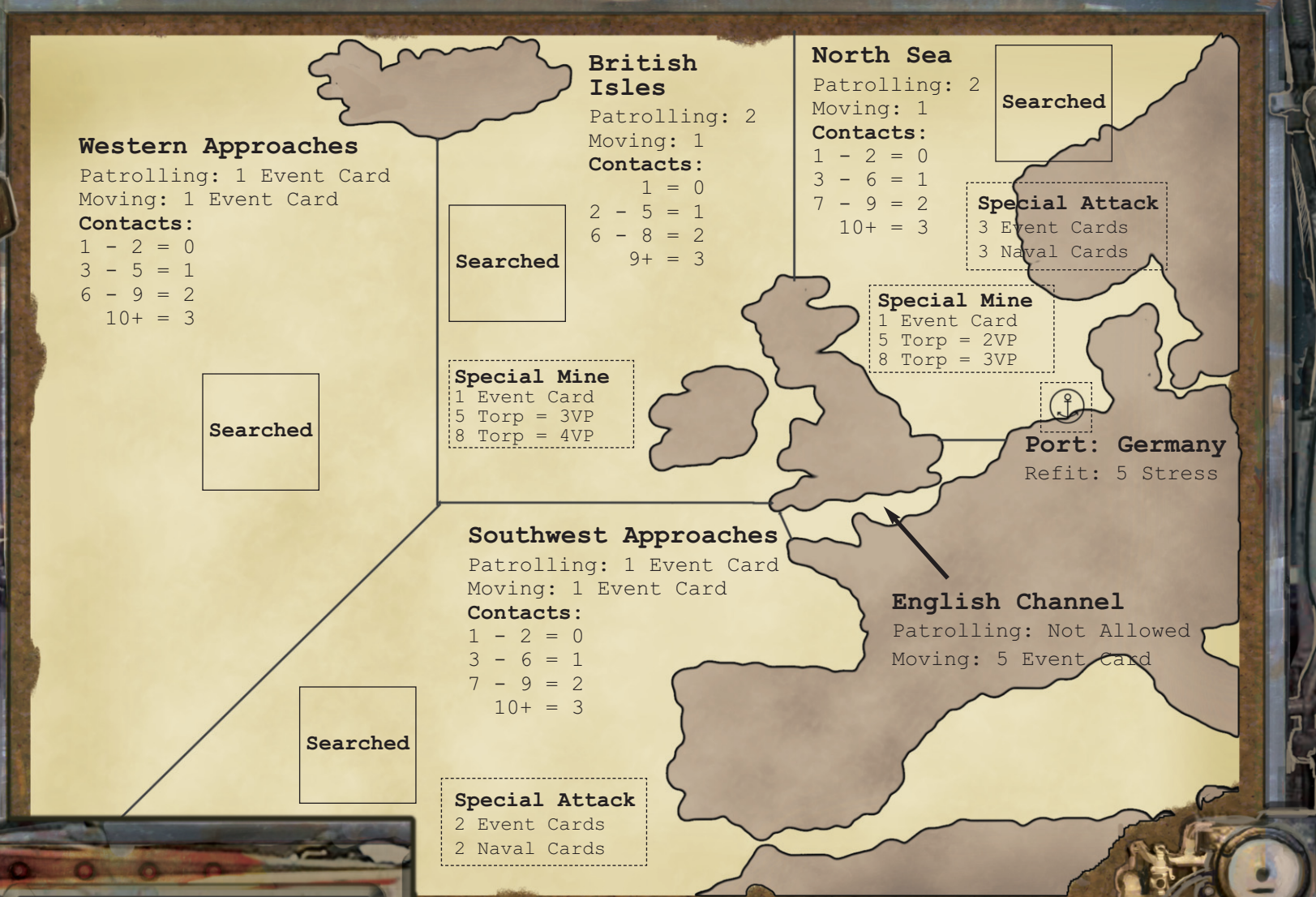


The Battle Begins

September 1939 to May 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.



STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

OPERATIONS SEGMENT

- Move U-Boats / Event Cards

TACTICAL SEGMENT

- Contact Phase
 - Convoy Card, Set-Up Tactical, Form Wolfpacks
- Combat Resolution Phase
 - Movement
 - U-Boats
 - Lag
 - Escorts
 - Detect / Move
 - Attack
 - Aggressive U-Boats
 - Enemy
 - Cautious U-Boats

- Post-Combat Resolution Phase
 - Stress, Torpedoes, XP, VP
 - Action Decision

REFIT SEGMENT

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

Short

1 Patrol / U-Boat
 26 SOs
 VP Evaluation
 29+ Great
 20-28 Good
 13-19 Adequate
 10-12 Poor
 9- Dismal

Special Option Notes:

- 2 SOs - R&R (U)
- 2 SOs - Intelligence (U)
- 2 SOs - Attack (2)
- 1 SO - Mine (3)
- 1 SO - Air Search (U)
(only in North Sea)
- 1 SO - Radio Call (U)

Medium

2 Patrols / U-Boat
 32 SOs
 VP Evaluation
 53+ Great
 38-52 Good
 27-37 Adequate
 20-26 Poor
 19- Dismal

Wolfpacks:

- 1-6 Fails to join
- 7+ Joins Wolfpack
- If unmodified roll = 1, add 1 Stress and Convoy is Alerted

Long

4 Patrols / U-Boat
 38 SOs
 VP Evaluation
 97+ Great
 71-96 Good
 51-70 Adequate
 40-50 Poor
 39- Dismal

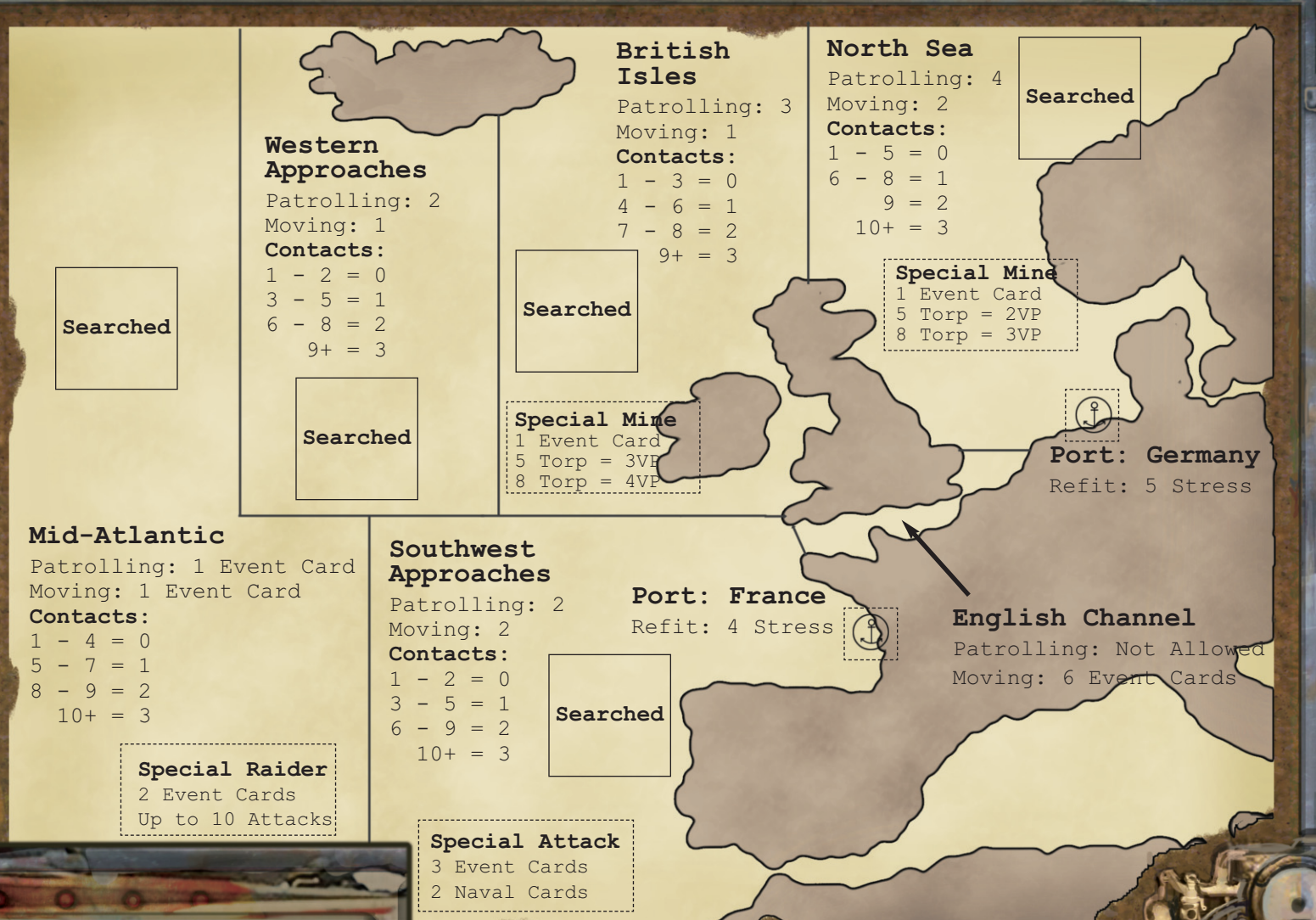
Remove Convoy cards:

- 46, 47, 48, 50
- Type II U-Boats can only operate in North Sea and British Isles.

The Happy Time

June 1940 to May 1941

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.



STRATEGIC SEGMENT

- Expand Special Option Points
- Assign Special Missions

OPERATIONS SEGMENT

- Move U-Boats / Event Cards

TACTICAL SEGMENT

- Contact Phase
 - Convoy Card, Set-Up Tactical, Form Wolfpacks
- Combat Resolution Phase
 - Movement
 - U-Boats
 - Lag
 - Escorts
 - Detect / Move
 - Attack
 - Aggressive U-Boats
 - Enemy
 - Cautious U-Boats
- Post-Combat Resolution Phase
 - Stress, Torpedoes, XP, VP
 - Action Decision

REFIT SEGMENT

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

Short

1 Patrol / U-Boat
 34 SOs
 VP Evaluation
 35+ Great
 24-34 Good
 17-23 Adequate
 12-16 Poor
 11- Dismal

Special Option Notes:

- 4 SOs - Raider (2)
- 2 SOs - R&R (U)
- 2 SOs - Intelligence (U)
- 2 SOs - Attack (1)
- 2 SOs - Supply (2)
- 1 SO - Mine (2)
- 1 SO - Air Search (U)
- 1 SO - Radio Call (U)

Medium

2 Patrols / U-Boat
 41 SOs
 VP Evaluation
 64+ Great
 45-63 Good
 32-44 Adequate
 24-31 Poor
 23- Dismal

Wolfpacks:

- 1-4 Fails to join
- 5+ Joins Wolfpack
- If unmodified roll = 1, add 1 Stress and Convoy is Alerted

Long

4 Patrols / U-Boat
 50 SOs
 VP Evaluation
 117+ Great
 86-116 Good
 63-85 Adequate
 48-62 Poor
 47- Dismal

Remove Convoy cards:

- 32, 33, 34
- Type II U-Boats can only operate in North Sea and British Isles.

Operation Drumbeat

February 1942 to June 1942

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 have to travel a long way to get there and there wasn't much in the way of outside support for them.



STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

OPERATIONS SEGMENT

- Move U-Boats / Event Cards

TACTICAL SEGMENT

- Contact Phase
 - Convoy Card, Set-Up Tactical, Form Wolfpacks
- Combat Resolution Phase
 - Movement
 - U-Boats
 - Lag
 - Escorts
 - Detect / Move
 - Attack
 - Aggressive U-Boats
 - Enemy
 - Cautious U-Boats
- Post-Combat Resolution Phase
 - Stress, Torpedoes, XP, VP
 - Action Decision

REFIT SEGMENT

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

Short

1 Patrol / U-Boat
 40 SOs
 VP Evaluation
 41+ Great
 27-40 Good
 19-26 Adequate
 14-18 Poor
 13- Dismal

Special Option Notes:

- 3 SOs - R&R (U)
- 2 SOs - Intelligence (U)
- 2 SOs - Supply (2)
- 2 SOs - Raider (1)
- 1 SO - Radio Call (U)

Raider mission represents gun attacks on oil facilities. Do not expend Torpedoes for these attacks.

Medium

2 Patrols / U-Boat
 50 SOs
 VP Evaluation
 72+ Great
 52-71 Good
 38-51 Adequate
 28-37 Poor
 27- Dismal

Wolfpacks:

- 1-8 Fails to join
- 9+ Joins Wolfpack

If unmodified roll = 1, add 1 Stress and Convoy is Alerted

Long

4 Patrols / U-Boat
 60 SOs
 VP Evaluation
 134+ Great
 100-133 Good
 74-99 Adequate
 56-73 Poor
 55- Dismal

Remove Convoy cards:

- 44, 47, 48, 49, 50

Only Type VIIC and Type IX U-Boats can be used in this Campaign.

The Hunted

June 1942 to June 1943

This campaign covers the time period when there was a general parity between the U-Boats and Allies, starting around mid-1942, up to 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.



STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

OPERATIONS SEGMENT

- Move U-Boats / Event Cards

TACTICAL SEGMENT

- Contact Phase
 - Convoy Card, Set-Up Tactical, Form Wolfpacks
- Combat Resolution Phase
 - Movement
 - U-Boats
 - Lag
 - Escorts
 - Detect / Move
 - Attack
 - Aggressive U-Boats
 - Enemy
 - Cautious U-Boats
- Post-Combat Resolution Phase
 - Stress, Torpedoes, XP, VP
 - Action Decision

REFIT SEGMENT

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

Short

1 Patrol / U-Boat
 40 SOs
 VP Evaluation
 31+ Great
 21-30 Good
 15-20 Adequate
 10-14 Poor
 9- Dismal

Special Option Notes:

- 4 SOs - Raider (2)
- 3 SOs - Intelligence (U)
- 3 SOs - R&R (U)
- 2 SOs - Air Search (U)
- 2 SOs - Supply (1)
- 1 SO - 2x FAT and/or T5 (U)
- 1 SO - Radio Call (U)

Medium

2 Patrols / U-Boat
 49 SOs
 VP Evaluation
 57+ Great
 40-56 Good
 28-39 Adequate
 20-27 Poor
 19- Dismal

Wolfpacks:

- 1-5 Fails to join
- 6+ Joins Wolfpack
- If unmodified roll = 1, 2, or 3, add 1
- Stress and Convoy is Alerted

Long

4 Patrols / U-Boat
 58 SOs
 VP Evaluation
 105+ Great
 77-104 Good
 55-76 Adequate
 40-54 Poor
 39- Dismal

Remove Convoy cards:

- 32, 33, 34, 35