected the Medium campaign on the Holding the Line Campaign Sheet and have 33 SO points at the start of the Campaign. I remove Convoy cards # 47 and 48 from the deck. For my squadron, I select Trained USS Salmon (6 SO points), Trained USS Stingray (6 SO points), Trained USS Gudgeon (6 SO points), and a Veteran USS Tautog (10 SO points) for a total of 28 SO points. I decide to save the remaining 5 SO points for use during the Campaign.



After placing the card decks and Submarine cards, I choose to place the counters for Tautog and Gudgeon in the Port: Freemantle box and the counters for Salmon and Stingray in the Port: Brisbane box. Then I add the Torpedo and Gun Ammo counters on the Submarine cards. Now I'm

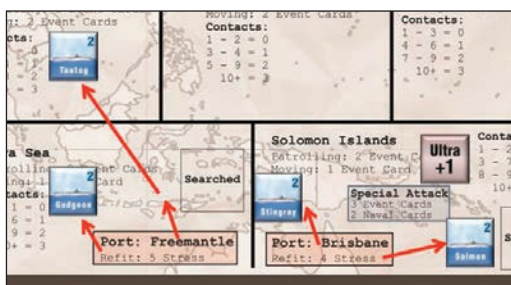
ready to start my campaign.



During the Strategic Segment I decide to spend 2 SO points on a Torpedo Modification for USS Tautog leaving me with 3 more SO points. I place a Torpedo Modified marker on Tautog's card.

Next, I move to the Operations Segment. During this Operations Segment I want to get my

Submarines into the Solomon Islands, Java Sea, and South China Sea Map Areas. Starting in Brisbane, I move Salmon into the Solomon Islands. Since Salmon is moving, I draw 1 Event card, getting an Ultra Intercept card. I place an Ultra +1 marker in the Solomon Islands. Salmon then stops its move.



Stingray follows, also drawing 1 Event card in the Solomon Islands, getting an Enemy Aircraft card. To resolve the event I roll the die roll

getting a 6 and adding Stingray's Evasion of 3 for a total of 9, which results in a Light Hit. The Light Hit draw gives the Submarine 2 Stress Points and marker is placed on the Submarine. Stingray also stops its move in the Solomon Islands. From Freemantle, Tautog moves into the Java Sea drawing 1 Event card, getting Rough Seas and adding 2 Stress Points. Then continues into the South China Sea drawing 2 Event cards, getting the Clear Weather and Target of Opportunity cards. Tautog expends 4 Torpedoes to gain 2 Victory Points and adds 3

Stress Points (for a total of 5). I note 2 Victory Points on the Campaign Log Sheet.

Finally, Gudgeon moves into the Java Sea drawing 1 Event card, getting a Minefield card. Since Gudgeon isn't in South China Sea, East China Sea Empire Waters, or Sea of Japan, I just add 1 Stress Point. This completes the Operations Segment.



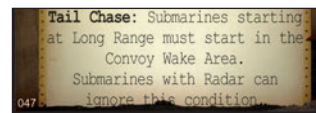
In the Tactical Segment, I decide to start with Salmon as my active Submarine. I roll a die, getting 5 and add +1 for the Ultra counter for a total of 6. Looking at the Contact Table in the Solomon Islands Area, a 6 shows that there is 1 Contact, so I set the Contact Counter to 1.



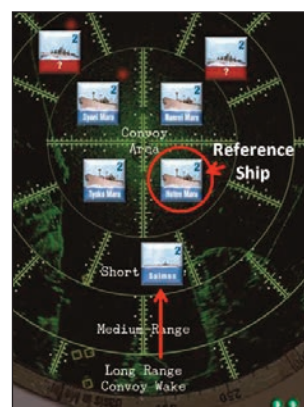
I draw the top Convoy card #37, a Merchant Contact with 4 Merchants and 2 Escorts. Then I place a Submarine Warning counter in the Area and reduce the Contact Counter to 0.

Display.

The Convoy is set up on the Tactical Display. I choose to start Salmon on the surface in the Long Range Convoy Wake Area of the Tactical



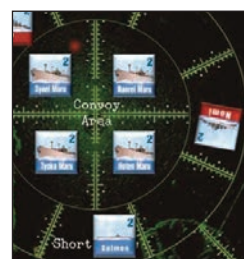
Next, I draw another Convoy card to determine any special conditions, getting card #42 with a Tail Chase condition. Since I already set up in the Convoy Wake area, I'm ready to move to Combat Resolution.



I move Salmon forward 2 spaces into the Short Range labeled Area. This places Salmon either 1 or 2 ranges from the nearest Merchant ships, revealing the ships as: top left - Syoei Maru (#58), top right - Nanrei Maru (#75), bottom left - Tyoko Maru (#56), bottom right - Hoten Maru (#66). The 2 Escorts are still too far away to identify.

For the Lag Movement, I choose Hoten Maru as my reference ship.

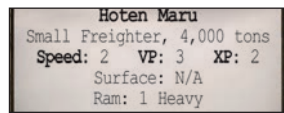
All ships on the Tactical Display have a speed of 2 so I do not move any ships.



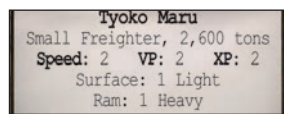
Escorts can Detect Submarines on the Surface at a range up to 2. I am at range 3 so they do not detect me. Since there are no Detected Submarines, a die is rolled for each Escort. Escort 1's roll is 5, so it stays in place based on Escort Movement (Against Undetected Submarines).

Escort 2's roll is 8, so the Escort rotates 1 Area Clockwise in the Short Range Area. The Escort is now 2 away from my Submarine, but it is not the Detection phase so it cannot detect my Submarine. It is close enough to reveal, so I draw an Escort card. It is the Nomi (#95). I replace the unknown Escort counter with the Nomi counter.

Enemy ships can now attack my Submarine. I am not detected, so the enemy Escorts cannot attack me. Enemy Merchant ships can attack me, even though I am not detected.



Both Tyoko Maru and Hoten Maru are in range to attack. Hoten Maru does not have a Surface attack rating, so it cannot attack.



Tyoko Maru's Surface attack rating is 1 Light Hit, but since Salmon has an Evasion Rating of 2, it can ignore 1 Light Hit. So there is no damage to

Salmon.

My Cautious Submarine attacks. I place an Alerted counter on the Tactical Display. I decide to fire 6 torpedoes at the Hoten Maru, 2 Torpedoes at the Syoei Maru, and a Gun attack at the Tyoko Maru.

Torpedo Dud Checks			
After specifying all Torpedo attacks, roll a die for each Torpedo Spread, refer to the Torpedo Dud table and apply the results before checking for Torpedo hits.			
1942	1943	1944-45	Result
1	N/A	N/A	All Torpedoes automatically miss and one prematurely explodes. This counts as an attack for the purposes of placing an Alerted counter.
2-3	1	1	All torpedoes automatically miss, but this does not count as an attack for the purposes of placing an Alerted counter.
4-6	2-3	2	Only one torpedo runs correctly, all others are automatic misses. If there is more than one torpedo in the spread, roll another die. On a 1 a torpedo has circled around and attacks the Submarine. Immediately resolve an attack on the Submarine with 3 Heavy Hits.
7-9	4-6	3	Half the torpedoes run correctly (round up, but at least one torpedo runs normally).
10	7-10	4-10	All Torpedoes run correctly, resolve the attack with all torpedoes

First, I attack Syoei Maru and roll on the Torpedo Dud table. A die roll of 2 in the 1942 column results in all torpedoes missing and if this had been my only attack during the phase, the Alerted marker would be removed.

I then resolve the attack on Hoten Maru, Rolling on the Torpedo Dud table I roll a 7, meaning that half of my torpedoes run correctly. I gain +2

due to the Torpedo Spread (+ the number of Torpedoes that Hit the target (run correctly), minus 1.) I also gain +1 for my Torpedo Skill, and -1 for Range.

Gun	6-8-10
Torpedo	4-5-8

Overall, I am at +2 per Torpedo shot at Hoten Maru. I roll 3 dice getting a 1, 4, and 6, keeping the 6 and modifying it by +2 for a final result of 8. Looking at the Torpedo line on Hoten Maru's card an 8 shows that it is sunk. I remove the Hoten Maru

counter from the Tactical Display and set it aside to reference later.

Finally, I perform a Gun attack on the Tyoko Maru. +1 due to Skill, -3 due to range. I roll a 7, which is modified to a 5 resulting in Light Damage.



I place a Light Damage counter on Tyoko Maru, which slows it by 1.

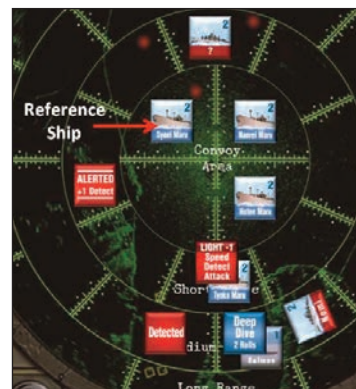
I then remove the 8 ready torpedoes from the Salmon and decrease its Gun Ammo to 5.



I'm ready to begin the next Combat Resolution Phase. I choose not to move Salmon, but it does dive so I flip it to its Submerged side. Next is Lag Movement. Syoei Maru and Nanrei Maru are the fastest Merchant ships on the Display and I must select one of them as the Reference Ship, so I select Syoei Maru. Nanrei Maru and the two Escorts are speed 2 so they do not move.

My Submarine is Speed 1, so I slide it one Area closer to the Convoy Wake. Tyoko Maru is at speed 1 due to its damage so I slide it 1 Area closer to the Convoy Wake.

Next, is Escort detection and movement, the escort Nomi is at range 2 from my Submarine and the unknown Escort is at range 4. I choose to have the unknown Escort act first. It is too far away to detect my Submarine. The unknown Escort rolls a 9 and moves Clockwise 1 area. Nomi would usually be too far away to detect Salmon, but it gains +1 range due to the Alerted counter. It must roll a 5 to Detect me and gains +1 due to the Alerted counter. Nomi rolls a 7, Salmon is detected and a Detected counter is placed next to the Salmon counter. Nomi moves into the same Area as Salmon.



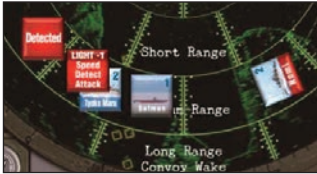
Since Nomi is in the same area as Salmon it would attack using its submerged attack ratings. I choose to react by Deep Diving, which negates the attack by Nomi. I place a Deep Dive counter by the Submarine, place 2 Stress Points on Salmon's card, and roll to see if there is any damage from the action. I need to roll a 2 or less to avoid damage.



I roll a 6, so I place a Flooding counter on Salmon's card. I cannot attack because of the Deep Dive counter and because I don't have any loaded torpedoes. Instead I choose to reload my torpedoes. Because Salmon is Trained, I can move one Torpedo from Stored to Ready. This

ends the second Combat Resolution Phase. I remove the Deep Dive counter.

My Submarine has a movement of 1 so I move into the same Area as Tyoko Maru.



During the Lag Movement I use Syoei Maru as the Reference Ship and move Tyoko Maru and Salmon one area toward the Convoy Wake.

Because my Submarine is detected, the unknown Escort moves 2 areas toward the sub. It is still 2 areas away, but within range for me find out what it is. I draw a card revealing the Submarine chaser CH-14. The escort Nomi moves into the same Area as Salmon and attacks. Not wanting to Deep Dive again, I decide to try to ride out the attack. Nomi's submerged attack rating is 2 Heavy Hits, but Salmon's Evasion rating reduces this to 1 Heavy and 1 Light Hit. The Light Hit is No Effect and the Heavy Hit is a Hull* hit and a Hull damage marker is placed on Salmon's card. With the existing Flooding and Hull hits, if Salmon takes one more of these hits it will be sunk.

Now it is my turn to attack. I place another Alerted counter on the Tactical Display. I decide to fire 1 torpedo at Tyoko Maru, hoping to sink it.

Rolling on the Torpedo Dud table I roll a 7, meaning that one torpedo runs correctly. I have +1 for my Torpedo Skill. I roll 1 die getting a 6 for a final result of 7, which is enough to sink Tyoko Maru.



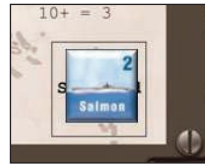
In the next Combat Resolution phase, I move my Submarine into the Convoy Wake Area and during the Lag Movement I move off the Tactical Display.

This ends the Contact.



I now go to the Post-Combat Resolution Phase. I add 1 Stress to Salmon, transfer 8 of the stored torpedoes to become ready torpedoes, I record 4 Experience and 5 Victory Points for sinking the Hoten Maru and Tyoko Maru.

Submarine	Experience	XPs	Stress	VPs	Total VPs
Salmon	Trained	(5) ////	3	2, 3	5
Patrol 1					
Patrol 2					



Salmon has no more Contacts. It is placed in the Searched box on the Campaign Map and these steps are repeated for the other Submarines.

When all the Submarines are in the Searched boxes, play moves to the Refit Segment. I check to see if any of the Submarines have enough Experience Points to be promoted. Then I check for reducing Stress Points on the Submarines. Since they are all at sea and there aren't any Forward Operating Bases, the only Submarine that can reduce stress is Salmon, because it has the Cool Special Ability. Finally all the Temporary Damage counters are removed from the Submarines.

I reset the Campaign Map by removing the Ultra counter from the Map. Then I move all the Submarine counters out of the Searched Boxes.

I'm ready to start a new turn by going back to the Strategic Segment.

This is repeated until all my Submarines return to Port twice or are sunk. Then I'll add up my Victory Points to see how I did during the campaign.

QUICK REFERENCE

WEAPONS

Torpedoes



These counters are placed on or below the Submarine card to show the number of Ready or Stored Torpedoes for the Submarine.

Alternate Torpedoes (Mk 10 or Mk 27)



These counters are placed on or below the Ready or Stored Torpedoes location on a Submarine card to show special torpedoes loaded on the Submarine. Each counter represents one special torpedo, with different types of special torpedoes on the front and back of the counter.

Gun Ammo



These counters are placed on or below the Submarine card to show the number of Gun attacks the Submarine has remaining for the Patrol. Each Submarine starts the Campaign with 6 Gun Ammo.

DAMAGE TO SUBS

Hits



These counters are used to determine damage to Submarines when attacked by enemy ships.



Electronics – The Submarine's radar and radio are out until they are repaired. The Submarine does not get the Radar modifier during the Contact phase. Also, if the Submarine is on a Recon/Rescue Special Mission, it fails the mission.



Engines - There is damage to the Submarine's engines. The Submarine's maximum speed is reduced by 1, but never less than 0. If the Submarine suffers 2 Lasting Engine hits, the Submarine is considered sunk.



Flooding - The Submarine suffers temporary damage from flooding. Flooding counts as a Hull hit, but is always Temporary Damage.



Gun – The Submarine cannot make gun attacks until the gun is repaired.



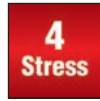
Hull - The Submarine is one step closer to sinking. When the number of Hull hits is equal to the Hull rating for the Submarine, the Submarine is sunk.



Oil Leak - The Submarine has an oil leak making it easier to find. Add an Alerted counter to the Tactical Display at the end of each Combat Resolution Phase.



Periscope – The Submarine cannot make any submerged attacks until the periscope is repaired.



Stress - Use Stress counters to record the amount of Stress suffered by the Submarine. Stress is removed during the Stress Recovery phase.



Stunned – The Submarine cannot attack until the end of next turn. Place a Stun counter on the Submarine card.



Sunk - The Submarine is immediately sunk.



Torpedo Tubes - This reduces the number of Ready Torpedoes by the number shown on the Hit counter. This is a permanent reduction until the damage is repaired. If the current number of Torpedoes in the Ready box is greater than the new Ready Torpedoes value, the extra torpedoes are removed from the Submarine card (they are lost).

DAMAGE TO ENEMY SHIPS

Use the Damage counters to record the Ship damage.



If a Ship suffers Light Damage, reduce its Speed by 1, reduce its Detection die rolls by 1, and reduce its attack by 1 Light Hit.



If a Ship suffers Heavy Damage, reduce its Speed by 2, reduce its Detection die rolls by 2, and reduce its attack by 2 Light Hits. Add 1 to the die roll of future Submarine attacks against the Ship.

Targets retain all their Damage counters. If a target with a Damage counter is damaged again, Damage counters are combined as follows:

Light Damage + Light Damage = Heavy Damage
Heavy Damage + Heavy Damage = Sunk

The effects of all Damage counters on a Ship are cumulative.

Damage to one target never affects another target.

Torpedo Dud Checks

After specifying all Torpedo attacks, roll a die for each Torpedo Spread, refer to the Torpedo Dud table and apply the results before checking for Torpedo hits.

1942	1943	1944-45	Result
1	N/A	N/A	All Torpedoes automatically miss and one prematurely explodes. This counts as an attack for the purposes of placing an Alerted counter.
2 - 3	1	1	All torpedoes automatically miss, but this does not count as an attack for the purposes of placing an Alerted counter.
4 - 6	2 - 3	2	Only one torpedo runs correctly, all others are automatic misses. If there is more than one torpedo in the spread, roll another die. On a 1 a torpedo has circled around and attacks the Submarine. Immediately resolve an attack on the Submarine with 3 Heavy Hits.
7 - 9	4 - 6	3	Half the torpedoes run correctly (round up, but at least one torpedo runs normally).
10	7 - 10	4 - 10	All Torpedoes run correctly, resolve the attack with all torpedoes

Note: If the Submarine has a Torpedo Modification counter, use the next highest year column on the table.

Torpedo Spreads for Alternate Torpedoes (Mk 10 and Mk 27) do not roll on the Torpedo Dud table.

SEQUENCE OF PLAY

Strategic Segment

Expend Special Option Points
Assign Special Missions

Operations Segment

Form Wolfpacks
Move Submarines
Resolve Event cards
Resolve Special Missions

Tactical Segment

Contact Phase

Draw Convoy card
Tactical Set-Up

Combat Resolution Phase

Movement
 Submarines
 Lag Movement
 Escorts
 Escort Detection
 Escort Movement
Attack
 Aggressive Submarines
 Enemy Ships
 Cautious Submarines
End of each Combat Resolution Phase

Post-Combat Resolution Phase

Add Stress
Reload Torpedoes
Record Experience Points and Victory Points
Action Decision
Post Combat for a Submarine

Refit Segment

Promote Submarines
Patrol Limits
Stress Recovery
Port Restock
Sea Reload
Resetting the Campaign Map