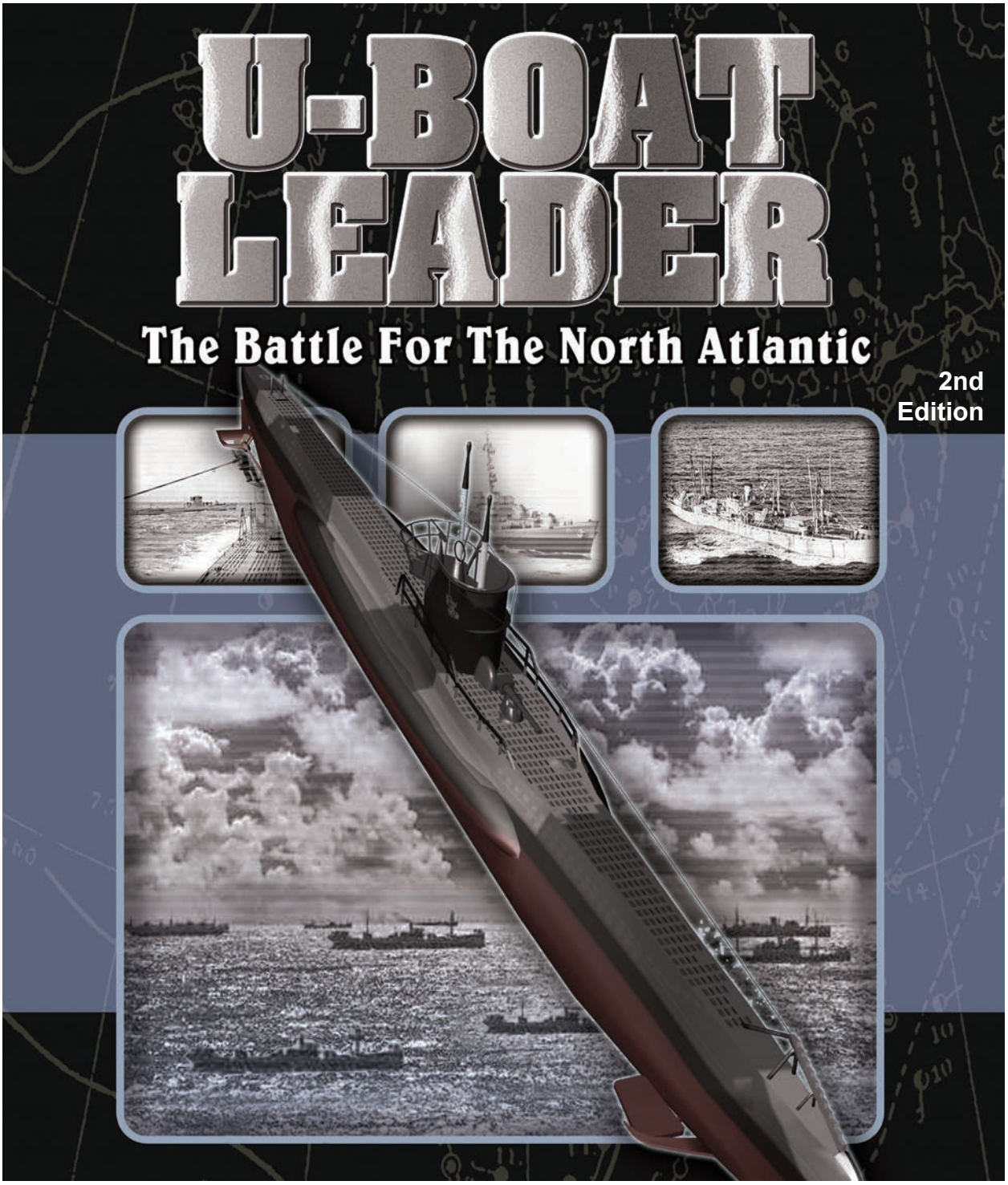


Introduction 2
Game Components.....2
Set-Up.....9
Sequence of Play 11
Strategic Segment 11
Operations Segment.....14
Tactical Segment.....15
Combat Resolution Phase 17
Post-Combat Resolution Phase 24
Refit Segment.....25
Campaign Outcome 26
Optional Rules 26
Historical Descriptions 27
Credits.....28
Example Turn 29
Quick Reference 32

INTRODUCTION

U-Boat Leader places you in command of a German U-Boat flotilla during World War II's Battle of the Atlantic.

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 flotilla commander, your primary goal is to sink enemy merchant ships and warships. To accomplish this, you will select a force of U-Boats and determine the best way to deploy them during the Campaign. You can decide to concentrate your U-Boats to form Wolfpacks, spread them out in the shipping lanes to increase coverage, or even send them on special missions. In some cases you will be able to use special options to help your U-Boats by adding search planes or by sending supply ships to extend their endurance. During longer Campaigns you will need to manage the U-Boat Patrol rotation to keep them on station.

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

GAME COMPONENTS

Campaign Sheets

There are four Campaign Sheets included in U-Boat Leader representing different points in the U-Boat struggle against the Allies.

The Battle Begins

This Campaign covers operations at the start of World War II, from 1939 to mid-1940. During this period both sides were trying to implement their pre-war strategies while incorporating new lessons. This will differ from other Campaigns in that there will be more single ship or small group encounters and fewer convoy encounters. (Sept '39 - May '40)

The Happy Time

This Campaign covers the period from mid-1940 to mid-1941 when the U-Boats and Wolfpacks dominated the seas. The opening of bases in occupied France gave the U-Boats easy access to their Atlantic hunting grounds and there were enough U-Boats available to implement the Wolfpack tactics. (June '40 - May '41)

Operation Drumbeat

This Campaign covers operations off the American coast and in the Caribbean in early 1942. While the American coast proved to be a rich hunting ground, the U-Boats had to travel a long way to get there and there wasn't much in the way of support for them. (Feb '42 - June '42)

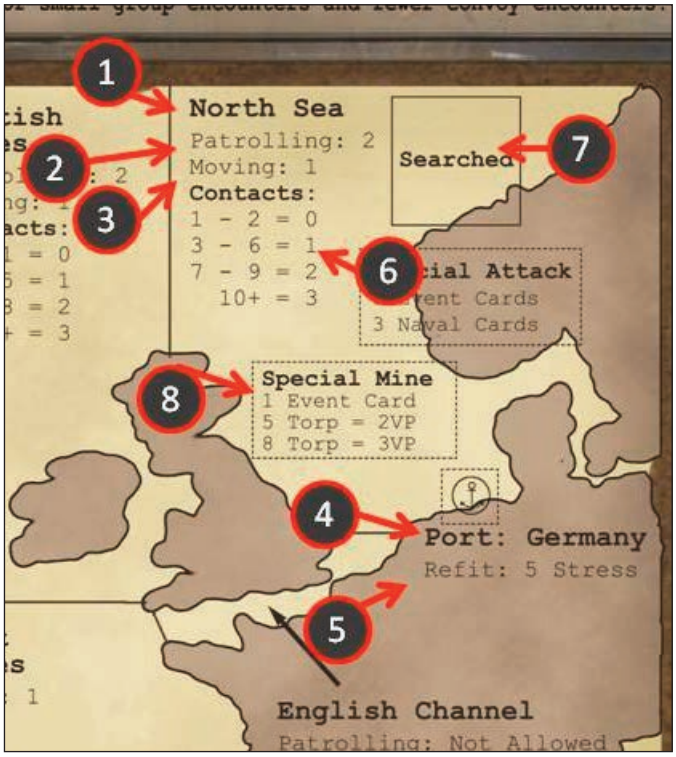
The Hunted

This Campaign covers the time period when there was a general parity between the U-Boats and Allies. The Campaign starts in mid-1942, and ends when the tide starts to turn against the U-Boats in 1943. In this Campaign, the new Allied escorts begin to appear, making convoy attacks much tougher. (July '42 - June '43)

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 U-Boats during the time period covered by the Campaign.

Campaign Map Areas

Each Campaign Map is divided into named Areas. You will place your U-Boats in these Areas and move them between named Areas when conducting movement. A U-Boat 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 U-Boat remains in the Area.

3) Moving Information: Designates the number of Event cards you draw when a U-Boat 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 U-Boat during the Refit Segment.

6) Contacts Information: Used to determine the number of enemy Contacts a U-Boat will encounter during a Strategic Segment.

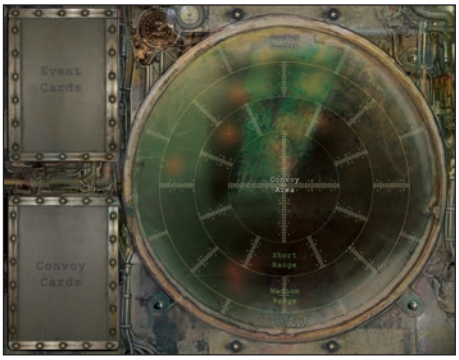
7) Searched Box: When a U-Boat has completed its actions for a Strategic Segment, place it in the Searched box.

8) 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.

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 Allied Convoys and your U-Boats.

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

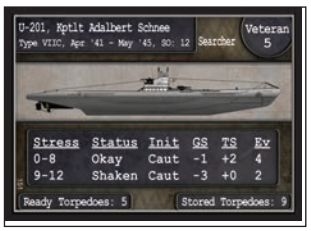
Convoy Areas that are diagonally across from each other are not considered adjacent.

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

U-Boats



Each U-Boat counter corresponds to a U-Boat card. Use these counters to show the position of the U-Boat 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 U-Boat is transiting the zone, while the submerged side is used to show the U-Boat is patrolling the zone. On the Tactical Display, the Surfaced side shows the U-Boat is operating on the surface and the Submerged side shows when the U-Boat 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, Naval, and Escort Ships (red) that your U-Boats have spotted, but not yet identified.

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

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

Torpedoes

These counters are placed on or below the U-Boat card to show the number of Ready or Stored Torpedoes available to the U-Boat.

Advanced Torpedoes (FAT or T5)

These counters are placed on or below the Ready or Stored Torpedoes location on a U-Boat card to show special Torpedoes loaded on the U-Boat. 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 U-Boat card to show the number of Gun attacks the U-Boat has remaining for the Patrol. All U-Boats start with 6 points of Gun Ammo.

Stress

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

Hits

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

Damage

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

Detected

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

Silent Running

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

Deep Dive

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

Attacked

These counters are placed on U-Boat counters at the end of a Tactical Segment in which they attacked. The counters show which U-Boats have participated in Wolfpack attacks during a Tactical Segment, but have not yet been the active U-Boat.

Snorkel

These counters are placed on U-Boat cards to show the U-Boat is equipped with a snorkel detailed in the optional Snorkel rule.

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 U-Boat attacks against the Ship.

Escort Tactics

These counters are used after June 1942 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 a U-Boat, and attack a U-Boat.

Alerted

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

U-Boat Warning

These counters are placed in Areas on the Campaign Map to show where a U-Boat 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 U-Boat card to show the U-Boat is assigned to a particular Special Mission. See the Expend Special Option Points section for more information.

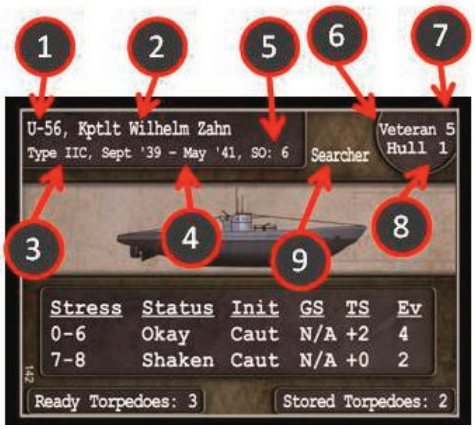
Battle Location

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 U-Boat has remaining for the Strategic Segment.

U-Boat Cards



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

Throughout these rules, the terms U-Boat and Crew refer to these cards.

1) U-Boat Number - The U-Boat number 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) U-Boat Class - The class designation for the U-Boat. Some U-Boat classes may not move into certain Areas on the Campaign Map or are not available for certain Campaigns. Those limits are noted on the Campaign Sheet

Example: Type II U-Boats can only move into the noted Areas on The Battle Begins Campaign Map.

Example: In the Operation Drumbeat Campaign, only Type VIIC and Type IX U-Boats can be used.

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

5) Special Option (SO) Cost – The cost in Special Option points for choosing this U-Boat for a Campaign. This applies when selecting U-Boats for a Campaign. The cost for the sample card is 6 Special Option points.

6) Skill Rating - U-Boat 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 U-Boat Crew must earn to be promoted to the next higher skill level.

8) Hull –The number of Hull Hits the U-Boat can suffer before sinking.

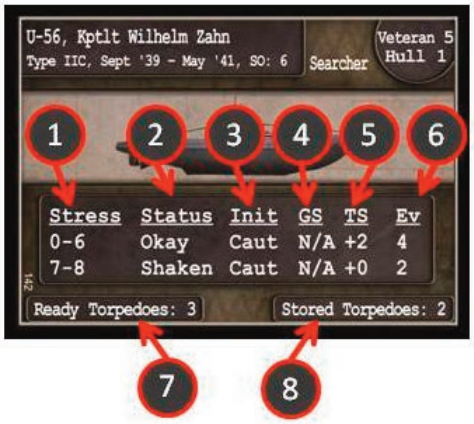
9) Special Abilities

Some U-Boats have special abilities shown on the U-Boat card that can be used during a Campaign.

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

• **Cool -** Remove 1 Stress Point from the U-Boat during the Refit Segment.

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



1) Stress

U-Boat 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 U-Boat card or you can track Stress for each U-Boat 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 6.

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 7 to 8.

Unfit - When a Crew becomes Unfit, (the Unfit range on the sample card is 9+) it cannot search for Contacts, perform Special Missions, or participate in any attacks. Unfit U-Boats

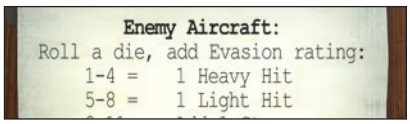
use the Shaken Evasion rating, which on the sample card is a 2. If in a Port, Unfit Crews may not leave Port.

U-Boat Skills

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

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



6) EV– Evasion. This number is used to check for the success of some U-boat 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 U-Boat that are not loaded in the Torpedo tubes.

Event Cards

The Event cards describe any event that happens to a U-Boat 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 U-Boat encounters while on Patrol.

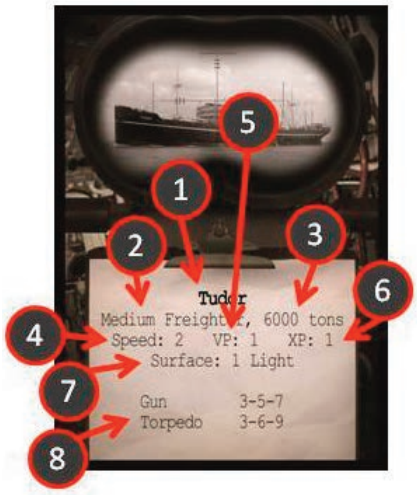
Each Convoy card shows how to set up the Ship counters on the Tactical Display, the Contact type: Merchant or Naval, and any special conditions in effect during the encounter.

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 is revealed by a U-Boat.

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 U-Boat earns for sinking this Merchant.

6) Experience Points (XP): The number of Experience Points a U-Boat 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 U-Boats.

8) Torpedo and U-Boat Gun Hit numbers: The base Hit numbers a U-Boat uses when attacking this ship with Torpedoes or deck Gun.

Escort Cards

Escort cards show Allied anti-U-Boat combatants that escorted Convoys. Escort cards are drawn when an Unknown Escort is revealed by a U-Boat.

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 U-Boat.

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

Victory Points: The number of Victory Points a U-Boat earns for sinking this Escort.

Experience Points: The number of Experience Points a U-Boat earns for sinking this Escort.

Torpedo and U-Boat Gun Hit numbers: The base Hit numbers a U-Boat 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 U-Boats.

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 U-Boat.

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.

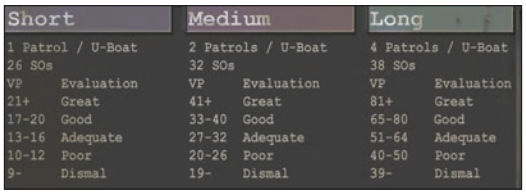
Experience Points: The number of Experience Points a U-Boat earns for sinking the Ship.

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

Torpedo and U-Boat Gun Hit numbers: The base Hit numbers a U-Boat 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 U-Boats.

SET-UP

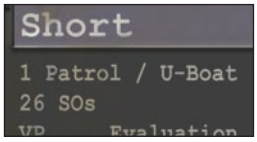


Short		Medium		Long	
1 Patrol / U-Boat		2 Patrols / U-Boat		4 Patrols / U-Boat	
26 SOs		32 SOs		38 SOs	
VP	Evaluation	VP	Evaluation	VP	Evaluation
21+	Great	41+	Great	81+	Great
17-20	Good	33-40	Good	65-80	Good
13-16	Adequate	27-32	Adequate	51-64	Adequate
10-12	Poor	20-26	Poor	40-50	Poor
9-	Dismal	19-	Dismal	39-	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 U-Boats can make during the Campaign.

Patrol Numbers



This number shows the number of Patrols each U-Boat can make during the Campaign.

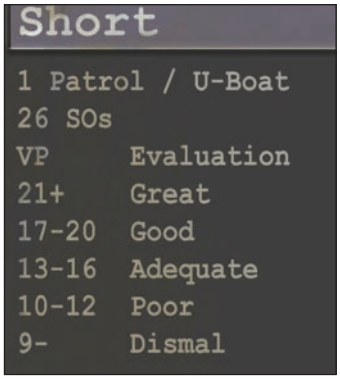
A Patrol consists of a U-Boat leaving a Port box, moving through Map Areas, interacting with Convoy cards, and then returning to a Port box over the course of several Strategic Segments. If there is more than one Port box on the Campaign Map, a U-Boat does not have to return to the same Port box that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

Your U-Boats 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

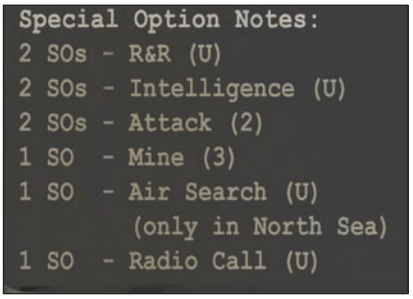
The Campaign length designates the total number of Special Option (SO) points available for the Campaign. You spend SO points to purchase U-Boats and select Special Options for a Campaign.

Victory Point Totals



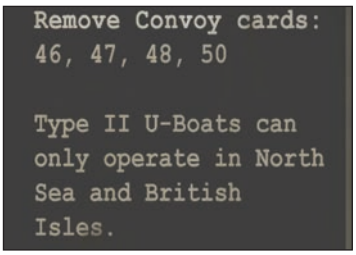
This shows the number of Victory Points you must score to achieve each success level of a Campaign.

Campaign Notes

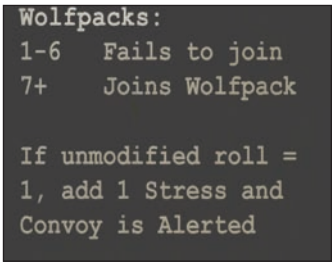


The section showing Special Option Notes on each Campaign Sheet lists the cost, type, and number of Special Options available for the Campaign.

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.



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.



The Wolfpack section shows the die roll needed for a U-Boat to join a Wolfpack.

Set-Up Card Decks

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 June 1942 or later, place the Tactics counters in an opaque container for use when Escorts are Detecting and attacking U-Boats. If you are playing a Campaign that ends before June 1942, do not use these counters.

Shuffling Cards and Preparing Decks

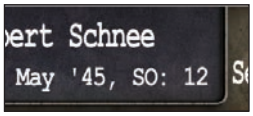
After you have drawn the last card from a deck, gather the discards, and shuffle them to form a new deck.

Selecting U-Boats

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

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

Example: The years in service for the Type IIB U-Boat U-23 are Sept '39 to May '41. This U-Boat can be used in any Campaign in this period (The Battle Begins and The Happy Time Campaigns).



Each U-Boat has an SO point cost on the U-Boat card. This is the cost of selecting that U-Boat for the Campaign. You must choose at least one U-Boat 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.

You can only select a particular U-Boat once for a Campaign

Example: You cannot select the Green U-47 and Veteran U-47 for the same Campaign.

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

After selecting a U-Boat, place its counter on any Port box on the Campaign Map.

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

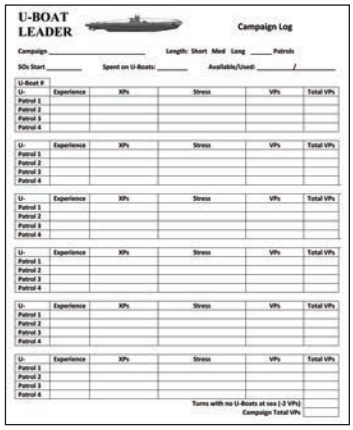
Set the U-Boat cards on the table within easy reach.

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

Type II and Type XXI U-Boats do not have deck Guns and no Ammo counter is placed by the U-Boat card.

Example: You select the Medium Campaign on The Battle Begins Campaign Sheet and have 32 SO points at the start of the Campaign. You select Trained U-43 (8 SO points), Trained U-47 (7 SO points), Trained U-51 (6 SO points), and an Ace U-56 (8 SO points) for a total of 29 SO points. You decide to save the remaining 3 SO points for use during the Campaign.

Campaign Log



Use the Campaign Log to track your U-Boats 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
Move U-Boats
Resolve Event cards
Resolve Special Missions

Tactical Segment
Contact Phase
Draw Convoy card
Tactical Set-Up
Form Wolfpacks

Combat Resolution Phase
Movement
- U-Boats
- Lag Movement
- Escorts
  - Escort Detection
  - Escort Movement

Attack
- Aggressive U-Boats
- Enemy Ships
- Cautious U-Boats
- End of each Combat Resolution Phase

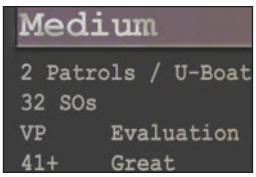
Post-Combat Resolution Phase
Add Stress
Reload Torpedoes
Record Experience Points and Victory Points
Action Decision
Post Combat for a U-Boat

Refit Segment
Promote U-Boats
Patrol Limits
Stress Recovery
Port Restock
Sea Reload
Resetting the Campaign Map

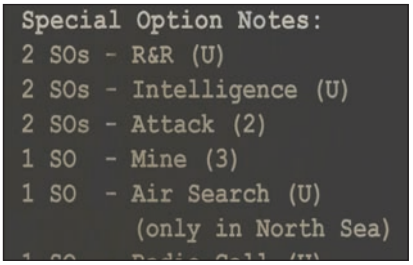
STRATEGIC SEGMENT

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 U-Boats, 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 32 SO points at the beginning of your Campaign. You spend 27 SO points on Subs, leaving you with 5 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.

Air Search
Purchasing an Air Search option allows you to draw two Convoy cards for each Contact in the Campaign Map Area with the Air Search counter. You then select which card to use for the Contact.

After purchasing an Air Search, place the counter in any Area on the Campaign Map (within the restrictions of the Special Option notes). The Air Search counter remains in this Area for this Strategic Segment. You can only place one Air Search counter in each Area.

Supply Ships
Purchasing a Supply Ship option allows you to deploy a Supply Ship to an Area on the Campaign Map. During the Refit Segment the Stress Points for each U-Boat in the same Area as the Supply Ship are reduced by two.

After purchasing a Supply Ship, place the counter in any Area on the Campaign Map. The Supply Ship counter remains in this Area for this Strategic Segment. You can only place one Supply Ship

counter in an Area.

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.

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 U-Boats currently on Port boxes. Do this before moving to the Operations Segment. You can only purchase this option once per Strategic Segment.

Advanced Torpedoes

Spend SO points on this option to place advanced Torpedo types on a U-Boat on a Port box.

There are two types of advanced Torpedoes: Pattern-running (FAT) Torpedoes for use against Merchants, and acoustic (T5) Torpedoes for use against Escorts.

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

Radio Call

Select this option during the Tactical Segment's Contact Phase. When a U-Boat is attempting to Form a Wolfpack, before rolling any dice, purchase this option. You will automatically succeed with the Form Wolfpack rolls for the acting U-Boat.

Assign Special Missions

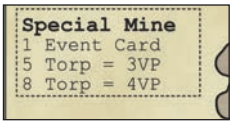
Spending SO points on this option allows your U-Boats to conduct Special Missions to earn extra Victory Points. There are three different types of Special Missions.

You may assign more than 1 Special Mission to a U-Boat.

Special Mission: Mine

This Special Mission can only be purchased for U-Boats that are on a Port box. While on the Port box the U-Boat is loaded with mines. Place a Mine Special Option counter on the U-Boat card to show that it is on a Mine Special Mission. You can replace any number of the U-Boat'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 U-Boat with the Special Mission counter until you reach any Special Mine box, checking for Events as normal.

If the U-Boat 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 U-Boat reaches the Mine box, draw 1 Event card to enter the box. This is in addition to any Event cards the U-Boat 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 U-Boat in the Searched box for the Area.

Example: On the Campaign Sheet The Battle Begins, a Type VIIB U-Boat successfully drops mines in the British Isles Area. You chose to have Mines replace 8 Torpedoes on the U-Boat, so you earn 4 Victory Points.

Special Mission: Attack

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

To Resolve an Attack Special Mission:

During the Operations Segment of its turn, move the U-Boat with the Special Mission counter to any Area with a Special Attack box.

When the U-Boat enters the box, draw the number of Event cards shown in the box. This is in addition to any Event cards the U-Boat 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 U-Boat is moved to the Searched Box of the Area it is in. The Attack Special Option counter remains on the U-Boat.

If the U-Boat becomes Unfit due to an Event card, it cannot complete the Special Mission and is placed 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 use Ready and Stored Torpedoes for this Attack. The attacks use the normal U-Boat Torpedo Attack procedure and modifiers when attacking. Treat the attacks as being at range 0.

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 U-Boat in the Searched box for the Area.

Example: On the Campaign Sheet The Battle Begins, the Veteran Type VIIB U-Boat U-47 in the Germany Port box is assigned to an Attack Special Mission. U-47 moves into the North Sea Area, draws a Rough Sea Event card, adds 1 Stress Point to the U-Boat, and then moves to the Special Attack box in the North Sea Area. You will draw three Event cards, one at a time. The first card is Enemy Aircraft and the roll ends up adding 2 Stress Points to the U-Boat. The second card is an Allied U-boat Attack that adds 2 more Stress Points. This gives U-47 a total of 5 Stress Points, making it almost Shaken.

You could break-off here and just move U-47 to the Searched box, but you decide to press on and draw the third Event card, which is a Radio Intercept. U-47 is ready to attack and draws 3 Naval cards, getting the Battleship Royal Oak, Heavy Cruiser Cumberland, and Light Cruiser Sirius. You decide to target Royal Oak with 4 Torpedoes and Sirius with 1. The attack against Sirius does light damage, while the attack on Royal Oak sinks the Battleship. U-47 is placed in the Searched box and you score 4 Victory Points and earn 3 Experience Points.

Special Mission: Raider

This Special Mission can be purchased for any U-Boat that is not Unfit. Place the Raider Special Option counter on the U-Boat card to show it is assigned to this Special Mission. This Special Mission represents the U-Boat being assigned to aid a German surface Raider's attacks on convoys.

To Resolve a Raider Special Mission:
During the Operations Segment of its turn, move the U-Boat with the Special Mission counter to any Area with a Special Raider box

When the U-Boat enters the box, draw the number of Event cards shown in the box. This is in addition to any Event cards the U-Boat had to draw to move or Patrol in the Sea Area. Resolve each Event card before drawing another.

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

Roll 1 attack at a time for each Gun ammo or Torpedo (Ready or Stored) you choose to fire, up to a maximum number of attacks noted in the box. Score 1 Victory Point for each roll of 8 or higher. Apply all normal modifiers and treat the attacks as being at range 0. Resolve each attack before deciding on the next. You may stop at any time. Remove the Raider Special Option counter. Place the U-Boat in the Searched box for the Area.

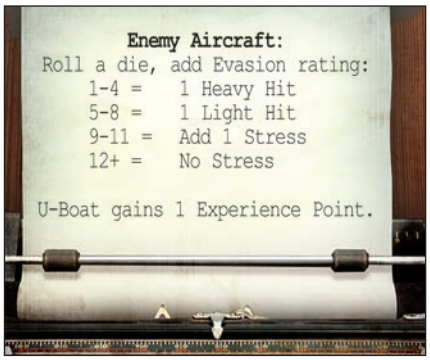
OPERATIONS SEGMENT

Move U-Boats

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

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

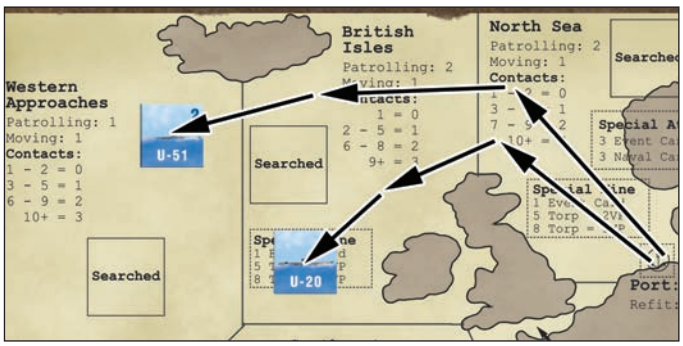
Event cards are resolved as described below. After resolving the Events, the U-Boat can move into another adjacent Area and resolve that Area's Events. Repeat moving and drawing Event card's until the U-Boat reaches the Area or box you want it to end up in this Operations Segment.



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 U-Boat moved, use the surfaced side of the U-Boat counter to show that a U-Boat moved in the Operations Segment.



Example: You move U-51 from its Port in Germany into the North Sea, then draw and resolve Event cards. You then move it into the British Isles, draw and resolve Event cards. Finally you move the U-Boat into the Western Approaches, draw and resolve Event cards. You decide to end its movement. You then move the U-20 from its German Port to the North Sea, British Isles, and into the Special Mission box, while drawing and resolving Event cards along the way.

A U-Boat must end movement when it enters a Port box.

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

If a U-Boat 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 U-Boat becomes Unfit due to an Event card, place its counter in the Searched box for the Area.

A U-Boat can never end its movement in the English Channel Area. If a U-Boat becomes Unfit in the English Channel Area, place it in the Searched box for the Area from which it just moved.

Finish moving and drawing Event cards for one U-Boat before resolving movement for the next U-Boat.

Finish moving all U-Boats before going to the Tactical Segment.

If a U-Boat begins this step Unfit, you move it closer to the nearest Port box.

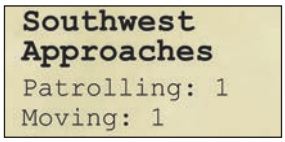
Once you complete the movement for one Submarine, move on to the next Submarine.

End of a Patrol

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

Example: You move a U-Boat out of the Germany Port box into the North Sea 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 U-Boat into a Port box. This completes 1 Patrol for the U-Boat.

Resolve Event Cards



When a U-Boat moves into a Campaign Map Area, draw a number of Event cards equal to the Moving value of its new Area. If a U-Boat does not move during the Operations Segment, draw a number of Event cards equal to the Patrolling value of its Area.

Resolve each Event card before drawing the next.

Resolve Special Missions

If a U-Boat 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 U-Boat that is not in a Port box or Unfit as the active U-Boat. Complete the Tactical Segment for the active U-Boat before starting the Tactical Segment for another U-Boat.

If a U-Boat is Unfit, move it to its Area's Searched box.

Check to see if the active U-Boat 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 U-Boat will draw during the Tactical Segment. If the number on the Contact Table is 0 (zero), then no enemy shipping was found and the U-Boat is moved to the Searched box of the Campaign Map Area and a new U-Boat is selected as the active U-Boat.

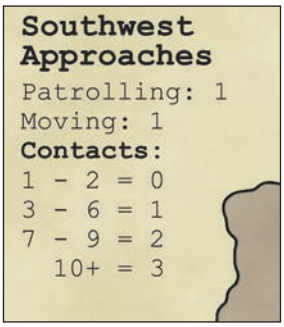
Fully resolve one Contact before drawing the next Convoy card.

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

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 if the U-Boat has the Searcher Special Ability.
-2 for each U-Boat Warning counter in the Campaign Map Area.
-2 if the U-Boat has an Attacked counter on it.
+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 U-Boat 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 U-Boat.

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.

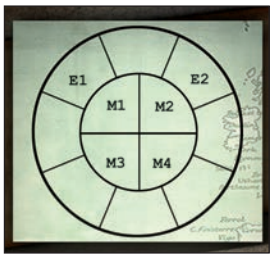
Reduce the value of the Contact counter by one.

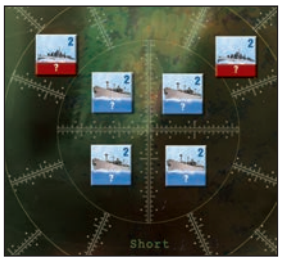
If there is an Air Search counter in the Area, draw two Convoy cards, instead of one, and choose the Convoy card you want to use.

Retreat

You may have your U-Boat not attack after you view the Convoy card. If you do so, go to the Post-Combat Resolution Phase for the U-Boat.

Tactical Set-Up



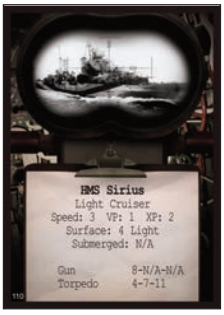


The Convoy card describes the Contact type (Lone, Merchant, or Naval) and where to place Ship counters on the Tactical Display.

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

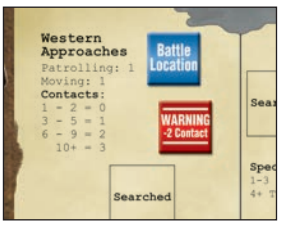
For M (Merchant) Contacts on the card use Unknown Merchant Ship counters.

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 U-Boat Warning counter in the Map Area the first time each U-Boat draws a Convoy card in the Area.

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

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

Form Wolfpacks

After setting up the Contacts and U-Boat, you can attempt to form a Wolfpack by calling for other U-Boats in the same Campaign Map Area to join the attack. If other U-Boats successfully join the attack, place the counters for those U-Boats on the Tactical Display.

U-Boats in the Searched box cannot be called for Wolfpacks.

For each U-Boat you want to join the Wolfpack, roll a die, modify the die roll, and refer to the Wolfpack Notes on the Campaign Sheet to determine the results. If the joining U-Boat has an Attacked counter on it, subtract 2 from the die roll.

If the unmodified roll falls into the Stress range noted on the Campaign Sheet, add 1 Stress to the active U-Boat and place an Alerted counter on the Tactical Display.

If you purchase Radio Call at this time, do not roll for other U-Boats in the Area. You can choose the other U-Boats in the Area to join your attack.

Place the counters for U-Boats that successfully join the Wolfpack in any of the Long-Range Areas on the Tactical Display. If the U-Boat has an Infiltrator Special Ability, it can set up in a Medium-Range or Short-Range Area. U-Boat counters can be placed on their Surfaced or Submerged sides.

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

Combat Resolution Phase

Combat Resolution is done in steps when U-Boats, Escorts, Merchants, and Naval Ships attack and move during the different steps.

If a Wolfpack has been formed, each U-Boat acts individually. Resolve the actions for one U-Boat before another acts during the step.

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

Movement

U-Boats

Conduct movement for each U-Boat.

A U-Boat can move a number of Areas up to the Speed rating on its counter.

A U-Boat can change between being Surfaced or Submerged before it moves. Flip its counter to indicate a change.

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

Revealing Targets

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

Also, reveal an Escort when it rolls to Detect a U-Boat.

Also, reveal a Ship that is being attacked by a U-Boat.

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 for Escorts instead of drawing Escort cards.

If the Ship is an M (Merchant Ship in a Convoy) 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 U-98 (a Type VIIC U-Boat) is attacking a small Convoy with two Escorts and four Merchants (Convoy card #37). U-98 starts out on the Surface in a Long Range Area at the bottom of the Tactical Display. After U-Boat and Lag Movement, U-98 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 Tiberton (card #78) in position M3 and the small tanker Telena (card #56) in position M4. The unknown Merchant counters are replaced by the named counters for Tiberton and Telena.

Silent Running

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

Place a Silent Running counter on the U-Boat counter.

Treat the U-Boat as having Speed 0 during the Lag Movement step.

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

U-Boats 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 U-Boats that have a lower Speed are moved relative to the Reference Ship.

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

Move all the slower Ship and U-Boat counters one at a time based on their speed compared to the speed of the Reference Ship:

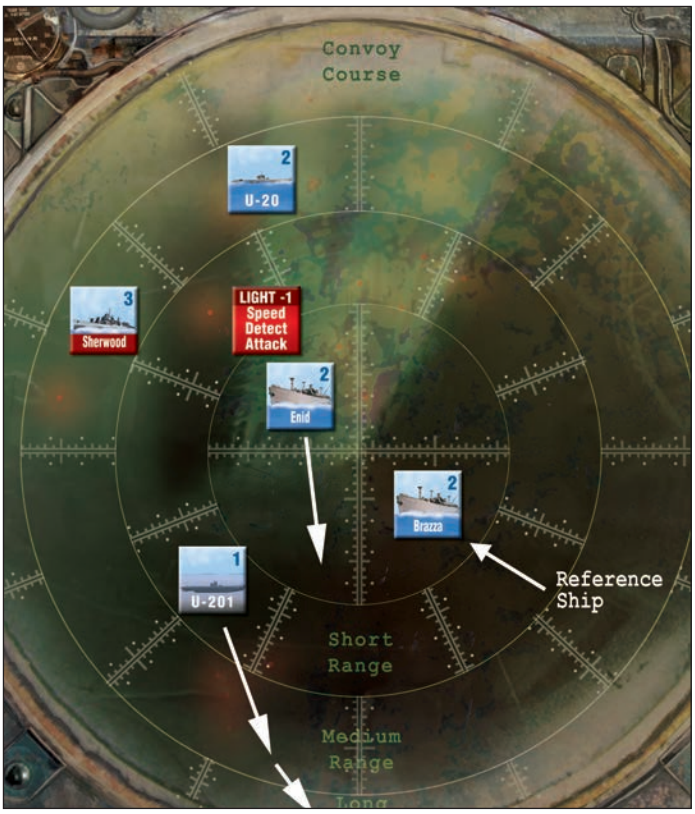
If the Ship/U-Boat's speed is 1 lower than the Reference Ship, move it 1 Area closer to the Convoy Wake Area on the Tactical Display.

If the Ship/U-Boat'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/U-Boat'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 U-Boat 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. The U-201 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 Enid must drift back by 1 because its Speed has been reduced to 1. The U-20 can remain where it is with Speed 2, or drift back by 1 or 2 Areas if you choose to treat it as having a slower Speed.

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

A U-Boat 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.

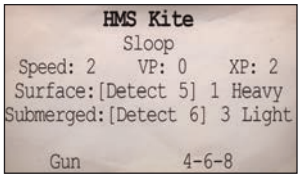
After all Ships and U-Boats have moved, reveal any Unknown Ship counters that end their movement within 2 Areas of a U-Boat.

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 U-Boat on the Tactical Display.

Escort Detection

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



To determine if a U-Boat 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 U-Boat is Detected, place a Detected counter on the U-Boat counter.

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

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 after June 1942.

Example: The Convoy has 1 Alerted counter. U-98 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 Corvette HMS Arbutus.

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, U-98 is Detected, and a Detected counter is placed on U-98.

Merchant and Naval Detection

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

Escort Movement (Against Detected U-Boats)

If there are Detected U-Boats 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 U-Boat. If more than one Detected U-Boat, randomly determine which U-Boat the Escort moves toward.

An Escort stops moving when it enters the Area of the U-Boat it was moving toward.

Escort Movement (Against Undetected U-Boats)

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

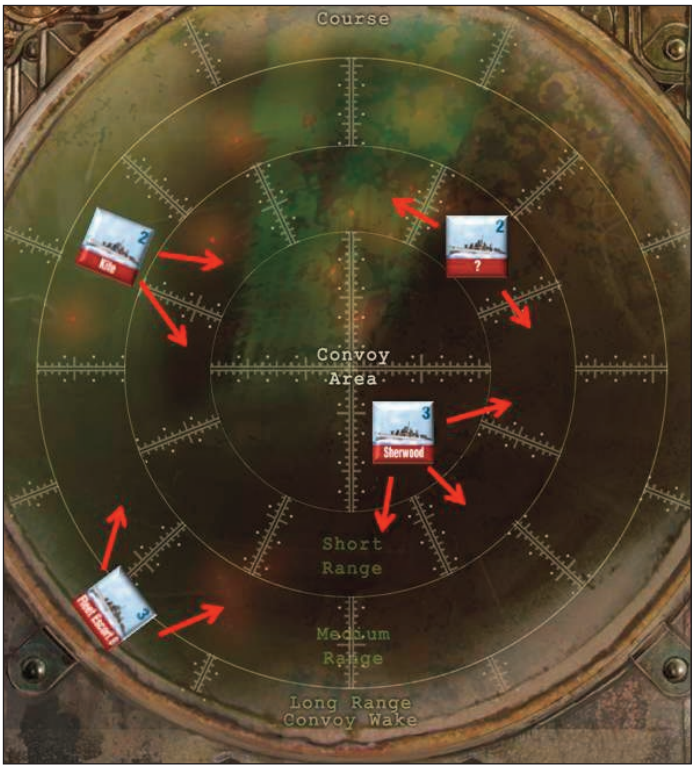
If the die roll is 1-3 an Escort in the Short range Area moves 1 Area Counter-Clockwise in the Short range Area.

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 U-Boats

Aggressive U-Boats can attack with either their Torpedoes and/or Guns.

U-Boat Torpedo Attacks

Submerged or Surfaced U-Boats 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 U-Boat 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 U-Boat card.

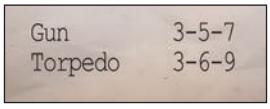
Torpedo Spread

You gain a bonus to your Torpedo rolls for firing more than one Torpedo at the same target at the same time. You gain a bonus for all rolls equal to the number of Torpedoes you fire, minus 1.

Example: You fire 3 Torpedoes at a Ship. Gain +2 on all three rolls. You fire 6 Torpedoes at a Ship. Gain +5 on all 6 rolls.

Torpedo Hit Numbers

Roll a die for each Torpedo you fire. Keep only the highest modified die rolls for the final result (this can result in multiple hits if the highest modified die rolls are the same).



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 U-Boat card.

Torpedo Attack Modifiers

-1 Per Range
+ Torpedo Spread Bonus (Torpedoes fired -1)
+/- U-Boat's TS (Torpedo Skill) modifier.
+1 if the target has a Heavy Damage counter.

Example: After revealing the freighter and tanker, the Veteran U-98 decides to attack Telena with two Torpedoes. U-98 has a Torpedo Skill of 0 and the range to the tanker is two Areas, giving a final modifier of -1 to the attacks (+1 for the Torpedo Spread bonus, and -2 for being at range 2 = -1). You roll two dice getting a 5 and a 7. You keep the highest die roll, the 7, and modify it to 6 (7 – 1) causing heavy damage to the tanker and a Heavy Damage counter is placed on Telena. Two Torpedoes are removed from the Ready section on U- 98. Finally, place 1 Alerted counter on the Tactical Display.

Special Torpedo Attacks

During some Campaigns you will have the option of purchasing advanced Torpedoes with SO points and loading them aboard a U-Boat while it is in Port. There are two types of advanced Torpedoes, either pattern-running, designated FAT, or acoustic, designated T5, Torpedoes.

To be able to use an advanced Torpedo, the Torpedo must be loaded in the Ready section on the U-Boat card. The advanced Torpedoes are used in the same manner as normal Torpedoes, with the following changes:

FAT Torpedoes: These Torpedoes can only be used against Convoys or Naval groups with more than one target Ship remaining in the group. FAT Torpedoes have a +1 Hit modifier and the modifier for a range does not apply. When a FAT Torpedo is fired, randomly determine the target Ship (do not include Escorts) for the attack and check for a Hit normally.

T5 Torpedoes: These Torpedoes can only be used against Escorts. T5 Torpedoes have a +2 Hit modifier. The modifier for range still applies. A Torpedo attack against an Escort with a T5 Torpedo is resolved normally.

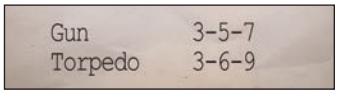
U-Boat Gun Attacks

Only Surfaced U-Boats can perform Gun attacks. Gun attacks can be made out to a range of 2. A Surfaced U-Boat 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 U-Boat 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 U-Boat.



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.

Type II and Type XXI U-Boats do not have deck Guns that can be used against surface Ships and cannot use Gun Attacks.

Gun Hit Numbers

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

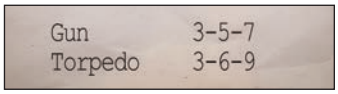
If the modified die roll is equal to or greater than the first number but less than the second number, the target takes light damage and a Light Damage counter is placed on the Target card.

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, the Ship counter is removed from the Tactical Display. Score Victory and Experience Points for the Ship.

Gun Attack Modifiers

-3 Per Range
+/- The U-Boat's GS (Gunnery Skill) modifier.
+1 If the target has a Heavy Damage counter.



Example: The Veteran U-98 has Gun Ammo of 5 and decides to attack the freighter Tiberton with its deck Gun. U-98 has a Gunnery Skill of 0 and the range to the freighter is 1 Area, giving a final modifier of -3 to the attack (0 - 3 = -3). You roll a 7, which is modified to 4, causing light damage to the freighter and a Light Damage counter is placed on Tiberton. U-98's Gun Ammo 5 counter is replaced with a Gun Ammo 4 counter.

Alerted

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

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

Example: A U-Boat attacks several Ships with Torpedoes and one Ship with a Gun attack. Place 1 Altered counter on the Display.

Example: A second U-Boat 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 U-Boats on the Tactical Display, the enemy Escorts do not attack.

An Escort can attack a Detected Surfaced U-Boat using the Surface Hit numbers shown on the Escort card at a range of 0, 1, or 2 Areas. An Escort automatically targets the closest U-Boat.

If more than one U-Boat is equally close, randomly determine which one is attacked.

An Escort can attack a Detected Submerged U-Boat using the Submerged Hit numbers shown on the Escort card when it is in the same Area as the U-Boat.

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

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

U-Boat Reactions

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

Crash Dive

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

Flip the U-Boat counter over to its Submerged side.

Add 1 Stress Point on its card.

Roll a die for each Enemy Ship attack. If the die roll is equal to or less than the U-Boat'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 U-Boat is the target of an attack, it can choose to use a Deep Dive to reduce the chances of being hit. When a U-Boat uses a Deep Dive do the following:

Place a Deep Dive counter on the U-Boat 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 U-Boat's Evasion rating, there is no effect.

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

If the die roll is 10, the U-Boat takes one Hull Lasting Damage hit.

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

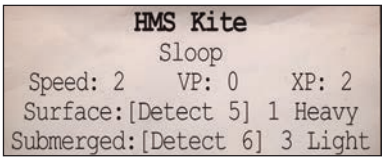
Attack Resolution

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 U-Boats 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 U-Boat 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 U-Boat 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 June 1942 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 U-Boat 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 U-Boat at one time. After drawing a Hit counter, place the Damage counter with that effect on the U-Boat, (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 U-Boat has suffered Lasting Damage that will remain with the U-Boat until repaired by returning to port.

Temporary and Lasting Damage:

A U-Boat 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 U-Boat can suffer. If you run out of counters, use some other counter to note the Damage.

Temporary Damage counters are removed from the U-Boat card during Stress Recovery.

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

Electronics – The U-Boat's radar and radio are out until they are repaired. The U-Boat does not get the Radar modifier during the Contact phase.

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

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

Gun – The U-Boat cannot make gun attacks until the gun is repaired.

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

No Effect - The Hit counter has no effect.

Oil Leak - The U-Boat 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 U-Boat cannot make any submerged attacks until the periscope is repaired.

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

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

Sunk - The U-Boat 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 U-Boat card (they are lost).
Example: My U-Boat 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 U-Boat 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 U-Boat at any range, whether the U-Boat is Detected or not. If there is more than one Surfaced U-Boat, randomly determine which gets attacked. Use the Aircraft Carrier's Surface attack number for the attack.

If there are no Surfaced U-Boats, the Aircraft Carrier attacks a random Submerged U-Boat that has been Detected. Use its Submerged attack number for the attack.

After 1942

Escort Detection and Attack Value Modifications after June 1942

Design Note: Allied anti-U-Boat tactics and technology improved dramatically 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.

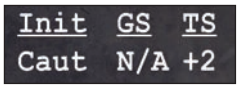
If you are playing a Campaign that starts in June 1942 or later, the Escort Detection, Surface Hit and Submerged Hit numbers are modified.

The first time an Escort tries to Detect or attack a U-Boat, 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 die rolls and Attack ratings.

Cautious U-Boats



Conduct attacks for U-Boats with a Cautious initiative rating.

Cautious U-Boats with a Deep Dive or Silent Running counter cannot attack.

Use the same attack rules as detailed for Aggressive U-Boats.

End of each Combat Resolution Phase

Remove any Silent Running or Deep Dive counters from U-Boats.

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

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

Post-Combat Resolution Phase

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

Add Stress

Add one Stress Point to each surviving U-Boat that participated in the Combat Resolution Phase.

Reload Torpedoes

Reload the Ready Torpedo section for the U-Boats 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

U-Boat #	
U-	Experience
Patrol 1	
Patrol 2	
Patrol 3	

Record U-Boat experience on the Campaign Log based on the Ships that the U-Boats 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 U-Boat that sank the Ship earns Experience Points for it, even if it was damaged by another U-Boat.

All U-Boats that joined the Wolfpack, except for the active U-Boat, are returned to the Campaign Map Area with the Battle Location counter and an Attacked counter is placed on the joining U-Boats.

Record Victory Points

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

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

Action Decision (with Contacts)

If the active U-Boat 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 U-Boat 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, and not 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.

You can try to form a Wolfpack.

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 U-Boat 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 U-Boat does not suffer Stress for performing a Final Shot.

Action Decision (with no Contacts)

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

Place the U-Boat counter in the Searched box of the Campaign Map Area it is in.

Post Combat for a U-Boat

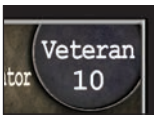
After completing the Tactical Segment for one U-Boat, select another U-Boat that is not in a Searched box or Port box to be the active U-Boat and conduct the Tactical Segment for that U-Boat.

After all U-Boats 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 U-Boat promotion, reduce U-Boat Stress, and reset the Campaign Sheet for the next turn.

Promote U-Boats



The number of Experience Points a U-Boat 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 U-Boat crew is equal to or greater than the Promotion number on the U-Boat card, the crew is promoted to the next level. Promotion from Green to Trained or Veteran to Ace consists of flipping the U-Boat card over to the side with the higher level.

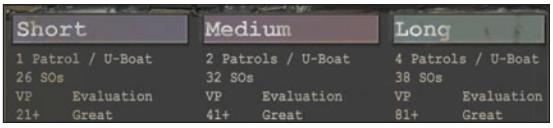
Promotion from Trained to Veteran consists of replacing the Trained U-Boat card with the Veteran card. There is no promotion above the Ace level.

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

Once a U-Boat 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 U-Boat needs 5 Experience Points to promote to the next level. It has gained 7 Experience Points. Promote the U-Boat and deduct 5 Experience Points. This leaves the U-Boat with 2 Experience Points toward its next Level.

Patrol Limits



A U-Boat completes a Patrol when you move it back into a Port box. Staying in Port does not count as a Patrol. Each U-Boat can perform a number of Patrols equal to the Campaign's Patrol limit (1, 2, or 4).

If all U-Boats have reached their Patrol limit, or are sunk, the Campaign has ended, stop here and refer to the Campaign Outcome.

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

Stress Recovery

A U-boat 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 U-Boat in a Port by the number of Stress Points shown on the Refit line for the Port.

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

Remove any Temporary or Lasting Damage counters from the U-Boat 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.

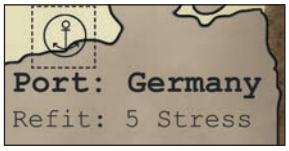
Remove any Temporary Damage counters from the U-Boat card.

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 Allies to recover while your U-Boats are in Port.

Port Restock



U-boats that are in Port can reload Gun Ammo up to the full (6) rating and Torpedoes up to the maximum amount that the U-Boat can carry in both the Ready and the Stored Torpedo sections on the U-Boat card.

Sea Reload

Each U-Boat 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 U-Boat Warning counters from the Campaign Map.

Move U-Boats out of the Searched boxes and into their Areas on the Campaign Map.

Return to the start of the Strategic Segment.

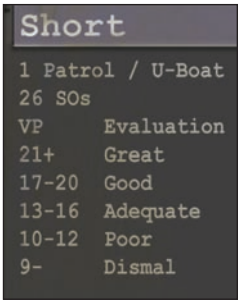
CAMPAIGN OUTCOME

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

Sunk U-Boats

Subtract 3 Victory Points from your total for each U-Boat 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.



Example: During a Short Campaign, your last U-Boat returns to Port. This completes a Patrol for all three of your Subs. You check your Player Log and see you have earned 19 Victory Points, but one of your U-Boats was Sunk.

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

OPTIONAL RULES

Type XXI U-Boat

Only a handful of Type XXI U-Boats were operational before the end of World War II and only one was able to deploy on a Patrol. One Type XXI U-Boat card has been included in U-Boat Leader to allow players to see how this type of U-Boat would have affected the Battle for the Atlantic.

The Type XXI can be used in any Campaign, but would probably be best suited for the last Campaign, The Hunted.

The following special rules apply to Type XXI U-Boats:

Type XXI U-Boats do not have deck Guns and cannot use Gun Attacks.

The speed of a Submerged Type XXI U-Boat is 2.

A Type XXI U-Boat can reload its six Ready Torpedoes from the Stored section once during the General Movement step of the Combat Resolution Phase.

If you use the Type XXI U-Boat, you should remove U-201

from the game since both U-Boats have the same captain.

Snorkel

This rule gives you the option of equipping your U-Boats with a snorkel device. The snorkel allows the U-Boat to remain Submerged while running its diesel engines to recharge its batteries, making it harder to find.

A U-Boat can be equipped with a snorkel for a cost of 1 SO point. U-Boats with a snorkel increase their Evasion rating by 2.

Snorkels cannot be added to Type II or Type XXI U-Boats. The Type II is too small to use a snorkel and the Type XXI already has a snorkel.

Dud Torpedoes

During World War II the British, German, and American U-Boat forces all had problems with their torpedoes. The Germans were quick to find and correct many flaws, but they suffered depth setting problems until 1942. Using this option makes torpedo attacks tougher.

After specifying all Torpedo attacks, roll a die for each Torpedo Spread, refer to the Torpedo Dud table below and apply the results before checking for Torpedo hits. Only torpedoes that run correctly are used when determining the number of dice to roll and the torpedo spread modifier.

Note: Torpedo Spreads for Advanced Torpedoes do not roll on the Torpedo Dud table.

1939-40	1941+	Result
1	N/A	All torpedoes automatically miss and one prematurely explodes. This counts as an attack for the purposes of placing an Alerted counter.
2	1	All torpedoes automatically miss, but this does not count as an attack for the purposes of placing an Alerted counter.
3-4	2	Only one torpedo runs correctly, all others are automatic misses.
5-7	3	Half the torpedoes run correctly (round up, but at least one torpedo runs normally).
8-10	4-10	All Torpedoes run correctly, resolve the attack with all torpedoes

Random U-Boat Selection

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

Example: do not use a Green/Trained U-47 and Veteran/Ace U-47.

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

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

Linked Campaigns

You can play the four Campaigns in chronological order: The Battle Begins, The Happy Time, Operation Drumbeat, and The Hunted with the same group of U-Boats.

Starting with the first Campaign, choose the Campaign length that you want to use for all four Campaigns and select your U-Boats.

When you go to the next Campaign, subtract the current SO values of your U-Boats, based on the current Skill Rating for the U-Boat, from the SO point total for the new Campaign. The remaining SOs are available to purchase new U-Boats or can be saved for use during the Campaign. If the result was zero or a negative number keep all of your current U-Boats, but you cannot purchase new U-Boats or use SO points during the Campaign.

If a Campaign is outside of a U-Boat's year of service, that U-Boat cannot be used in the Campaign. Instead, the U-Boat is traded in for SOs (based on its current Skill Rating) and those SOs can be used to select a replacement for the U-Boat 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 U-Boats to zero between Campaigns.

HISTORICAL DESCRIPTIONS

Type II:

The Type II coastal U-Boats were originally intended for training crews of the newly reconstituted U-Boat force.

However, the shortage of available U-Boats at the start of World War II forced the Type IIs into combat operations.

Because of their small size and heavy roll characteristics, these U-Boats were nicknamed Einbaum (dugout canoe) by their crews. The small size of this class did give it some advantages in maneuverability, diving time, and the ability to operate in shallow waters, but the small size also had disadvantages. These U-Boats were short-ranged, had cramped living conditions, and could only carry a handful of torpedoes or mines. But even with these limitations the Type II could be deadly in the hands of a skilled captain.

As more Type VII and Type IX U-Boats became available, the Type II U-Boats were withdrawn from combat duties and assigned to train new U-Boats. In 1941, six Type II U-Boats were disassembled, transported over land and by canal to Romania, and reassembled there for operations in the Black Sea.

U-Boat Leader includes three Type II U-Boats, U-20, U-26 and U-53, giving players the opportunity to test the effectiveness of these U-Boats.

Type VII:

The Type VII formed the backbone of the German U-Boat force during World War II. The Type VIIA was originally designed in the early 1930s as a medium-range ocean-going U-Boat. Modified versions improved the range, survivability, and torpedo carrying capacity of the class.

Over 700 Type VII U-Boats were built by the end of World War II.

The class had five torpedo tubes, four bow tubes and one stern tube (there were some variants that had fewer tubes) along with a deck mounted 88mm Gun. Initially the Type VIIA only carried 11 torpedoes, but the later Type VIIB and Type VIIC variants raised this total to 14.

These U-Boats were generally popular with their crews, were effective fighting machines, and seen in almost all Areas where the U-Boat force operated, although their range was not as great as the larger Type IX U-Boats.

Type IX:

The Type IX class was designed as the long-range ocean going counterpart to the medium-range Type VII. The larger U-Boat was also expected to act as the at-sea leader for Wolfpacks, although that role was never really developed.

The Type IXs were excellent sea boats with sufficient range to operate in distant waters in the South Atlantic, Indian and even the Pacific oceans. The class was designed to travel quickly to and from distant operational areas with a substantial number of torpedoes and supplies for long-term solo Patrols.

The class was armed with six torpedo tubes, four bow tubes and two stern tubes, along with a deck mounted 105mm Gun. The class carried 22 torpedoes, providing a determined Type IX captain with the opportunity to attack the same convoy over several nights before running out of torpedoes.

The Type IXB variant was the most successful U-Boat group, with each boat averaging over 100,000 tons sunk.

Type XXI:

The Type XXI 'Electroboat' was a major leap forward in U-Boat development, but arrived too late to make an impact on the course of the war (although it did have a major influence on post-war U-Boat and anti-U-Boat designs).

The Type XXI was the first U-Boat designed to spend more time underwater than on the surface. The U-Boat could remain submerged for days at a time, only needing to come to shallow depth to raise its snorkel to recharge batteries and replenish air. The hull was streamlined to improve underwater speed, making the class faster submerged than on the surface.

The Type XXI was equipped with six forward torpedo tubes with 24 torpedoes. The class was also equipped with a hydraulic reloading system that allowed six tubes to be reloaded in less time than it took to reload one tube on the Type VII or IX class U-Boats. This further multiplied the effectiveness of the class.

However, only two Type XXI U-Boats became operational before Germany surrendered. Neither U-Boat was able to attack Allied shipping, although both did encounter and successfully evade Allied Escorts.

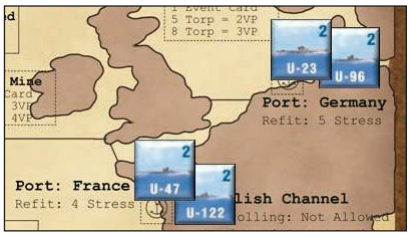
CREDITS

Game Design .....Dave Schueler
Game Development.....Holly Verssen
Art .....Val Nunez, Pui Che
Proofing .....Hans Korting
Ian Wakeham
Christoph Haeberling

Special Thanks to:
Dave Creager, Dan Verssen, Holly Verssen, and Jim Wright

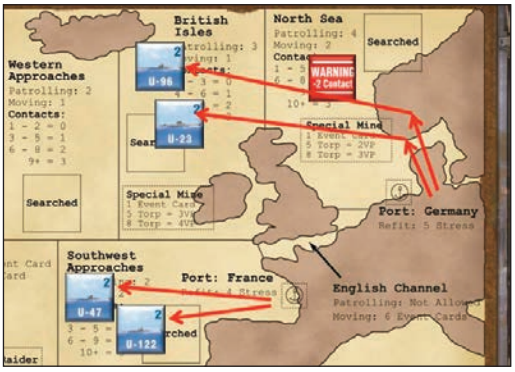
EXAMPLE TURN

For my game, I've selected the Medium campaign on The Happy Time Campaign Sheet, so I have 41 SO points to start the campaign. I remove Convoy cards # 32, 33, and 34 from the deck. For my flotilla I choose an Ace U-23 (9 SO points), a Trained U-47 (7 SO points), Trained U-96 (8 SO points), and a Veteran U-122 (16 SO points) for a total of 40 SO points. I've decided to save 1 SO point for Special Operations during the campaign.



After placing the card decks and U-Boat cards, I choose to place the counters for U-23 and U-96 in the Port: Germany box and the counters for U-47 and U-122 in the Port: France box. Then I add the Torpedo and Gun Ammo counters (note that U-23 does not get a Gun Ammo counter) on the U-Boat cards. Now I'm ready to start my campaign.

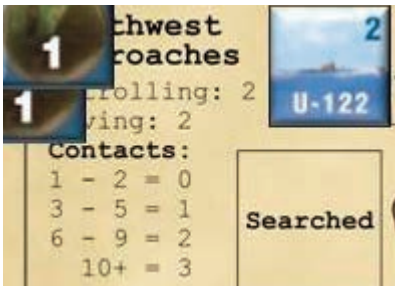
During the Strategic Segment I decide not to spend any SO points, so I move to the Operations Segment. During this Operations Segment I want to get my U-Boats into the British Isles and Southwest Approaches Map Areas. Starting in Germany, I move U-96 (a Type VIIC U-Boat) into the North Sea. Since U-96 is moving, I draw 2 Event cards, getting an Ultra Intercept card and Rough Seas card. I place a U-Boat Warning marker in the North Sea and add 1 Stress Point to U-96. Then I move U-96 to the British Isles Map Area and draw 1 Event card. The Event card is Fatal Error and I add 2 Stress Points to U-96 for a total of 3.



U-23 follows, also drawing 2 Event cards in the North Sea, getting an Enemy Aircraft card (the die roll is 6 plus an Evasion of 4 for a total of 10. This gives the U-Boat 1 Stress Point) and Counter Intelligence and then 1 Event card in the British Isles, which is Clear Weather.

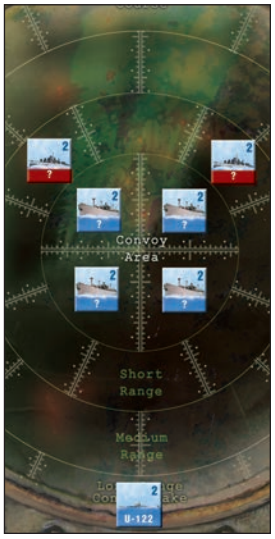
From France, U-47 moves into the Southwest Approaches drawing 2 Event cards, getting Rough Seas (adding 1 Stress Point) and Radio Intercept.

Finally, U-122 moves into the Southwest Approaches drawing 2 Event cards, getting Rough Seas (1 Stress Point) and Lone Merchant. U-122 expends a stored Torpedo to gain a Victory Point. I note 1 Victory Point on the Campaign Log Sheet. This completes the Operations Segment.



In the Tactical Segment, I decide to start with U-122 as my active U-Boat. I roll a die, getting 5, and add 1 for U-122's Searcher Special Ability for a total of 6. Looking at the Contact Table in the Southwest Approaches Area, a 6 shows that there are 2 Contacts, so I set the Contact Counter to 2.

I draw the top Convoy card #37, a Merchant Contact with 4 Merchants and 2 Escorts. Then I place a U-Boat Warning counter in the Area and reduce the Contact Counter to 1.



The Convoy is set up on the Tactical Display. I choose to start U-122 on the surface in the Long Range Convoy Wake Area of the Tactical Display. I decide that U-122 will attack alone, skipping the Wolfpack step and moving to Combat Resolution.

Next I draw another Convoy Card to determine any special conditions, getting card #31 with a Torpedo Firing Solutions condition. I'm ready to move to Combat Resolution.

I move U-122 forward 2 spaces into the Short Range labeled Area. This places U-122 either 1 or 2 ranges from the nearest Merchant ships, revealing the ships as: top left - Eulota, top right - Rigel, bottom left - San Fernando, bottom right - Adamastos. The 2 Escorts are still too far away to identify.

For the Lag Movement, I choose Rigel 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 U-Boats 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 U-Boats, a die is rolled for each Escort. Escort 1's roll is 5, so it stays in place. 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 U-Boat, but it is not the Detection phase so it cannot Detect my U-Boat. It is close enough to reveal, so I draw an Escort card. It is the Ballinderry. I replace the unknown Escort counter with the Ballinderry counter.

Enemy ships can now attack my U-Boat. I am not detected, so the enemy Escorts cannot attack me. Enemy Merchant ships can attack me, even though I am not detected. The San Fernando and Adamastos can both attack using their Surface attack rating. San Fernando's attack rating is 2 Light, but since U-122 has an evasion of 5 it can ignore 2 Light hits. Adamastos has an attack rating of 1 Light and is also ignored, so there is no damage to U-122.

For the attack on the San Fernando, I gain +3 on each Torpedo roll due to the Torpedo Spread. I also gain +1 for my Torpedo Skill, -1 for Range, and +1 for the Special Condition (Torpedo Firing Solutions). Overall, I am at +4 per Torpedo shot at the San Fernando. I get the following rolls. 1, 2, 5, and 6. I keep the 6 and modify it to 10, which sinks the ship. I remove the San Fernando counter from the Tactical Display and set it aside to reference later.

I then Attack the Adamastos. I gain +1 on each Torpedo due to the Torpedo Spread, +1 for my Torpedo Skill, +1 for the Convoy Card and -1 for Range. Overall, I am at +2 per Torpedo shot at the Adamastos. I roll a 5 and a 3. I keep the 5 and modify it to 7, which does Heavy Damage.

Finally I perform a Gun attack on the Rigel. +1 due to Skill, -6 due to range. I roll a 7 (becomes a 2) which becomes Light Damage.

I then remove the 6 ready Torpedoes from the U-122 and decrease its Gun Ammo to 5.

I then begin the next Combat Resolution Phase.

I choose not to move U-122, but it does Dive so I flip it to its Submerged side. Next we do Lag Movement. The Eulota is the fastest Merchant ship on the Display, so I must use it as the Reference Ship. The two Escorts are also speed 2 so they do not move.

My U-Boat is Speed 1, so I slide it one Area closer to the Convoy Wake. The Adamastos is speed 0 due to

its Damage, so I slide it 2 areas closer to the Convoy Wake. The Rigel is at speed 1 due to its Damage so I slide it 1 Area closer to the Convoy Wake.

The Ballinderry is at range 2 from my U-Boat, the unknown Escort is at range 4 from my U-Boat. I choose to have the unknown Escort act first. It is too far away to Detect my U-122. The unknown Escort rolls a 9 and moves Clockwise 1 area. Ballinderry would usually be too far away to Detect U-122, but it gains +1 range due to the Alerted counter. It must roll a 6 to Detect me and gains +1 due to the Alerted counter. Ballinderry rolls a 7, I am Detected and place a Detected counter next to the U-122 counter. The Ballinderry moves into my Area.

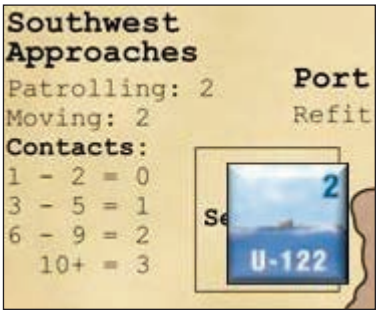
I am in the same area as the Adamastos, but I am submerged so it cannot attack me. The Ballinderry will attempt to attack me using its submerged attack numbers. I choose to react by Deep Diving, which negates the attack by Ballinderry.

I place a Deep Dive counter by my U-Boat, place 2 Stress Points on U-122's card, and roll to see if there is any damage from the action. I need to roll a 5 or less to avoid damage. I roll a 6, so I place a Flooding counter on U-122's card. I cannot attack because of my Deep Dive counter. This ends the second Combat Resolution Phase. I remove the Deep Dive counter.

My U-Boat has a movement of 1 so I choose to have it move into the Convoy Wake Area. During the Lag Movement I must use the Eulota as the Reference Ship. Due to their slow speeds, the U-Boat and the Adamastos both move off the Tactical Display.

This ends the Contact.

I now go to the Post-Combat Resolution Phase. I add 1 Stress to the U-Boat, transfer 6 of the stored Torpedoes to become ready Torpedoes, I record 2 Experience and 3 Victory Points for Sinking the San Fernando. I then use the Final Shot rule to sink the Adamastos. I expend U-122's second Contact to re-engage and expend 1 Gun Ammo to Sink the Adamastos, scoring 2 Victory Points and 1 Experience Point.



U-122 has no more Contacts. It is placed in the Searched box on the Campaign Map and these steps are repeated for the other U-Boats.

When all the U-Boats are in the Searched boxes, play moves to the Refit Segment. I check to see if any of the U-Boats have enough Experience Points to be promoted. Then I check for reducing Stress Points on the U-Boats. Since they are all at sea and there aren't any Supply Ships with them, the only U-Boat that can reduce stress is U-96, because it has the Cool Special Ability.

I reset the Campaign Map by removing the U-Boat Warning counters from the Map. Then I remove the Attacked counters from the U-Boats and move all the U-Boat 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 U-Boats return to Port twice or are sunk. Then I'll add up my Victory Points to see how I did during the campaign.

SEQUENCE

Strategic Segment

Expend Special Option Points
Assign Special Missions

Operations Segment

Move U-Boats
Resolve Event cards
Resolve Special Missions

Tactical Segment

Contact Phase

Draw Convoy card
Tactical Set-Up
Form Wolfpacks

Combat Resolution Phase

Movement
- U-Boats
- Lag Movement
- Escorts
  - Escort Detection
  - Escort Movement

Attack
- Aggressive U-Boats
- Enemy Ships
- Cautious U-Boats
- 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 U-Boat

Refit Segment

Promote U-Boats
Patrol Limits
Stress Recovery
Port Restock
Sea Reload
Resetting the Campaign Map

QUICK REFERENCE

Temporary and Lasting Damage:

Temporary Damage (yellow) - counters are removed from the U-Boat card during Stress Recovery.

Lasting Damage (red) - counters are removed from the U-Boat card during Stress Recovery if the Submarine is in Port.

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

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

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

Gun – The U-Boat cannot make gun attacks until the gun is repaired.

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

Oil Leak - The U-Boat 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 U-Boat cannot make any submerged attacks until the periscope is repaired.

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

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

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 U-Boat card (they are lost).