

# 1942

## Holding the Line: Operations from Australia

This campaign covers the early operations from Australia. After the loss of the Philippines and Dutch East Indies, the Americans established submarine bases in Australia. The proximity to the front lines allowed for quicker turn-around times between sub patrols and provided access into Japanese held waters.

<p><b>Searched</b></p> <p><b>Special Mine</b> 4-8 Torp = 1VP 9+ Torp = 3VPs</p> <p><b>South China Sea</b> Patrolling: 3 Event Cards Moving: 2 Event Cards <b>Contacts:</b> 1 = 0 2-4 = 1 5-8 = 2 9+ = 3</p>	<p><b>Special Recon</b> 2 Event Cards 1 VP</p> <p><b>Searched</b></p> <p><b>Philippine Sea</b> Patrolling: 2 Event Cards Moving: 2 Event Cards <b>Contacts:</b> 1 - 2 = 0 3 - 4 = 1 5 - 9 = 2 10+ = 3</p>	<p><b>Special Attack</b> 3 Event Cards 3 Naval Cards</p> <p><b>Searched</b></p> <p><b>Caroline Islands</b> Patrolling: 2 Event Cards Moving: 1 Event Card <b>Contacts:</b> 1 - 3 = 0 4 - 6 = 1 7 - 9 = 2 10+ = 3</p>
<p><b>Java Sea</b> Patrolling: 2 Event Cards Moving: 1 Event Card <b>Contacts:</b> 1 = 0 2 - 6 = 1 7 - 9 = 2 10+ = 3</p> <p><b>Port: Freemantle</b> Refit: 5 Stress</p>	<p><b>Searched</b></p> <p><b>Solomon Islands</b> Patrolling: 2 Event Cards Moving: 1 Event Card <b>Contacts:</b> 1 - 2 = 0 3 - 7 = 1 8 - 9 = 2 10+ = 3</p> <p><b>Special Attack</b> 3 Event Cards 2 Naval Cards</p> <p><b>Port: Brisbane</b> Refit: 4 Stress</p>	<p><b>Searched</b></p>

### STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

### OPERATIONS SEGMENT

- Form Wolfpacks
- Move Submarines
- Resolve Events / Special Missions

### TACTICAL SEGMENT

- Contact Phase
  - Convoy Card, Set-Up Tactical
- Combat Resolution Phase
  - Movement
    - Submarines
    - Lag Movement
    - Escorts
      - Detection / Movement
  - Attack
    - Aggressive Submarines
    - Enemy Ships
    - Cautious Submarines
- Post-Combat Resolution Phase
  - Stress, Torpedoes, XP, VP
  - Action Decision

### REFIT SEGMENT

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

## Short

1 Patrol / Sub  
30 SOs

VP	Evaluation
24+	Great
20-23	Good
15-19	Adequate
11-14	Poor
10-	Dismal

- Special Option Notes:**
- 2 SOs, Intelligence (U)
  - 2 SOs, Mine (3)
  - 2 SOs, Naval Attack (2)
  - 1 SO, Recon (2)
  - 2 SOs, Torpedo Mod (U)
  - 1 SO, 2xMk 10 Torpedoes (U)
  - 2 SOs, R&R (U)

## Medium

2 Patrols / Sub  
33 SOs

VP	Evaluation
51+	Great
40-50	Good
31-39	Adequate
23-30	Poor
22-	Dismal

- Wolfpacks:**
- No Wolfpacks can be formed

## Long

4 Patrols / Sub  
39 SOs

VP	Evaluation
101+	Great
81-100	Good
64-80	Adequate
48-63	Poor
47-	Dismal

- Remove Convoy Cards:**
- 47 and 48

# 1942

## Against the Sun: Operations from Pearl Harbor

The submarine base at Pearl Harbor escaped major damage during the Japanese attack allowing the U.S. Navy to quickly launch submarine patrols into Japanese territory. However, reliability issues with torpedoes severely limited the effectiveness of these patrols.

**Sea of Japan**  
Patrolling: 4 Event Cards  
Moving: 4 Event Cards  
**Searched**  
**Contacts:**  
1-2 = 0  
3-4 = 1  
5-7 = 2  
8+ = 3

**Kuril Islands**  
Patrolling: 3 Event Cards  
Moving: 3 Event Cards  
**Searched**

**Empire Waters**  
Patrolling: 4 Event Cards  
Moving: 3 Event Cards  
**Contacts:**  
1-2 = 0  
3-5 = 1  
6-8 = 2  
9+ = 3  
**Searched**

**Bonins**  
Patrolling: 2 Event Cards  
Moving: 2 Event Cards  
**No Transit**

**Marianas**  
Patrolling: 2 Event Cards  
Moving: 2 Event Cards  
**Contacts:**  
1-2 = 0  
3-5 = 1  
6-9 = 2  
10+ = 3  
**Searched**

**East China Sea**  
Patrolling: 2 Event Cards  
Moving: 2 Event Cards  
**Contacts:**  
1-2 = 0  
3-5 = 1  
6-9 = 2  
10+ = 3  
**Searched**

**Alaska**  
Patrolling: 1 Event Card  
Moving: 1 Event Card  
**Contacts:**  
1-4 = 0  
5-7 = 1  
8-10 = 2  
11+ = 3  
**Searched**

**Special Recon**  
3 Event Cards  
3 VPs

**Special Mine**  
4-8 Torp = 1VP  
9+ Torp = 3VPs

**Special Attack**  
3 Event Cards  
3 Naval Cards

**FOB: Alaska**  
2 Stress 6 Torp

**Port: Pearl Harbor**  
Refit: 6 Stress

### STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

### OPERATIONS SEGMENT

- Form Wolfpacks
- Move Submarines
- Resolve Events / Special Missions

### TACTICAL SEGMENT

- Contact Phase
  - Convoy Card, Set-Up Tactical
- Combat Resolution Phase
  - Movement
    - Submarines
    - Lag Movement
    - Escorts
      - Detection / Movement
  - Attack
    - Aggressive Submarines
    - Enemy Ships
    - Cautious Submarines
- Post-Combat Resolution Phase
  - Stress, Torpedoes, XP, VP
  - Action Decision

### REFIT SEGMENT

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

## Short

1 Patrol / Sub  
32 SOs

VP	Evaluation
28+	Great
24-27	Good
18-23	Adequate
14-17	Poor
11-	Dismal

### Special Option Notes:

- 2 SOs, Intelligence (U)
- 2 SOs, Mine (3)
- 2 SOs, Attack (2)
- 2 SOs, FOB (2)
- 1 SO, Recon (1)
- 1 SO, Radar (U)
- 2 SOs, Torpedo Mod (U)
- 2 SOs, R&R (U)

## Medium

2 Patrols / Sub  
35 SOs

VP	Evaluation
60+	Great
47-59	Good
37-46	Adequate
27-36	Poor
26-	Dismal

### Wolfpacks:

No Wolfpacks can be formed

## Long

4 Patrols / Sub  
40 SOs

VP	Evaluation
120+	Great
96-119	Good
76-95	Adequate
57-75	Poor
56-	Dismal

S Class subs can only operate in Marianas and Alaska (but only if an FOB is purchased in Alaska).



# 1943

## Turning the Tide: Operations from Australia and Pearl Harbor

By 1943 the U.S. Navy was working to address issues with submarine torpedoes and started the general offensive in the Pacific. While things were not perfect, radar-equipped submarines were making their presence felt across the Pacific.

**Empire Waters**  
 Searched  
 Patrolling: 4 Event Cards  
 Moving: 3 Event Cards  
**Special Mine**  
 4-8 Torp = 1VP  
 9+ Torp = 3VPs  
**Contacts:**  
 1 = 0  
 2-4 = 1  
 5-8 = 2  
 9+ = 3

**Bonins**  
 Searched  
 Patrolling: 2 Event Cards  
 Moving: 1 Event Card  
**Contacts:**  
 1-2 = 0  
 3-6 = 1  
 7-10 = 2  
 11+ = 3  
**FOB: Midway**  
 2 Stress 6 Torp

**East China Sea**  
 Searched  
**Special Mine**  
 4-8 Torp = 1VP  
 9+ Torp = 3VPs  
**Contacts:**  
 1-2 = 0  
 3-5 = 1  
 6-9 = 2  
 10+ = 3  
**No Transit**

**Marianas**  
 Searched  
 Patrolling: 2 Event Cards  
 Moving: 2 Event Cards  
**Special Rescue**  
 1 Event Card  
 1 VP  
**Contacts:**  
 1-2 = 0  
 3-5 = 1  
 6-9 = 2  
 10+ = 3  
**No Transit**

**Philippine Sea**  
 Searched  
**Special Rescue**  
 1 Event Card  
 1 VP  
**Contacts:**  
 1 = 0  
 2-4 = 1  
 5-9 = 2  
 10+ = 3  
**Port: Pearl Harbor**  
 Refit: 7 Stress

**South China Sea**  
 Searched  
 Patrolling: 3 Event Cards  
 Moving: 2 Event Cards  
**Contacts:**  
 1-2 = 0  
 3-4 = 1  
 5-9 = 2  
 10+ = 3  
**Port: Freemantle**  
 Refit: 5 Stress

**Caroline Islands**  
 Searched  
 Patrolling: 2 Event Cards  
 Moving: 1 Event Card  
**Special Rescue**  
 1 Event Card  
 1 VP  
**Contacts:**  
 1-3 = 0  
 4-7 = 1  
 8-9 = 2  
 10+ = 3  
**Special Attack**  
 3 Event Cards  
 3 Naval Cards  
**Port: Brisbane**  
 Refit: 5 Stress

### STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

### OPERATIONS SEGMENT

- Form Wolfpacks
- Move Submarines
- Resolve Events / Special Missions

### TACTICAL SEGMENT

- Contact Phase
  - Convoy Card, Set-Up Tactical
- Combat Resolution Phase
  - Movement
    - Submarines
    - Lag Movement
    - Escorts
      - Detection / Movement
  - Attack
    - Aggressive Submarines
    - Enemy Ships
    - Cautious Submarines
- Post-Combat Resolution Phase
  - Stress, Torpedoes, XP, VP
  - Action Decision

### REFIT SEGMENT

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

## Short

1 Patrol / Sub  
 40 SOs  
**VP Evaluation**  
 55+ Great  
 46-54 Good  
 36-45 Adequate  
 27-35 Poor  
 26- Dismal

### Special Option Notes:

- 2 SOs, Intelligence (U)
- 1 SO, Mine (5)
- 2 SOs, Attack (2)
- 2 SOs, FOB (2)
- 1 SO, Rescue (4)
- 1 SO, 2 x Radar (U)
- 1 SO, Torpedo Mod (U)
- 2 SOs, R&R (U)

## Medium

2 Patrols / Sub  
 44 SOs  
**VP Evaluation**  
 115+ Great  
 92-114 Good  
 73-91 Adequate  
 55-72 Poor  
 54- Dismal

### Wolfpacks:

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

## Long

4 Patrols / Sub  
 50 SOs  
**VP Evaluation**  
 230+ Great  
 186-229 Good  
 148-185 Adequate  
 111-147 Poor  
 110- Dismal

S Class subs can only operate in South China Sea, Philippine Sea, and Caroline Islands.



# 1944-1945

## Setting Sun: Operations from Pearl Harbor

This campaign covers the last year and a half of the war. While Japanese escorts and aircraft were still formidable foes, their dwindling numbers meant they couldn't be everywhere. The new American subs and torpedoes were able to take advantage of this, devastating the Japanese merchant fleet and cutting off Japan from external resources.

**Special Rescue**  
1 Event Card  
1 VP

**Special Mine**  
4-8 Torp = 1VP  
9+ Torp = 3 VPs

**Special Attack**  
3 Event Cards  
3 Naval Cards

### Empire Waters

Patrolling: 3 Event Cards  
Moving: 3 Event Cards

### Contacts:

1-2 = 0  
3-5 = 1  
6-8 = 2  
9+ = 3

Searched

Searched

**Special Mine**  
4-8 Torp = 1VP  
9+ Torp = 3VPs

### Contacts:

**East China Sea**  
Patrolling: 3-5 = 1  
3 Event Cards  
Moving: 10+ = 3  
2 Event Cards

**Special Mine**  
4-8 Torp = 1VP  
9+ Torp = 3VPs

Searched

### Contacts:

1-2 = 0  
3-5 = 1  
6-9 = 2  
10+ = 3

### Philippine Sea

Patrolling: 2 Event Cards  
Moving: 2 Event Cards

No  
Transit

### South China Sea

Patrolling:  
3 Event Cards  
Moving:  
2 Event Cards

Searched

### Contacts:

1-2 = 0  
3-5 = 1  
6-9 = 2  
10+ = 3

**Special Attack**  
2 Event Cards, 2 Naval Cards

### Bonins

Patrolling: 2 Event Cards  
Moving: 1 Event Card

Searched

### Contacts:

1-3 = 0  
4-7 = 1  
8+ = 2

**FOB: Midway**

2 Stress 8 Torp

No  
Transit

### Marianas

Patrolling: 2 Event Cards  
Moving: 1 Event Card

Searched

**Special  
Rescue**

1 Event Card  
1 VP

### Contacts:

1-3 = 0  
4-7 = 1  
8-9 = 2  
10+ = 3

**FOB: Guam**

2 Stress 8 Torp

**Port: Pearl Harbor**

Refit: 7 Stress

### Caroline Islands

Patrolling: 2 Event Cards  
Moving:  
1 Event Card

### Contacts:

1-3 = 0  
4-7 = 1  
8-10 = 2  
11+ = 3

Searched

### STRATEGIC SEGMENT

- Expend Special Option Points
- Assign Special Missions

### OPERATIONS SEGMENT

- Form Wolfpacks
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- Resolve Events / Special Missions

### TACTICAL SEGMENT

- Contact Phase
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    - Detection / Movement
- Attack
  - Aggressive Submarines
  - Enemy Ships
  - Cautious Submarines
- Post-Combat Resolution Phase
  - Stress, Torpedoes, XP, VP
  - Action Decision

### REFIT SEGMENT

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

## Short

1 Patrol / Sub

48 SOs

VP Evaluation

87+ Great

72-86 Good

57-71 Adequate

43-56 Poor

42- Dismal

### Special Option Notes:

- 2 SOs, Intelligence (U)
- 1 SO, Mine (4)
- 2 SOs, Attack (2)
- 2 SOs, FOB (3)
- 1 SO, Rescue (4)
- 2 SOs, R&R (U)
- 1 SO, 2 x Mk 27 Torpedoes (U)

## Medium

2 Patrols / Sub

52 SOs

VP Evaluation

176+ Great

145-175 Good

115-144 Adequate

86-114 Poor

85- Dismal

### Wolfpacks:

Up to 5 Wolfpacks can be formed during the campaign and each Wolfpack can have up to 4 submarines.

## Long

4 Patrols / Sub

56 SOs

VP Evaluation

356+ Great

291-355 Good

232-290 Adequate

174-231 Poor

173- Dismal

### All submarines are

considered to have the Radar special ability.

