



Rulebook

# BY STEALTH AND SEA

Italian Human Torpedo Attacks During the Second World War







# BY STEALTH AND SEA RULEBOOK

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References

*By Stealth and Sea* is a solitaire or cooperative game that takes place during the Battle of the Mediterranean in World War II. In *By Stealth and Sea*, you lead elements of an Italian commando frogman unit called Decima Flottiglia MAS. Under your command teams of frogmen pilot manned torpedoes in attacks against the Royal Navy in the heavily guarded harbors of Gibraltar, Algiers, and Alexandria.

*By Stealth and Sea*'s campaign system features all nine key historic manned torpedo attacks by the Decima Flottiglia MAS against the Royal Navy. During the campaign you can advance your technology and train your frogmen, but the Royal Navy responds to successful attacks by improving their defenses.

The remarkable accomplishments of the Decima Flottiglia MAS served as a model for other naval special forces for years after World War II. Will you be able to match these historic results? Or will you succumb to the defenses of the Royal Navy?

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Digital  
Capricorn  
Studios



Game Scale: Tactical  
Players: 1-3  
Time to Play: 30 Minutes  
Complexity: Light



# Introduction

Decima Flottiglia MAS (Decima Flottiglia Motoscafi Armati Siluranti, Italian for “10th Assault Vehicle Flotilla”) was a commando frogman unit of the Royal Italian Navy. Decima Flottiglia MAS was active during the Battle of the Mediterranean, using manned torpedoes, speedboats, and Gamma frogmen to attack Allied vessels.

In *By Stealth and Sea*, you take command of the operators who used *siluri a lenta corsa* (SLCs, slow-running torpedos or “manned torpedos”) to attack the British Royal Navy and its allies in the ports of Gibraltar, Alexandria, and Algiers.



## Solitaire and Cooperative Play

*By Stealth and Sea* can be played solitaire or cooperatively without any rules changes. When playing solitaire, you control all three SLCs. When playing cooperatively, divide control of the SLCs among the players or collaborate on the actions of the SLCs.

## How to Use This Book

This book includes all the rules needed to play the game, and presents the first mission in an overarching campaign that links together nine manned torpedo attacks conducted by Decima Flottiglia MAS. Once you are familiar with the rules, you can start a custom or historic campaign.

## Mission Guide

The Mission Guide includes all the information you need to play through the game’s nine missions. Historical details are included for each of the missions, allowing you to play them as stand-alone, historically accurate scenarios. You can also use the Mission Guide to play an historic campaign. In an historic campaign, you play through all of the missions in order, comparing your results with the historic outcome. Finally, you can use the Mission Guide in conjunction with the custom campaign rules presented at the end of this rulebook to play through a custom campaign. In a custom campaign, you increase the proficiency of your operators, improve the technology of your SLCs and other equipment, and make other advancements such as establishing new forward positions for your operators. In response the Royal Navy will make significant improvements to their harbor defenses.

## Companion Book

A Companion Book is also available for this game. The companion book provides extensive historical details about the Decima Flottiglia MAS and its manned torpedo operations against the British Royal Navy. It also includes design notes about the game. The *By Stealth and Sea* Companion Book is available from Dan Verssen Games, or you can download it from [www.digitalcapricorn.com](http://www.digitalcapricorn.com).



# Components

Game Boards (3)



SLC Sheets (3)



SLC  
Counters (3)



Cargo Ship  
Counters (18)



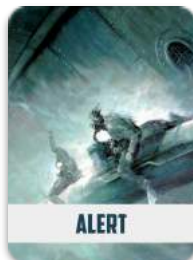
Navy Ship  
Counters (88)



Patrol Craft  
Counters (7)



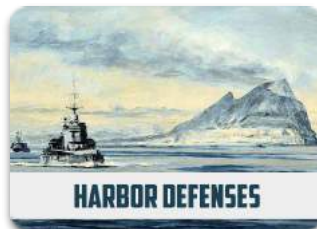
Alert Cards (36)



Faults  
Cards (57)



Harbor Defense Cards (8)



Forward Positioning  
Cards (4)



Detected Tokens (3)



Time Token (1)



SLC Tokens (15)



Warhead Tokens (6)



Surge Tokens (11)



Skill Tokens (12)



SLC Die (1)



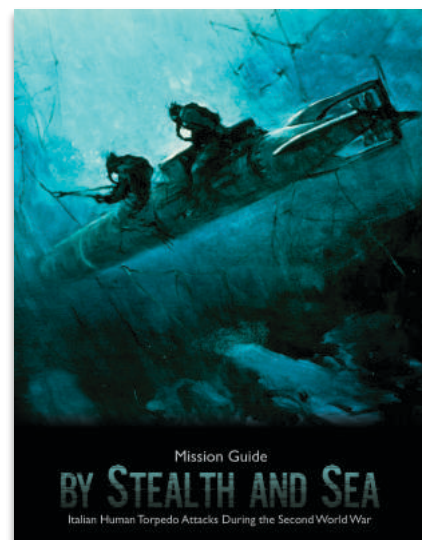
Skill Dice (3)



Movement Die (1)



Mission Guide (1)





# Setup

## Mission Overview

The submarine *Scirè*, commanded by Junio Valerio Borghese, left La Spezia on 21 October, with three SLCs in their pressure-resistant canisters and four crews. The primary crews were Birindelli with Paccagnini, Tesei with Pedretti, and Durand de la Penne with Bianchi, while the reserve crew consisted of Bertozzi with Viglioli.

The *Scirè* arrived in Algeciras Bay on 29 October. Borghese positioned it a few hundred meters from the mouth of the river Guadarranque, well within Algeciras Bay and directly opposite the Rock. This would serve as the drop-off position in all future missions. The crews were assigned their targets: the battleships *HMS Barham* and *HMS Renown*.

All operators had difficulties with their SLCs right after extraction from the canisters: Birindelli's and Durand de la Penne's had trouble with their ballast pumps and the crafts could not stay surfaced. Durand de la Penne's had also issues with the batteries and the craft eventually suffered an internal explosion that forced the crew to abandon the mission. Tesei and his second operator were plagued by troubles with their breathing gear and also the spare gear was found faulty. This, coupled with the difficulty of keeping the craft surfaced, led Tesei to the decision of aborting the mission. They separated the warhead and set the self-destruction mechanism and let the craft sink. Both crews swam to safety on the beach at La Linea where they were picked up by agents of the Italian secret service and eventually repatriated to Italy.

Birindelli and Paccagnini pressed on despite the difficulties with the buoyancy of the craft. Eventually, Paccagnini's breathing gear was also found faulty and he had to use the spare one. They used the line of ships in the roadstead to cover their approach to the inner harbor, and three hours and forty minutes after leaving the submarine, they passed the inner harbor obstructions on the surface undetected. Their target — the *Barham* — was a mere 250m dead ahead when the oxygen bottle of Paccagnini ran empty and he had to leave Birindelli alone. Birindelli approached

the target submerged. At about 70m short of the *Barham*, the SLC stopped, dead in the water. Birindelli tried to drag the craft to the target and also tried with the warhead alone, but was eventually overcome with fatigue and exhaustion. He decided nevertheless to activate the warhead and tried to flee the harbor. He was turned in by the crew of a ship where he had tried to hide. Paccagnini was fished out of the water in the morning. Both were taken prisoners.

The mission was a failure, mainly due to the faults in the crafts, but it had important consequences: one SLC was found by the British and triggered into motion their countermeasures. Another failed to self-destruct and was found intact on the beach at La Linea by the Spanish. The British were allowed to take some pictures, but not to take it with them.

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## Mission Setup

**Note:** The setup presented here is the same as the setup for Mission 1 in the Campaign Guide.

### 1) Game Board (1)

Place the Gibraltar game board in the center of the play area.

### 2) Cargo Ship Counters (3)

Place three Cargo Ship counters face-up on the designated spaces. The remaining Cargo Ship counters will not be used.

### 3) Navy Counters (11)

Find the 11 Navy counters that match the list on the setup diagram. Place the *Barham*, *Renown*, and *Sheffield* counters face-up on the designated spaces. Place the other eight Navy counters face-up on any of the indicated spaces. The remaining Navy counters will not be used.



## 4) SLC Counters (3)

Place the three SLC counters on the indicated spaces. You can orient the SLC counters in any direction at the start of the game. The SLC counters begin with their surfaced side face-up.

## 5) Time Token (1)

Place the Time token on the 0030 space of the Time Track.

## 6) Patrol Craft Counters (4)

Place the four Patrol Craft counters numbered 1-4 near the game board. The remaining Patrol Craft counters will not be used.

## 7) Detected Tokens (3)

Place the three Detected tokens near the game board.

## 8) Dice (5)

Place the five dice near the game board.

## 9) Alert Deck (36 cards)

Shuffle the Alert Deck and place it face-down near the game board.

## 10) Faults Deck (18 cards)

Find the 18 Faults Deck cards that match the Technology list on the setup diagram, using the symbol in the upper left corner. Shuffle these cards together to form the Faults Deck. The remaining Faults Deck cards will not be used. The Faults Deck cards for this mission include:

- **Breathing Gear (1):** I.A.C. Mod. 49/bis Improved
- **SLC (1):** SLC Prototype
- **Warhead (1):** Single Warhead, Circular Mounting, Inflatable Ring
- **Wetsuit (1):** Vestito Belloni

## 11) Forward Positioning Card (1) and Surge Tokens (3)

Find the La Spezia card in the Forward Positioning Deck and place it near the game board. Place one Surge token on each SLC on the Breathing Gear space. The remaining Forward Positioning Deck cards and Surge tokens will not be used.

## 12) Harbor Defense Cards (0)

The Harbor Defense cards will not be used.

## 13) SLC Sheets (3)

Place the three SLC sheets near the game board.

## 14) Operator Cards (3)

Find the three Operator cards that match the list on the setup diagram. Place them on the SLC sheets, with the readied side face-up. The remaining Operator cards will not be used. The Operator cards for this mission include:

- **Birindelli/Paccagnini (SLC 1)**
- **Tesei/Pedretti (SLC 2)**
- **Durand de la Penne/Bianchi (SLC 3)**

## 15) Skill Tokens (2)

Place Skill Tokens as follows:

- **SLC 1:** None
- **SLC 2:** Place a 2 Skill token on Repair
- **SLC 3:** Place a 2 Skill token on Stamina

## 16) SLC Tokens (15)

Place one SLC token on the following spaces on each SLC sheet:

- Wetsuit
- Transmission
- Ballast Tank

Place two SLC tokens on the Battery space on each SLC sheet.

## 17) Warhead Tokens (3)

Place one Warhead token on each SLC sheet. The remaining Warhead tokens will not be used.



1

TURN SEQUENCE

FAULT CHECK PHASE  
SLC PHASE  
HARBOR DEFENSE PHASE  
CLEAN-UP PHASE

SLC SCUTTLED



OPERATORS ESCAPED

Empty box for recording operators escaped.

2

3

4

5

6

7

8

9



TIME

0100 0130 0200 0230 0300 0330 0400 0430 0500



12

HARBOR DEFENSES

SEARCH LIGHTS

SURFACED: 10+  
SUBMERGED: 11+

UNDERWATER DIVE TEAM

NOT YET ESTABLISHED

PATROL CRAFT RESPONSE (SURFACED)

SURFACED: 9+  
SURFACED / DETECTED: 7+  
SURFACED / HARBOR: 8+  
SURFACED / DETECTED / HARBOR: 6+

PATROL CRAFT RESPONSE (SUBMERGED)

SUBMERGED: 10+  
SUBMERGED / DETECTED: 8+  
SUBMERGED / HARBOR: 9+  
SUBMERGED / DETECTED / HARBOR: 7+

PATROL CRAFT MOVEMENT

1

2

3

4

5

6

7-8

PATROL CRAFT ATTACK

SURFACED: 7+  
SUBMERGED: 10+

SHORE BASE MORTAR

NOT YET DEPLOYED

ANTI-TORPEDO NET

SURFACED: OPS CHECK 3  
SUBMERGED: OPS CHECK 4

0530

0600

13

SLC1

11

14

15

16

17

Birindelli

Paccagnini

2 Action Points  
Award 1 VP at the end of a mission  
when captured.

BG2

Breathing Gear

Wetsuit

1

1

1

1

Pilot

Ops

Repair

Stamina

Transmission

Ballast Tank

Battery

Warhead

SLC2

Tesi

Pedretti

2 Action Points  
+1 Repair

BG2: Repair 2

Breathing Gear

Wetsuit

1

1

2

1

Pilot

Ops

Repair

Stamina

Transmission

Ballast Tank

Battery

Warhead

SLC3

Durand de la Penne

Bianchi

2 Action Points  
+1 Stamina

BG2: Stamina 2; GA3: Ops 2, Stamina 2

Breathing Gear

Wetsuit

1

1

1

2

Pilot

Ops

Repair

Stamina

Transmission

Ballast Tank

Battery

Warhead

## Cargo Ship Counters

3 Cargo Ships

## Navy Counters

HMS Barham (10)  
HMS Renown (10)  
HMS Sheffield (5)  
HMS Encounter (3)  
HMS Faulknor (3)  
HMS Fury (3)  
HMS Hotspur (3)  
HMS Inglefield (3)  
HMS Vidette (3)  
HMS Wishart (3)  
HMS Wrestler (3)

## Operators

Birindelli/Paccagnini  
Tesci/Pedretti  
Durand de la Penne/Bianchi

## Technology

Breathing Gear 1  
SLC 1  
Warhead 1  
Wetsuit 1



1

LA SPEZIA

Fatigue

Each SLC begins with one Surge token.

Fault Check

Perform two Fault Checks for each SLC before beginning the mission.

Target Location

Gibraltar, Alexandria, Algiers

Mission 1: BG2  
30 October 1940  
Historic Result: 3 Victory Points  
**GIBRALTAR**



# 1.0 Playing the Game

## 1.1 Game Overview

*By Stealth and Sea* begins with the Forward Positioning Phase [2.0]. After completing the Forward Positioning Phase, the game plays out over 12 turns. Each turn consists of the following phases:

- **Fault Check Phase:** Check to see if there is a fault. [3.0]
- **SLC Phase:** Each SLC takes actions. [4.0]
- **Harbor Defense Phase:** Harbor defenses respond to SLCs. [5.0]
- **Clean-up Phase:** Prepare for the next round. [6.0]

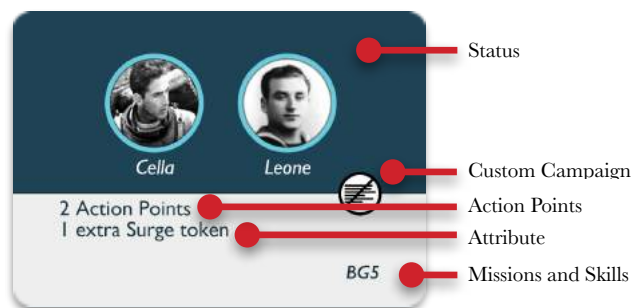
## 1.2 SLC Actions and Action Points

Action Points are used during the SLC Phase. Each SLC has two Action Points to spend each turn unless its operators are stunned. Typically, you can use two Action Points to ensure an action is successful without making a Skill Check, or you can use one Action Point to attempt an action with a Skill Check. If you use an Action Point to attempt a Skill Check and fail, you cannot attempt the same Skill Check again.

## 1.3 Operator Cards

Operator cards represent operators working together on an SLC. They reflect historical pairings of the pilot (on the left), who was typically an officer, and a second operator, typically a petty officer. Each Operator card has the following elements:

- **Status:** The color backing indicates whether an Operator card is readied (blue) or stunned (red).
- **Action Points:** Operator cards that are readied give the associated SLC two Action Points per turn. Operator cards that are stunned give the associated SLC one Action Point per turn.
- **Attribute:** Some Operator cards have an attribute which is a special ability based on historical actions. Attributes include:
  - ♦ **Skill Bonuses:** These attributes grant a +1 to all dice rolled as part of a Skill Check. For example, if Durand de la Penne and Bianchi make a Stamina Skill Check with 2 dice, they would get a +1 to each die rolled,
  - ♦ **Action Bonuses:** These attributes grant a +1 to all dice rolled as part of a Skill Check for a specific action. For example, if Catalano and Giannoni make a Stamina Skill Check for the Escape action with 2 dice, they would get a +1 to each die rolled,
  - ♦ **Extra Surge Token:** Place an extra Surge token on the associated SLC at the beginning of the mission,
  - ♦ **Captured VP Bonus:** Even if Birindelli and Paccagnini are captured, you receive one VP at the end of the mission as if they had escaped.
- **Missions and Starting Skills:** This is a list of the missions the operators participated in, as well as the starting skills that the Operator card grants to the associated SLC for the corresponding mission. These starting skills are integrated into the mission setup.
- **Custom Campaign:** Operator cards with this symbol cannot be used in a Custom Campaign.



### Custom Operator Cards

Twelve custom operator cards are included in the game. These cards allow you to name your own operators by swapping them for the cards that would normally be used in a mission. You should not use these cards in a custom campaign.



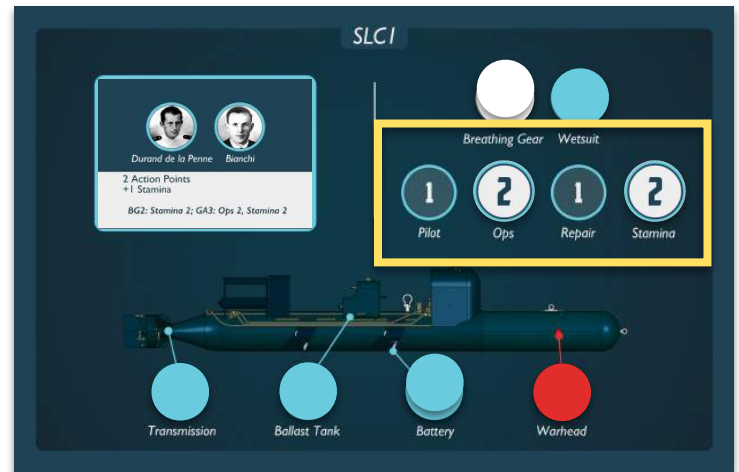


# Playing the Game [Continued]

## 1.4 Skill Checks

Skill Checks represent the expertise of the SLC operators. When you make a Skill Check, roll a number of dice equal to the skill value on the SLC sheet. If you roll more than one die, use the value of the highest die rolled. If the result is equal to or greater than the Skill Check value, the check is successful.

Skill Checks are usually made by spending Action Points during the SLC Phase. However, Skill Checks can also be made during the Forward Positioning Phase, Fault Check Phase, and Harbor Defense Phase in response to triggers during those phases. When Skill Checks are made in response, they do not require Action Points.



*Skills on the SLC Sheet*

### Skill Check Example

The Durand de la Penne / Bianchi Operator card is readied and on SLC 1, granting SLC 1 two Action Points for the turn. SLC 1 is submerged and uses one Action Point for a Pilot Skill Check for a Change Direction action, which has a Skill Check value of 4 (see **4.3 Actions** for more information on specific actions and their Skill Check values). Since the SLC has a Pilot skill of 1, you roll one die. If the result is equal to or higher than the Skill Check value of 4, the action succeeds. Next, you want to make an Ops Skill Check for an Evade Net action, which has a Skill Check value of 5. Since the SLC has a 2 Ops skill, you roll two dice. If the result of either die is equal to or higher than the Skill Check value of 5, the action succeeds. Alternatively, you could use two Action Points on the Change Direction action (or the Evade Net action), so that the action automatically succeeds without the need to roll dice.

During the Fault Check Phase, you draw a Transmission Fault card and need to make a Repair Skill Check with a Skill Check value of 6. The SLC has a 1 Repair skill, so you roll one die. If the result is equal to the Skill Check value of 6, the check succeeds. Because this Skill Check is made during the Fault Check Phase, it does not require the use of Action Points.

## 1.5 Surges

You can discard a Surge token from the Breathing Gear space on the SLC to assist Skill Checks in one of two ways:

- **+1 to Roll:** Discard a Surge token before making a Skill Check to give a +1 to each die rolled.
- **Reroll:** Discard a Surge token after making a Skill Check to reroll all the dice (including Repair Skill Checks in response to Faults).

**Note:** It is also possible to lose Surge tokens as a result of Breathing Gear faults.



# Playing the Game [Continued]

## 1.6 Fault Checks

Fault Checks are made during the Forward Positioning Phase and Fault Check Phase to determine whether there has been a fault with an SLC, breathing gear, or a wetsuit. When you make a Fault Check, draw a Fault card and make a Repair Skill Check against the Repair Skill Check value on the card. If the Skill Check fails, an SLC, Surge, or Warhead token is removed from the SLC sheet. Depending on the Fault card, the token is either placed on the card or discarded from the game. If there is no token on a space that corresponds to a Fault card, the Fault Check has no effect.

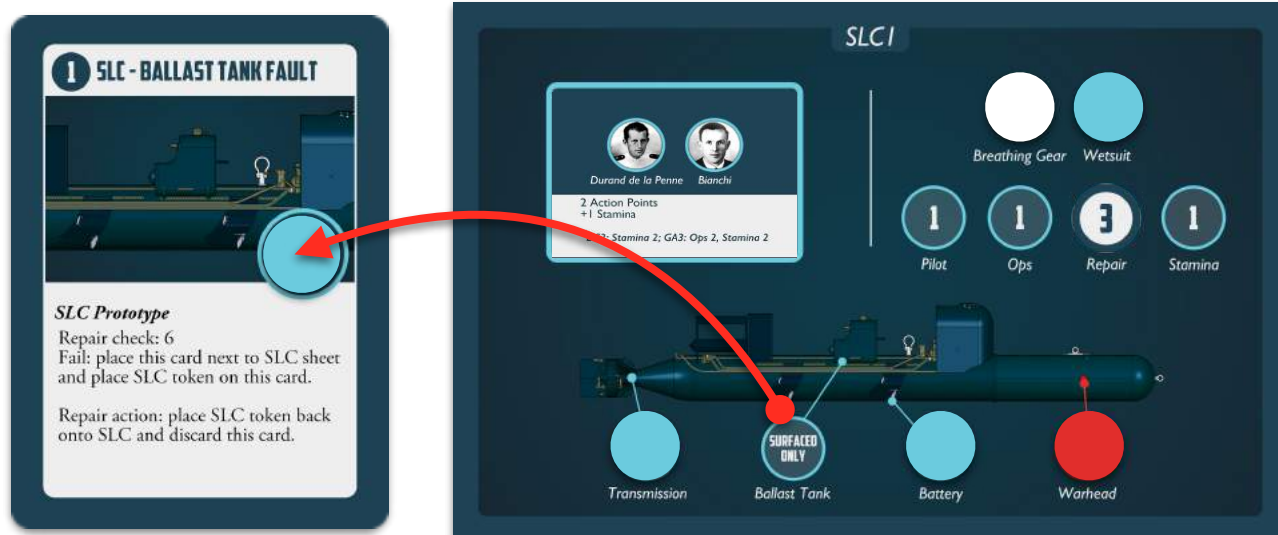
### 1.6.1 Fault Effects

If the last token is removed from a space on the SLC sheet, an effect occurs:

- **Breathing Gear:** -1 to all dice rolled for Stamina Skill Checks.
- **Wetsuit:** Immediately make a Stamina Skill Check with a Skill Check value of 5. If the check fails, flip the Operator card to its stunned side. If the Operator card was already on its stunned side, there is no effect.
- **Transmission:** The SLC cannot perform Full Move actions.
- **Ballast Tank:** The SLC cannot submerge. If the SLC was submerged, it immediately flips to its surfaced side.
- **Battery:** The SLC cannot perform Move or Full Move actions.
- **Warhead:** No warhead is available for the Attach and Detach Warhead actions until a Repair action has been performed and a Warhead token is placed back onto the SLC sheet.

### Fault Check Example

You draw the Ballast Tank Fault card. You make a Repair Skill Check against a Skill Check value of 6. You have a Repair skill of 3, so you roll three dice and get a 2, 4, and 5. Since none of those results are equal to the Skill Check value of 6, the Skill Check fails. You take the SLC token from the Ballast Tank space on the SLC sheet and place it on the Ballast Tank Fault card. The SLC can no longer submerge, and if it was submerged, it immediately surfaces. During the SLC Phase, you could choose to use a Repair Action to move the SLC token from this card back to the SLC so that the SLC could submerge again, and then you would discard the Ballast Tank Fault card.



*Fault Check example*



# Playing the Game [Continued]

## 1.7 The Game Board, Counters, and Movement

General rules on SLC and Patrol Craft movement on the game board are covered below. There is no limit to the number of counters that can be in a hex with one exception: no more than three Patrol Craft counters can be in a hex.

SLCs have an arrow at the top to indicate which hexside they face. Patrol Craft do not have facing, and they move based on the instructions in the Harbor Defense Phase. Cargo and Navy ships do not move.



SLCs and Patrol Craft move through the water hexes.



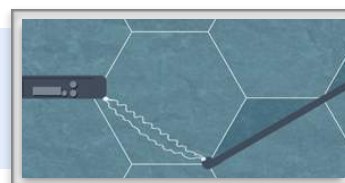
SLCs and Patrol Craft cannot enter the dark water areas with no hexes.



SLCs and Patrol Craft cannot move through dark blue land areas, and they cannot move through the dark water partial hexes located next to the dark blue land areas.



SLCs must use an Evade Net action to enter a hex with an anti-torpedo net. Patrol Craft can move freely through these hexes. Anti-torpedo net hexes are considered part of the harbor.



The harbor is the region of the game board contained by piers, moles, and anti-torpedo nets.





## 2.0 Forward Positioning Phase

Each mission begins with the Forward Positioning Phase. This phase determines how many Surge tokens will be placed on the SLC sheets and how many Fault Checks will be made before starting the mission. The mission setup indicates which Forward Positioning card is used for the mission. In the first mission, the La Spezia card is used.

### 2.1 Fatigue

Each SLC begins with the number of Surge tokens listed under the Fatigue section of the Forward Positioning card. According to the La Spezia card, each SLC receives one Surge token. The Surge token is placed on the Breathing Gear space on the SLC sheets (this step was already completed during mission setup).

### 2.2 Fault Check

Before the mission begins, you may need to perform Fault Checks for SLCs based on the instructions under the Fault Check section on the Forward Positioning card. For example, according to the La Spezia card each SLC will need to complete two Fault Checks. After completing these Fault Checks, you are ready to begin the mission.



## 3.0 Fault Check Phase

During the Fault Check Phase, you perform a Fault Check for one SLC. Roll the SLC die and match the result to the SLC number on the SLC sheet to determine which SLC is affected. Then draw a Fault card and resolve a Fault Check for the SLC.

If the number rolled on the SLC die corresponds to an SLC that has already been removed from the game, there is no effect. Do not draw a Fault card; move on to the SLC Phase.



SLC counters represent the two-man teams and SLCs. During the SLC Phase, each SLC will take one or two actions. Traveling on the surface is easier for SLC operators, but makes them much more vulnerable to detection by the harbor defenses. Targets within the harbor are protected by anti-torpedo nets, which must be evaded. Once the operators reach their targets, they will need to detach the warheads from the SLCs and attach them to the target ships. Finally, the operators will need to sink their SLCs, hide their gear, and escape to safety.

### 4.1 SLC State

SLCs begin the game on the game board in the surfaced state. This is indicated by placing the SLC with its surfaced side face-up. The state of the SLC can affect the actions the SLC can take and the check value of some Skill Checks.

### 4.2 Action Points

Each SLC has two Action Points to spend each turn unless the operators are stunned. Typically, you can use two Actions Points to ensure an action is successful without making a Skill Check, or you can use one Action Point to attempt an action with a Skill Check. If you use an Action Point to attempt a Skill Check, the Action Point is spent regardless of whether the Skill Check succeeds or fails. If you use an Action Point to attempt a Skill Check and fail, you cannot attempt the same Skill Check again.

### 4.3 Actions

Each action includes a title, the SLC state, the Action Point cost, whether a Skill Check is required, the Skill Check value, and a description of the action. An SLC can only perform a specific action once per turn, though it can perform two different actions.

### 4.4 Action Sequence

During the SLC Phase take actions with each of the SLCs in order, starting with SLC 1. Complete the actions for SLC 1 before moving on to SLC2 and then SLC 3.

#### Move [Surfaced or Submerged]

Action Point cost 1: Success (No Skill Check)

Move the SLC straight ahead one space in the direction it is facing, as indicated by the arrow at the top of the counter. If a surfaced SLC moves and there is a Detected token on the SLC, move the Detected token with the SLC. If a submerged SLC moves and there is a Detected token on the SLC, remove the Detected token from the game board.

#### Full Move [Surfaced]

Action Point cost 1: Pilot Check 4

Action Point cost 2: Success (No Skill Check)

Move the SLC straight ahead up to three spaces in the direction it is facing, as indicated by the arrow at the top of the counter. If there is a Detected token on the SLC, move the Detected token with the SLC.

#### Action Example

You want to move a surfaced SLC four hexes. You can use Move and Full Move actions to accomplish this, though you could not take a Full Move action twice (you can't perform the same action twice in a turn). The Move action is automatically successful and uses 1 Action Point. With only 1 Action Point remaining, you need to make a Pilot Skill Check with a Skill Check value of 4 to successfully perform the Full Move action.



# SLC Phase [Continued]

## Full Move [Submerged]

Action Point cost 1: Pilot Check 4

Action Point cost 2: Success (No Skill Check)

Move the SLC straight ahead two spaces in the direction it is facing, as indicated by the arrow at the top of the counter. If there is a Detected token on the SLC, remove the Detected token from the game board.

## Change Direction [Surfaced]

Action Point cost 1: Success (No Skill Check)

Rotate the SLC counter to any direction.

## Change Direction [Submerged]

Action Point cost 1: Pilot Check 4

Action Point cost 2: Success (No Skill Check)

Rotate the SLC counter to any direction.

## Dive [Surfaced]

Action Point cost 1: Pilot Check 4

Action Point cost 2: Success (No Skill Check)

Flip the SLC counter to its submerged side.

## Surface [Submerged]

Action Point cost 1: Success (No Skill Check)

Flip the SLC counter to its surfaced side.

## Recover [Surfaced or Submerged]

Action Point cost 1: Stamina Check 4 (or 5)

Flip the Operator card back to its readied side. *If the SLC token has been removed from the Wetsuit space on the SLC sheet, the Stamina Check is 5 rather than 4.*

## Repair [Surfaced or Submerged]

Action Point cost 1: Repair Check (variable value)

Action Point cost 2: Success (No Skill Check)

The Repair check value is determined by the Repair check listed on the Fault card. Move an SLC token on a Fault card back onto the SLC sheet and then discard the Fault card.

## Evade Net [Surfaced or Submerged]

Action Point cost 1: Ops Check (variable value)

Action Point cost 2: Success (No Skill Check)

The Ops Skill Check value for the Evade Net action is determined by the current Anti-Torpedo Net Harbor Defense Level. You must use this action to enter an Anti-Torpedo net hex. If the check is successful, move straight ahead into the Anti-Torpedo net hex. If the check fails, do not move. If an SLC is submerged and it successfully takes this action with a Detected token on the SLC, remove the Detected token from the game board. If an SLC is surfaced and it successfully takes this action with a Detected token on the SLC, move the Detected token with the SLC.



# SLC Phase [Continued]

## Detach Warhead [Surfaced or Submerged]

Action Point cost 1: Ops Check 4  
Action Point cost 2: Success (No Skill Check)

Move a Warhead token from the SLC sheet to the SLC counter on the game board. An SLC counter cannot move while there is a Warhead token on it.

## Attach Warhead [Surfaced or Submerged]

Action Point cost 1: Ops Check 4  
Action Point cost 2: Success (No Skill Check)

Target a Navy or Cargo ship in the same hex as an SLC counter with a Warhead token on it. If the check is successful, the Navy or Cargo ship is destroyed, its counter is removed from the game board, and the Warhead token is discarded from the game. If the check fails, the Warhead token remains in place on the SLC counter. ***Update the Operator Roster with a skill increase if playing a Custom Campaign.***

## Attack from SLC [Submerged]

Action Point cost 2: Ops Check 6

***This action can only be taken if there is a Warhead token on a Warhead Fault card.*** Target a Navy or Cargo ship in the same hex as an SLC counter. If the check is successful, the Navy or Cargo ship is destroyed, its counter is removed from the game board, and the Warhead token is discarded from the game. Place the SLC counter on the SLC Scuttled space on the game board. Once this action has been successfully performed, immediately take an Escape action.

## Scuttle SLC [Surfaced or Submerged]

Action Point cost 1: Ops Check 4  
Action Point cost 2: Success (No Skill Check)

***This action cannot be taken if a Patrol Craft is on the same hex as the SLC.*** Place the SLC counter on the SLC Scuttled space on the game board. Once this action has been successfully performed, immediately take an Escape action.

## Escape [Surfaced or Submerged]

Action Point cost 0

***Escape is a special action that can only be taken in response to a trigger.*** Immediately take an Escape action as a result of a successful Scuttle SLC action or a successful Attack from an SLC action. Make a Stamina Skill Check. Use the highest die roll result, and modify it as follows:

- +1 if the Time token is on 0500 or earlier.
- +1 if Operator card is readied.
- -1 if inside a harbor.
- -1 if there is no SLC token on the Breathing Gear space on the SLC sheet.
- -2 per Patrol Craft in the hex.
- -2 if in Algiers or Alexandria.

Update the Custom Campaign After Action Report and Operator Roster if playing a Custom Campaign.

## Escape Result

<b>3 or lower</b>	Captured. Remove the Operator card from the game.
<b>4 or higher</b>	Escaped. Move the Operator card to the Operators Escape space on the game board.



## 5.0 Harbor Defense Phase

During the Harbor Defense Phase, the Royal Navy responds to the manned torpedo attacks.

### 5.1 Defenses

The extent of the defenses are determined by which Harbor Defense elements are in play. During the first mission there is no Underwater Dive Team or Shore Base Mortar, so you will skip those steps. Those defenses are introduced in later missions. In addition, defenses can be improved over time. Defenses are improved by placing Harbor Defense cards on top of their corresponding spaces on the game board.

### 5.2 Alert Deck

The Alert Deck is used by most of the Harbor Defense elements. Each Alert card has a value ranging from 2-12. When you draw an Alert card, check its value against the target number listed on the Harbor Defense element. The target number is based on a variety of factors such as the state of the SLC and whether it has a Detected token. If the Alert card value is equal to or higher than the target number, the Harbor Defense element is successful. After you use an Alert deck card, discard it.

### 5.3 Alert

The 12-value Alert Deck card has a special feature: Alert. When you draw the 12-value Alert card, resolve the Harbor Defense element as normal. Then immediately search through the Alert Deck discard pile and find all the cards of the lowest value (but with a value no higher than 6). Remove those cards from the game, shuffle the discard pile back into the Alert Deck, and continue playing.

### 5.4 Harbor Defense Elements

Resolve each Harbor Defense element in the sequence presented on the game board and below.

#### 5.4.1 Searchlights

Draw a card from the Alert Deck for each SLC that does not have a Detected token on it. If the Alert card is equal to or higher than the Searchlight value, place a Detected token on the SLC.

#### Searchlight and Alert Example

To resolve the Searchlights Harbor Defense element, first check to see which SLCs do not have Detected tokens. SLCs 2 and 3 do not have Detected tokens, so you will draw Alert cards for each of them. SLC 2 is submerged, so it has a target value of 11+. You draw the 12-value Alert card. First, you resolve the Searchlights Harbor Defense element as normal by placing a Detected token on SLC 2. Then you search the Alert Deck discards. The lowest value Alert card has a value of 4 and there are two of them in the discard pile. You remove the two 4-value cards from the game, shuffle the discards (including the 12) back into the Alert Deck and continue play. SLC 3 is surfaced, so it has a target value of 9+. You draw an Alert card with a value of 9, which is equal to the target value so you place a Detected token on SLC 3. You start a new discard pile with the 9 value Alert card.



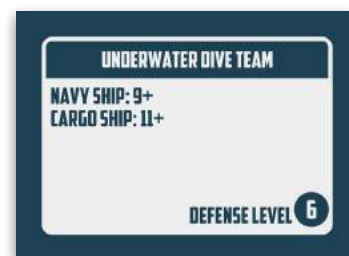
*Searchlight and Alert example*



## Harbor Defense Phase [Continued]

### 5.4.2 Underwater Dive Team

Draw a card from the Alert Deck for each SLC that is in the same hex as a Navy or Cargo Ship counter and that does not have a Detected token on it. If the Alert card value is equal to or higher than the Underwater Dive Team value, place a Detected token on the SLC.



### 5.4.3 Patrol Craft Response

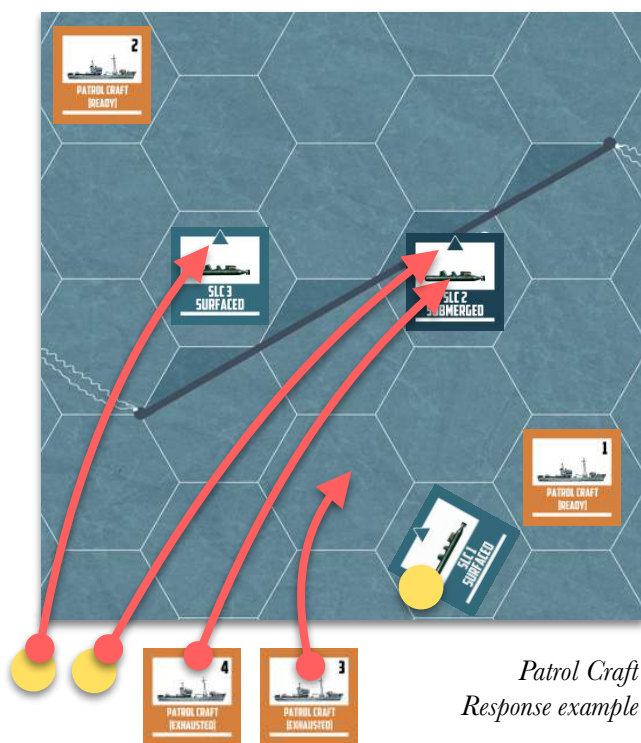
Draw a card from the Alert Deck for each SLC. If the Alert card value is equal to or higher than the Patrol Craft Response value then;

- Place a Detected token on the SLC (if there is not already one on it).
- Take the Patrol Craft with the lowest number not already on the game board and place it with its Exhausted side face-up in the hex in front of the SLC.

#### Restrictions:

- The Patrol Craft counter must be placed so that there are no intervening obstacles, such as moles or dark water.
- It cannot be placed on dark blue land or water areas with undefined hexes. In such cases place the Patrol Craft in the same hex as the SLC.
- If there are already three Patrol Craft in the same space as the SLC, do not place a Patrol Craft.

If all Patrol Craft are already on the game board, still draw Alert cards to place Detected tokens on SLCs that do not already have Detected tokens.



*Patrol Craft Response example*



### Patrol Craft Response Example

To resolve the Patrol Craft Response Harbor Defense element, draw a card for each SLC. SLC 1 is surfaced and has a Detected token, so it has a target value of 6+. You draw an Alert card with a value of 8. SLC 1 already has a Detected token, so you don't place another token on it. Place the lowest number Patrol Craft (Patrol Craft 3) that is off the game board in front of SLC 1 with the Exhausted side of the Patrol Craft face-up. SLC 2 is submerged, so it has a target value of 9+. You draw an Alert card with a value of 9. Place a Detected token on SLC 2. You cannot place a Patrol Craft in front of SLC 2 because it is blocked by the mole and dark blue water. Instead, place Patrol Craft 4 in the same hex as SLC 2. SLC 3 is surfaced and inside the harbor, so it has a target value of 7+. You draw an Alert card with a value of 10. Place a Detected token on SLC 3. You cannot place a Patrol Craft because they are all already on the game board.



## Harbor Defense Phase [Continued]

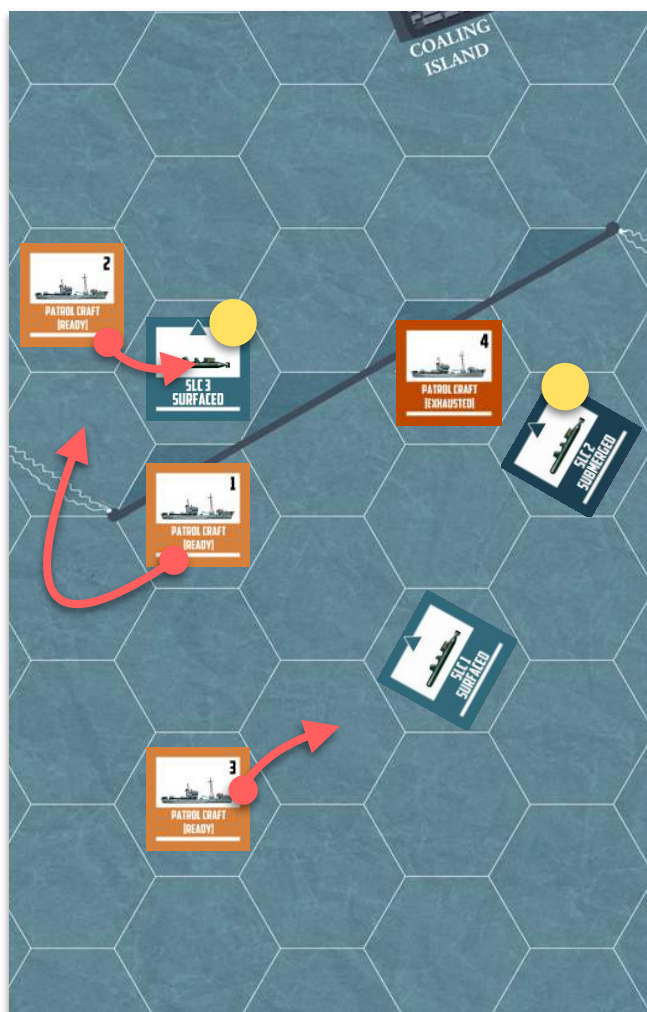
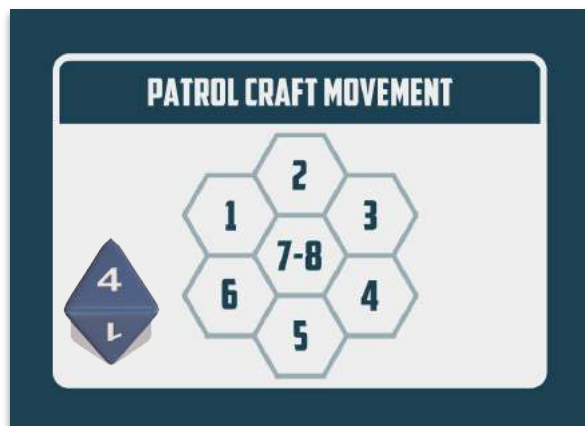
### 5.4.4 Patrol Craft Movement

Move each Ready Patrol Craft in number order (from lowest to highest) as follows:

- If there is a Detected token within three hexes of a Ready Patrol Craft, move the Patrol Craft up to two hexes towards the closest Detected token. If there are two or more Detected tokens that are equally close to the Patrol Craft, move the Patrol Craft toward the Detected token that is closest to the harbor edge of the game board. If a Detected token still cannot be selected, you may choose which Detected token to move the Patrol Craft towards..
- If there is no Detected token within three hexes of a Ready Patrol Craft, roll the Movement die to determine how the Patrol Craft will move. The Patrol Craft moves 0 or 1 hexes according to the Patrol Craft Movement diagram. In the diagram, the space marked “7-8” is the current position of the Patrol Craft. On a roll of “7-8”, the Patrol Craft does not move. If the result of the movement roll would move the Patrol Craft into a dark blue non-water hex or into a dark blue land area, ignore the movement result and do not re-roll.
- No more than three Patrol Craft can be in a space at a time. If following the movement rules above would result in a Patrol Craft ending its movement in a space with three other Patrol Craft, do not move the Patrol Craft.

#### Patrol Craft Movement Example

To resolve the Patrol Craft Movement Harbor Defense element, first check to see which Patrol Craft are within three hexes of Detected tokens. Patrol Craft 1 is within three hexes of two different Detected tokens (on SLC 2 and SLC 3). Because SLC 3 is closer to the harbor edge of the game board, Patrol Craft 1 moves two hexes towards SLC 3. Patrol Craft 2 is within three hexes of the Detected token on SLC 3, so Patrol Craft 2 moves into the hex with SLC 3. Patrol Craft 3 is not within three hexes of a Detected token, so you would roll on the Patrol Craft Movement diagram. A Movement die result of 3 would move Patrol Craft 3 one hex toward SLC 1. Patrol Craft 4 doesn't move because it is Exhausted.



*Patrol Craft Movement example*



## Harbor Defense Phase [Continued]

### 5.4.5 Patrol Craft Attack

Draw a card from the Alert Deck for each Ready Patrol Craft that is in the same hex as an SLC regardless of whether the SLC has a Detected token on it. If more than one Patrol Craft is in the same hex as an SLC, draw a card for each Patrol Craft. If there is more than one SLC in the same hex as one or more Patrol Craft, draw separate cards for each SLC.

If the Alert card value is equal to or higher than the Patrol Craft Attack value, the attack is successful. If the SLC's Operator card was readied, flip it to stunned. If the Operator card was already on its stunned side, the operators have been killed. Remove the Operator card and SLC counter from the game.

Update the Operator Roster if playing a Custom Campaign.



### Patrol Craft Attack Example

To resolve the Patrol Craft Attack Harbor Defense element, draw a card for each Ready Patrol Craft in the same hex as an SLC. Patrol Craft 1 is in the same hex as SLC 3, which is surfaced so it has a target value of 6+. You draw an Alert card with a value of 7. The attack is successful and the Operator card for SLC 3 is flipped to its stunned side. Patrol Craft 2 is also in the same hex as SLC 3, so you draw another Alert card. The card has a value of 9, so the attack is successful. Because the Operator card was already on its stunned side, the operators are killed. Remove the the Operator Card and SLC counter from the game. If playing a custom campaign, update the Operator Roster to note that the operators have been killed.



*Patrol Craft Attack example*



## Harbor Defense Phase [Continued]

### 5.4.6 Shore Base Mortar

Draw a card from the Alert Deck for each SLC that is on a hex that is adjacent to an anti-torpedo net hex and outside the harbor.

If the Alert card value is equal to or higher than the Shore Base Mortar value, the attack is successful. If the SLC's Operator card was readied, flip it to stunned. If the Operator card was already on its stunned side, the operators have been killed. Remove the Operator card and SLC counter from the game.

Update the Operator Roster if playing a Custom Campaign.



#### Shore Base Mortar Example

To resolve the Shore Base Mortar Harbor Defense element, draw a card for each SLC that is in a hex that is adjacent to an anti-torpedo net hex and outside the harbor. Both SLC 1 and SLC 2 are targeted. SLC 1 is surfaced, so its target value is 6+. You draw an Alert card with a value of 7. The attack is successful, and the Operator card for SLC 1 is flipped to its stunned side. SLC 2 is submerged, so its target value is 7+. You draw an Alert card with a value of 5, so there is no effect. SLC 3 is in the anti-torpedo net hex, so it is unaffected.



*Shore Base Mortar example*

### 5.4.7 Anti-Torpedo Net

The Anti-Torpedo Net is different from the other Harbor Defense elements. It does not resolve during the Harbor Defense Phase. Instead, it sets the Skill Check value for the Evade Net action in the SLC Phase.





## 6.0 Clean-up Phase

During the Clean-up Phase, prepare the game for the next turn by completing the sequence below:

### 6.1 Remove Patrol Craft

If a Patrol Craft is four or more hexes from all SLCs (surfaced or submerged, and regardless of whether they have Detected tokens), remove the Patrol Craft from the game board. The Patrol Craft can be placed back on the game board during the Harbor Defense Phase.

### 6.2 Ready Patrol Craft

Flip all Exhausted Patrol Craft to their Ready side.

### 6.3 Advance Time Token

Advance the Time token one space on the Time Track of the game board.

## 7.0 Ending the Game

The game ends at the end of the last turn or when all three SLCs have been removed from the game board. Use the score below to measure your success.

Score	Award	Victory Level
21	Gold Medal for Military Valor	Epic Victory
11 - 20	Silver Medal for Military Valor	Major Victory
7 - 10	Bronze Medal for Military Valor	Minor Victory
4 - 6	None	Draw
0 - 3	None	Loss

**Score:** To determine your score:

- Add the Victory Points for each Navy or Cargo Ship counter removed from the game board. The Victory Point value is in the upper right of the Navy and Cargo Ship counters.
- For each SLC on the SLC Scuttled space of the game board, score 1 extra Victory Point.
- For each Operator card on the Operators Escaped spaces of the game board, score 1 extra Victory Point.



### Score Example

During the game you removed *HMS Barham* and a Cargo Ship from the board, scoring 11 Victory Points. In addition, two SLCs were moved to the SLC Scuttled space and three Operator cards were moved to the Operators Escaped space, for an additional 5 Victory Points, for a final score of 16. You achieve a major victory.



## 8.0 Campaigns

Once you are familiar with the rules for *By Stealth and Sea*, you can play one of two campaign options: historic or custom.

### 8.1 Historic Campaign

In an historic campaign, you play through the nine missions conducted by Decima Flottiglia MAS using historically accurate conditions. Play each of the missions in the Mission Guide in order, comparing your success against the historic result. Use the Historic Campaign After Action Report reference sheet to track your progress.

### 8.2 Custom Campaign

In a custom campaign, you play through the same nine missions as the historic campaign, but instead of using the historically accurate conditions, you choose which skills to increase for your operators, advance the technology of your equipment, and improve the forward positioning of your crews. In addition, the British defenses will respond according to your success rather than adhering to the historic timetable. Use the Custom Campaign After Action Report and Custom Campaign Operator Roster to track your progress.

#### 8.2.1 Changes to Mission Setup

When playing a custom campaign, you still use the mission setups presented in the Mission Guide, with the following changes:

- **Step 6, Patrol Craft Counters:** Begin play with four Patrol Craft counters (numbered 1-4). The number of starting Patrol Craft counters is increased if Patrol Craft Response Harbor Defense cards are in play.
- **Step 10, Faults Deck:** The composition of the Faults Deck is determined by Technology Advancements.
- **Step 11, Forward Positioning Card and Surge Tokens:** The Forward Positioning card and number of Surge tokens are determined by Technology Advancements.
- **Step 12, Harbor Defense Cards:** The Harbor Defense cards in play are determined by the Harbor Defense Level.
- **Step 14, Operator Cards:** Choose three Operator cards from the Custom Campaign Operator Roster for use during the mission. You cannot choose an Operator card that was captured or killed during a prior mission. In addition, you cannot use an Operator card from a Year Available that is later than the mission being played. For example, you could not choose to use the Catalano and Giannoni Operator card, which has a Year Available of 1941, for the first mission because the first mission takes place in 1940. If you do not have three Operator cards available for the mission, the campaign ends immediately.
- **Step 15, Skill Tokens:** When playing a custom campaign, operators do not gain the starting skills listed at the bottom of their cards. Instead, they begin with all skills at 1 and can increase their skills over time. Place Skill tokens on the SLC sheets based on the current skill level of the operators from the Custom Campaign Operator Roster.
- **Step 17, Warhead Tokens:** The number of Warhead tokens placed on the SLC sheet is determined by Technology Advancements.



# Campaigns [Continued]

## 8.2.2 Operator Roster

At the end of each mission, update the Custom Campaign Operator Roster with the status of each Operator card. Do not use the Operator cards that feature the “No Campaign” symbol for a custom campaign.

### 8.2.2.1 Operator Skills

If an SLC destroys a Cargo or Navy ship with an Attach Warhead action or enters the inner harbor during a mission, increase one of the skills for the responsible Operator card by one point at the end of the mission. For example, if Cella and Montalenti destroy a Cargo ship, you could increase any one of their skills by one point. If their SLC makes it into the inner harbor, you could increase one of their skills by a point, even if they did not destroy a ship. Each Operator card can only earn one skill increase per mission, even if the SLC enters the inner harbor and destroys a ship. No skill may be advanced beyond 3.

### 8.2.2.2 Captured /Killed Operators

Any Operator card not on the Operators Escaped space at the end of a mission is considered to have been captured or killed. Update the Operator Roster accordingly. You cannot use an Operator card once it has been captured or killed.

### 8.2.2.3 Promotions and Medals

You can track promotions and medals awarded to Operator cards based on their performance during a mission, though these accomplishments do not have an effect on the game. Award medals and promotions as follows:

- **Battleship destroyed:** Gold Medal for Military Valor, promotion.
- **Other Navy ship destroyed:** Silver Medal for Military Valor, promotion.
- **Cargo ship destroyed:** Bronze Medal for Military Valor.



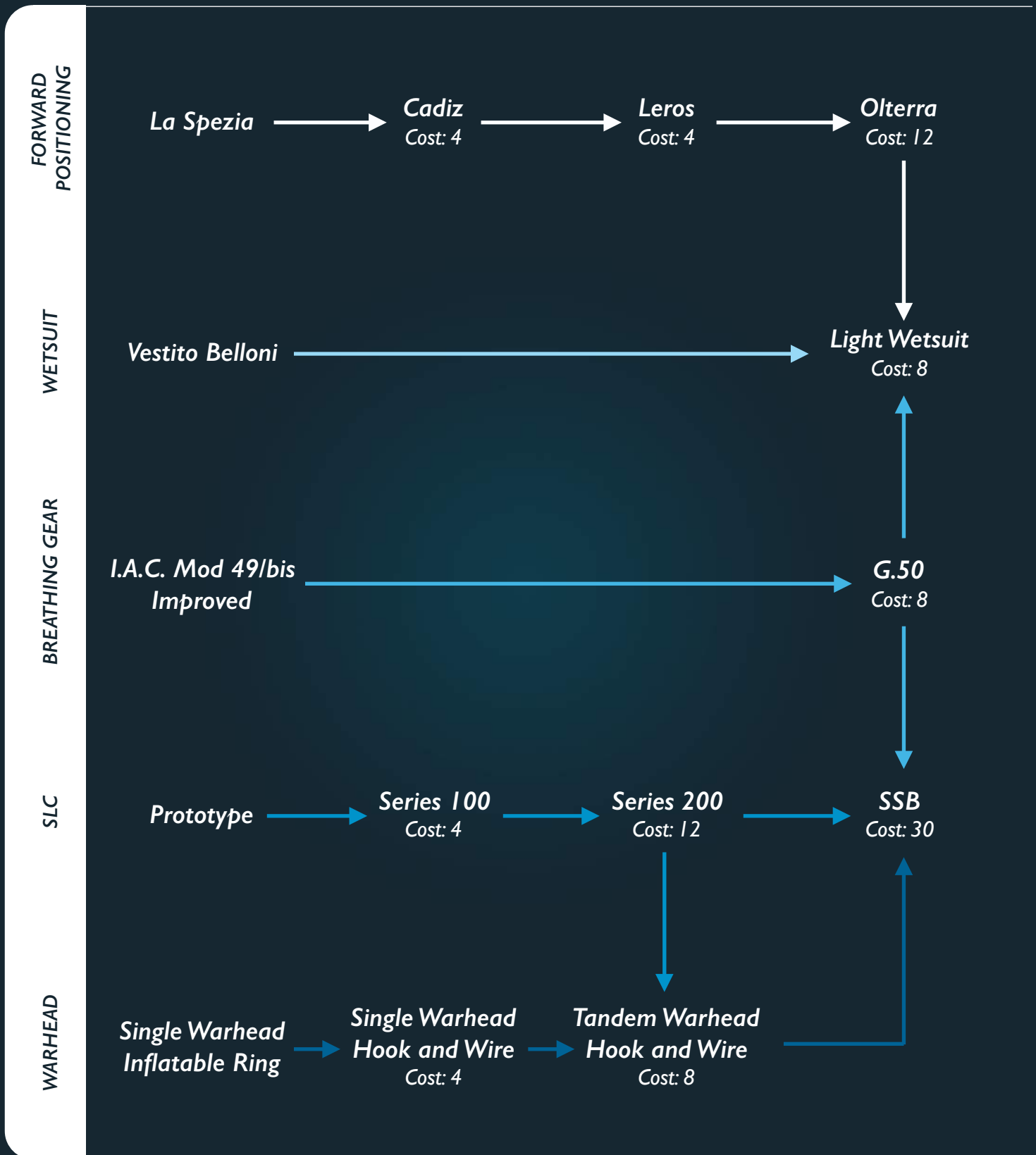
*Operator card with the “No Campaign” symbol*



*This card can be used for a Custom Campaign*



# Technology Advancement Chart





# Campaigns [Continued]

## 8.2.3 Technology Advancements

At the end of each mission, update the Custom Campaign After Action Report with ships destroyed, SLCs scuttled, and operators that escaped. These three factors determine the number of Victory Points you earn, just as in a normal mission. You spend Victory Points for Technology Advancements. Each Technology Advancement has a cost, as depicted on the Technology Advancement Chart and detailed below. Spend a number of Victory Points equal to the cost to purchase the Technology Advancement. You must advance each technology one step at a time, and each technology can only advance one step after a mission. Some technologies also have additional requirements. Any Victory Points not spent at the end of a mission can be kept and added to the Victory Points earned after the next mission.

### 8.2.3.1 Fault Cards

Use the Fault cards associated with your current technology levels to build the Fault Deck during mission setup. For example, if you advanced your breathing gear from I.A.C. Mod 49/bis Improved to G.50 after a mission, you would use the three G.50 Fault cards for the Fault Deck during mission setup in the next mission.

#### 8.2.3.1.1 SLC

When you advance the SLC technology level, replace all Fault cards associated with the SLC in the Fault Deck. These include the Ballast Tank, Battery, and Transmission Fault cards.

SLC Technology	Cost	Additional Requirements
Prototype		
Series 100	4 Victory Points	
Series 200	12 Victory Points	
SSB	30 Victory Points	Breathing Gear: G.50 Warhead: Tandem Warhead, Hook and Wire

#### Technology Advancement Example

You earn 16 Victory Points after a mission. You want to advance your SLC technology level, which is currently Prototype. You spend 4 Victory Points to advance SLC technology to Series 100. Even though you still have 12 Victory Points remaining, you cannot immediately spend those Victory Points to advance to Series 200. Instead, you would save the Victory Points.

#### 8.2.3.1.2 Breathing Gear

When you advance the Breathing Gear technology level, replace the I.A.C. Mod 49/bis Improved Fault cards with the G.50 Fault cards in the Fault Deck.

Breathing Gear Technology	Cost
I.A.C. Mod 49/bis Improved	
G.50	8 Victory Points



## Campaigns [Continued]

### 8.2.3.1.3 Wetsuit

When you advance the Wetsuit technology level, replace the Vestito Belloni Fault cards with the Light Wetsuit cards in the Fault Deck. You can only use the Light Wetsuit Fault cards when a mission is in Gibraltar. If you have access to the Light Wetsuit, but the mission is in Alexandria or Algiers, you must use the Vestito Belloni Fault cards.

Wetsuit Technology	Cost	Additional Requirements
Vestito Belloni		
Light Wetsuit	8 Victory Points	Breathing Gear: G.50 Forward Positioning: Olterra *Mission must be in Gibraltar

### 8.2.3.1.4 Warhead

When you advance the Warhead technology level, replace the current Warhead Fault cards with the new Warhead Fault cards in the Fault Deck. If you advance to the Tandem Warhead Hook and Wire technology level, place two Warhead tokens on each SLC sheet during mission setup.

Warhead Technology	Cost	Additional Requirements
Single Warhead Inflatable Ring		
Single Warhead Hook and Wire	4 Victory Points	
Tandem Warhead Hook and Wire	8 Victory Points	SLC: Series 200

### 8.2.3.2 Forward Positioning Cards

Use the Forward Positioning card associated with your current technology level during mission setup. For example, if you advanced your forward positioning from La Spezia to Cadiz after a mission, you would use the Cadiz card during mission setup in the next mission. The Forward Positioning card determines how many Surge tokens are placed on each SLC during mission setup, and it is used during the Forward Positioning Phase at the beginning of each mission to determine how many Fault Checks each SLC must perform before starting the mission. You can only use Forward Positioning cards to attack their corresponding target locations. For example, La Spezia can be used with any location, but Leros can only be used when attacking Alexandria.

Forward Positioning	Cost	Target Location
La Spezia		Gibraltar, Alexandria, Algiers
Cadiz	4 Victory Points	Gibraltar
Leros	4 Victory Points	Alexandria
Olterra	12 Victory Points	Gibraltar



# Campaigns [Continued]

## 8.2.4 Harbor Defense

The Harbor Defense Level determines which Harbor Defense cards are in play for each mission. The Harbor Defense Level starts at 0 for the first mission, meaning no Harbor Defense cards are used. The results of each mission increase the Alert Value, which is used to determine the Harbor Defense Level. To calculate the Alert Value:

- **Ships Destroyed:** Add the Victory Point value for each ship destroyed.
- **SLCs Found:** Add one point for each SLC that was not in the SLC Scuttled space of the game board at the end of the mission.
- **Operators Captured/Killed:** Add one point for each Operator card that was not on the Operators Escaped space of the game board at the end of the mission.

### Alert Value Example

During the game, you removed *HMS Barham* and a Cargo Ship from the game board, scoring 11 Victory Points. In addition, one SLC was moved to the SLC Scuttled space and two Operator cards were moved to the Operators Escaped space. The total Alert Value is 14 (11 from Victory Points, 2 for SLCs that weren't on the SLC Scuttled space, and 1 from an Operator card that was not on the Operators Escaped space).

Alert Value	Harbor Defense Level	Harbor Defense Card
0	0	None
1	1	Searchlights
5	2	Patrol Craft Response (Surfaced)
10	3	Patrol Craft Attack
16	4	Anti-Torpedo Net
24	5	Shore Base Mortar
34	6	Underwater Dive Team
46	7	Patrol Craft Response (Submerged)
60	8	Underwater Dive Team

### 8.2.4.1 Harbor Defense Cards

Use the Harbor Defense Level to determine which Harbor Defense cards are in play during mission setup. For example, if the Harbor Defense Level is 3, you would use the Searchlights, Patrol Craft Response (Surfaced), and Patrol Craft Attack Harbor Defense cards.

### 8.2.4.2 Patrol Craft Counters

Two Harbor Defense cards (the Patrol Craft Response cards) add Patrol Craft counters during mission setup. The Patrol Craft Response (Surfaced) card increases the number of Patrol Craft counters to six, while the Patrol Craft Response (Submerged) card increases the number of Patrol Craft counters to seven.



# Campaigns [Continued]

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## 8.3 Ending a Campaign

A campaign ends after you play through all nine missions.

In addition, it is possible a custom campaign will end early if you do not have three Operator cards available for a mission. If a custom campaign ends early, you still calculate your score to see how well you performed.

The goal of each campaign is to exceed the actual historic achievements. Add the Victory Point totals for all missions and then compare the result to the table below.

Score	Award	Victory Level
141	Gold Medal for Military Valor	Epic Victory
116 - 140	Silver Medal for Military Valor	Major Victory
91 - 115	Bronze Medal for Military Valor	Minor Victory
71 - 90		Draw (Actual Historic Result: 83)
46 - 70		Minor Loss
21 - 45		Major Loss
0 - 20		Epic Loss



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Rulebook

# BY STEALTH AND SEA

Italian Human Torpedo Attacks During the Second World War