

Schnell Boats

SCOURGE OF THE ENGLISH CHANNEL



RULE BOOK



Compass Games
New Directions in Gaming

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Schnell Boats: Scourge of the English Channel is a solitaire, tactical-level, narrative-driven wargame. You, as Kommandant, will lead a squadron of 4 German Kriegsmarine torpedo boats or experimental turbojet-powered hydrofoil boats on night missions against Allied forces in the English Channel during 1943-1944.

Sleek, fast, and heavily-armed, German Kriegsmarine Schnell Boats were a respected and feared adversary which exacted a heavy toll on Allied shipping.

Schnell Boats covers the months from June, 1943 to June, 1944. Based in Cherbourg, France, your primary goal is to intercept and sink as many Allied cargo ships and tankers as possible in an attempt to prevent them from transporting troops and supplies around England. But that's easier said than done, as enemy air patrols and Royal Navy warships will do their best to destroy you and your squadron.

Schnell Boats models 2 playable boat types- the S-100, and the experimental Projekt 5b Tragflügelboot. There are up to 14 individual Schnell Boat crewmen or crews which may be injured or killed during missions, but if they do survive long enough, their skills will improve. The game also models individual Schnell Boat equipment and components, such as radio, engines, cannons, bilge pumps, etc. These components may be damaged or destroyed, perhaps forcing your Schnell Boat squadron to break off the patrol early, or maybe even disabling one of your boats in the heat of battle. Also modeled is Schnell Boat squadron management, allowing you to conduct boat assignments and repairs.

As a Schnell Boat Kommandant, your ultimate goal is to survive for up to 12 months, while at the same time destroying as many Allied ships as possible without suffering too many squadron losses yourself. But be careful- play recklessly and lose too many boats and you may find yourself relieved of command and sent back to Germany, or even court-martialed and sent to fight on the front lines as an infantry soldier! But do well and you will earn well-deserved medals, having the satisfaction of knowing you successfully served the Fatherland.

Schnell Boats was designed to be detailed, yet remain accessible to even new players with no prior wargaming experience. Gameplay has been greatly streamlined by avoiding the need to memorize a bunch of complicated rules, yet it still retains a certain level of content, detail, and unpredictability which add to replayability. Most patrols can be completed within 20-30 minutes, with the occasional 1-hour patrol if multiple enemy convoys are encountered. The option to play quicker Short and Medium campaign games of 4 or 8 months is also included. One thing is certain - no two missions will ever play the same!

2.0 Game Components

This is a basic list of all game components contained in the box:

a. Rule Book

This book contains the basic game concepts, plus the counter guide.

b. Tables Books (S-100 and Projekt 5b Tragflügelboot)

These two books contain all of the tables and rules used to play the game.



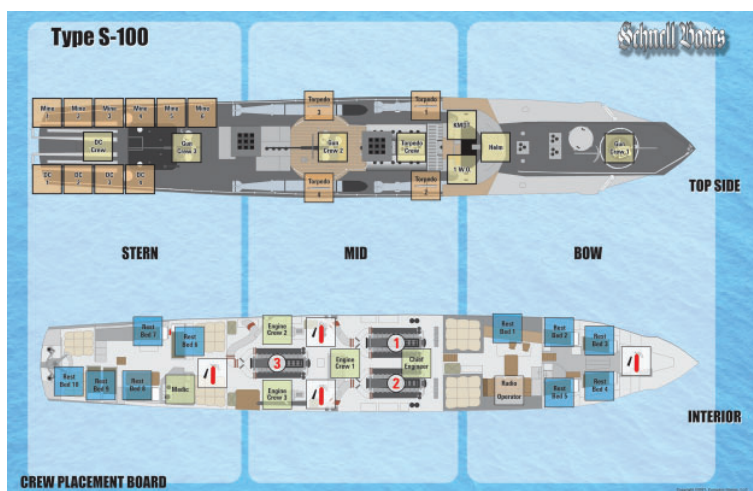
c. Strategic Map Board

This game board represents the English Channel, and is where S-100 and Projekt 5b squadron movement is tracked to and from the assigned Target Zones. Medals the player has been awarded may also be displayed here.



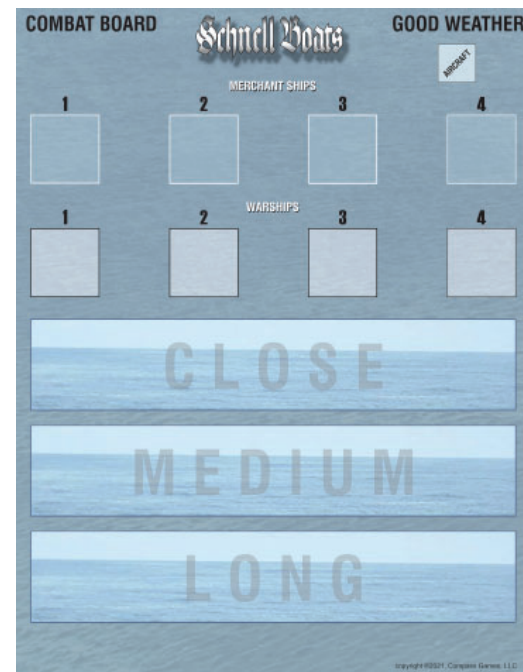
d. Crewmen Placement Boards

These game boards represent the Top Deck and Interior sections of either your S-100 Schnell Boat, or your turbojet-powered Projekt 5b Tragflügelboot. Crewmen, passengers, ordnance such as mines and depth charges, and certain damage counters are placed on these boards. The board also shows the prevailing weather condition for the mission.



e. Combat Boards

These game boards are where Schnell Boat squadron surface combat with Allied ships takes place. Enemy air patrol encounters also occur here.



f. Schnell Boat Damage Log Cards

These log cards are where you track any damage the Schnell Boat squadron may sustain. The left-hand column represents Schnell Boat #1 systems and components. The top right-hand section represents any damage Schnell Boats #2-#4 may sustain during a mission. Each check box represents 1 damage point sustained. Schnell Boat expended torpedoes, mines, and depth charges are also tracked here. One check box is marked off for each ordnance that is expended.

g. Royal Navy Enemy Warship Status Sheet

This sheet is where you track any damage that is inflicted upon Royal Navy Aircraft or Warships. Each check box represents 1 damage point.

h. Enemy Merchant Ship Status Sheet

This sheet is where you track any damage that is inflicted upon Allied merchant ships or Royal Navy submarines. Each check box represents 1 damage point.

i. Schnell Boat Squadron Status Sheet

This sheet is where you track your Schnell Boat squadron status. Two reserve boats are also included and may fill in if another boat is under repair or sunk.

j. Crewmen Status Sheet

This sheet is where you keep track of Schnell Boat crew current status.

k. Campaign Log Sheet

This sheet is where you keep track of each night patrol or special mission during a campaign game.



I. Counter Sheets

These double-sided counter sheets contain all of the playing pieces (counters) used on the various game boards. For a counter list description, see Section 7.0 of this Rules book.

m. Dice

Four 10-sided dice, one 6-sided die, one 20-sided die, and one 4-sided die are included with the game.

When the game table refers to 1D10, this means to roll one 10-sided die one time. Also note that a roll of zero equals 10. 2D10 means to roll two 10-sided dice, with the black die representing the 10 digit, and the white die representing the 1 digit for a range of 1-100. A roll of "00" represents 100.

n. 2 Erasable Markers

These erasable markers are used to mark various check boxes on the laminated game sheets. If any of these parts are missing or damaged, please contact:

Compass Games LLC
PO Box 278
Cromwell, CT 06416
sales@compassgames.com

3.0 Set-Up and Gameplay

3.1 Campaigns

There are a total of 3 game campaigns in Schnell Boats: *Short*, *Medium*, and *Long*. The **Short** campaign starts on February 1st 1944, the **Medium** campaign starts on October 1st 1943, and the **Long** campaign starts on June 1st, 1943. All 3 game campaigns end on June 1st 1944. At the end of each campaign, add your total Victory Points and check the final scoring and on **I Tables** in the **Tables** booklets.

3.2 New Campaign Game Set-up

When first starting a new game, decide which campaign you will play- Short, Medium, or Long (see Section 3.1 above). Next, roll on the Crewmen Names Generator on page 40 of the **S-100 Table Booklet**, for each Schnell Boat crewman position and fill the names or nicknames in on the Crewmen Status sheet. Roll for all applicable Crewmen Special Skills (see **Rules** section 5.0). Also write in the initial campaign start date of each crewman. Next, check mark all 6 Schnell Boats as 'available' on the Schnell Boat Squadron Status sheet.

3.3 Pre-Mission Set-up (S-100 example)

1. At the beginning of each mission, roll 1D10 or 1D20 (depending on the month) one time on Table A-0 in the Tables book to determine the number of days until the next scheduled mission. If there are not at least 2 serviceable Schnell Boats available, there is no mission this night. If a Schnell Boat #1 crewman was KIA or discharged from service due to a Severe Wound on the previous mission, roll on Table K-1 and Table L. If Schnell Boat #2-#4 was sunk and a reserve boat is available, its crew must be replaced. Roll on Table K-2 to determine the new crew skill level.
2. Next, roll on Table A-1 to determine the night's weather. If S-100 squadron and Bad weather, the mission is always Offensive Patrol. If Projekt 5b squadron and Bad weather, the mission is cancelled. Depending on the mission weather, place the corresponding Combat mat on the table.
3. Next, if S-100 squadron, roll on Table A-2 to determine mission type. Note that if it is an Offensive Patrol mission, there is a 50-60% chance of the mission abstractly being performed, with no enemy encounters or events occurring that night. If this occurs, the mission is not actually played through, but is still recorded on the Campaign log sheet as successfully being completed, meaning it still counts towards Schnell Boat #1 crewmen Veteran status, plus Schnell Boats #2-#4 crew skill increases. (see Rule section 5.0)
4. Next, roll on Table A-4 to determine the 4 assigned Red Zones for the night's mission.
5. Next, place the Mission Target Zone counters in the 4 assigned Red Zones boxes on the Strategic Map board.
6. Next, on the Strategic Map, place the individual Schnell Boat counters in the S-Boat Squadron boxes, the Sea State counter in its corresponding box, and the S-Boat or T-Boat Squadron counter in the black Cherbourg S-Boat Base box. You are now ready to start the night's mission. Simply follow the tables in alphabetical and numerical order (unless otherwise noted). Don't forget that Schnell Boats under repair may not participate in missions.

Note: Boat #1 is always present during a mission, as it is the Squadron Kommandant's boat. If the player has earned any medals, proudly display them in the corresponding Medals boxes on the Strategic Map board.



7. Finally, upon returning to base, the mission ends. Go to Tables H and I to determine Schnell Boat repair times, Victory Points awarded or lost, medals awarded, and Inquiry and Review if any Schnell Boats were lost on the mission.

4.0 Game Basics

4.1 Object of the Game

As a squadron Kommandant serving in the German Kriegsmarine during World War II, your primary goal is for you and your squadron mates to go on night patrols into enemy occupied zones and sink as many enemy ships as possible over a period of up to 12 months during 1943-1944, while at the same time striving to avoid losing too many Schnell Boats.

4.2 Time Scale

1. Turns

A **turn** takes place on the Strategic Map. The Schnell Boat squadron may enter one new travel zone box each turn if not damaged. Each turn represents approximately 60 minutes of game time. Each mission represents one night (approximately 8-10 hours at sea).

2. Combat Rounds

A **combat round** only occurs during engagements on the Combat mats. Each combat round represents approximately 1-5 minutes of game time.

4.3 Victory Conditions

Regardless of which campaign you choose, if you remain in command and survive long enough, the game always automatically ends on June 1st 1944. After this date, add up all of your Victory Points and go to Table I or J in the Tables books. There you can see your final campaign performance result.

4.4 Schnell Boat Speed and Movement on Strategic Map

Schnell Boat speed in each colored Zone on the Strategic Map board is always considered to be Medium (cruise speed) if undamaged, and Schnell Boat movement into a new color Zone (Green, Yellow, or Red) may only be made once per turn. Schnell Boats may only be at Idle speed on the Strategic Map if they are disabled or are attempting engine repairs. Schnell Boats with 2 engines out, or ones that are being towed, always travel

at Slow speed on the Strategic Map and **must** spend 2 turns in each zone. For playability reasons, Schnell Boats may **not** travel at Very Fast or Fast speed on the Strategic Map board. But if attacked by an Air Patrol and the aircraft is successfully spotted, the Schnell Boat squadron may accelerate to Fast speed before the aircraft attacks. Once the air attack is resolved and the mission resumes, the Schnell Boat squadron returns to Medium speed while travelling on the Strategic Map.

4.5 Time Spent in Assigned Offensive Patrol Zones

For regular Offensive Patrol missions, upon entering each assigned Red Zone on the Strategic Map board, the Schnell Boat squadron may only spend a maximum of 1 turn in the zone searching for enemy convoys before traveling to the next assigned mission Red Zone, or having to return to base. The Schnell Boat squadron may **not** spend more than 1 turn searching in each assigned mission Red Zone due to daylight eventually breaking.

For special missions, the assigned mission must be performed first in the first assigned Red Zone. Depending on the assigned special mission, the squadron may be required to return to base, or may proceed with a normal Offensive Patrol.

4.6 Combat Targeting and Gunfire

Unit order of attack during combat with enemy surface units is randomized. All units present have their unit designation counter placed in a draw cup, and then drawn one at a time. Each unit may fire in the order they are drawn. Once drawn, place the counter off to one side, resolve their attack, and then draw again, repeating the same process until all units have attacked. Any surface units that are sunk or evade during combat have their unit designation counter removed from the draw cup pool for the remainder of that combat encounter.

Each Schnell Boat cannon may only fire each once per combat round (exceptions: If Schnell Boat #1 gun crew is Veteran, 2 shots per combat round for that gun are possible. Schnell Boats #2-#4 with Elite crews may also fire twice per combat round).

In order to streamline gameplay, Schnell Boats does not track cannon ammunition. All enemy units are considered to always have enough ammunition to fire their guns during combat. However, the game does track individual Schnell Boat torpedoes, rockets, mines, and depth charges. Once fired, the counters are removed from the Crewmen Placement board and the check boxes marked off on the Schnell Boat Damage Log.

Note: Schnell Boats may not attack MTBs and MGBs with Torpedoes due to their shallow drafts.

In Good weather, Schnell Boats may fire Guns and Torpedoes at enemy surface units from Long, Medium, or Close Range Zones on the Combat Boards. In Poor weather, Schnell Boats may only fire at enemy surface units from Medium or Close Range Zones. In Foggy or Bad weather, Schnell Boats may only fire at enemy surface units from Close Range Zone.

4.7 Schnell Boat Movement and Speed Changes

During the first combat round, Schnell Boat counter placement is into the Long or Medium Range Zones during the first combat round counts as one move.

For example, if weather is Good and the Schnell Boat squadron decides on Fast speed from the beginning, the Schnell Boat counters are placed into the Long Range zone - counting as the first move, then immediately move into the Medium Range zone (Fast speed is 2 moves per combat round, and Very Fast speed is 3 moves per combat round). All detection checks and torpedo / rocket / gun combat each round begin only after all Schnell Boats change speed and complete their moves.

Speed changes and movement into a different Range Zone on the Combat Boards may only be made once at the beginning of each combat round. When traveling at Slow speed on the Combat Boards, Schnell Boats must spend 2 combat rounds in each Range Zone before entering a new Range Zone. Schnell Boats may only move into one new Range Zone at the beginning of each combat round when traveling at Medium speed.

When traveling at Fast speed, Schnell Boats may move into 1 or 2 new Range Zones each combat round. For example, a Schnell Boat is traveling at Fast speed in the Long Range Zone. Starting with the next combat round, the Schnell Boat may first move into the Medium Range Zone, then immediately move into the Close Range Zone. After entering the Close Range Zone, the player rolls on all combat tables as usual for that combat round (Schnell Boat speed is considered Fast that entire combat round after the move is complete). If Schnell Boat is traveling at Fast speed in the Medium Range Zone and is attempting to exit combat, the Schnell Boat first enters the Long Range Zone and then immediately exits from combat. No more table rolls take place for that Schnell Boat, as it is considered to have left the area. Finally, when traveling at

Very Fast speed, Schnell Boats may move into 1, 2, or 3 new Range Zones each combat round.

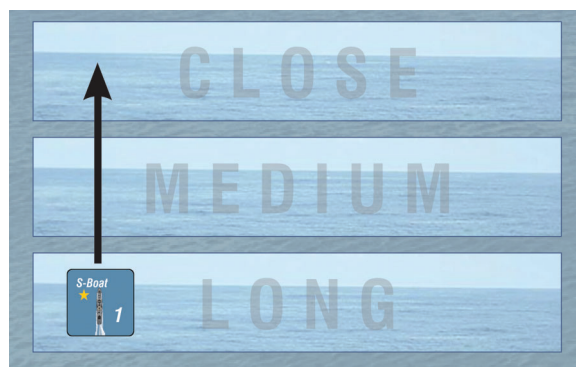
Regardless of speed, Schnell Boats always have the option of either remaining in the same Range Zone each combat round, or entering a new Range Zone (depending on speed) each combat round.

Slow Speed



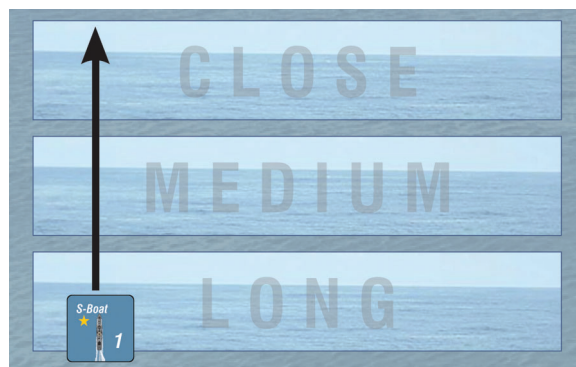
Slow speed must spend 2 combat rounds in each Range Zone before entering a new Range Zone.

Fast Speed



Fast speed may move 2 Range Zones each Combat Round.

Very Fast Speed



Very Fast speed may move 3 Range Zones each Combat Round.



4.8 Schnell Boat Formation Rules

During combat with enemy convoys, all Schnell Boats in the squadron are expected to remain in formation (same Range Zone) except under the following conditions:

1. Schnell Boat becomes disabled and cannot move.
2. Schnell Boat is heavily damaged. Under this circumstance, the damaged Schnell Boat may break formation and head for another Range Zone (presumably longest Range), but must remain in that zone and may not exit combat if wanting to remain with the squadron after all combat / waves have ended. Schnell Boats may only exit combat if aborting mission and leaving the squadron permanently. If doing so, damaged Schnell Boats must spend at least 1 combat round in the Long Range Zone before exiting combat early and aborting mission.

As Schnell Boat Squadron Kommandant, Schnell Boat #1 may never exit combat and abort mission without the other Schnell Boats. If Schnell #1 exits combat and aborts mission, all Schnell Boats must exit and abort together. Schnell Boats #2-4 exiting combat and aborting mission without Schnell Boat #1 may not rejoin formation later.

4.9 Schnell Boat Abort Mission

A single Schnell Boat may abort for whatever reason anytime during a mission. To abort mission during ship combat, the aborting Schnell Boat must spend one or more combat rounds (depending on speed) in the longest Range Zone and successfully evade before leaving the combat area. Disabled Schnell Boats may not exit the Combat boards during combat. Any Schnell Boat #2-#4 which does successfully abort mission is immediately removed from the Schnell Boat squadron for the remainder of that mission. As Schnell Boat Squadron Commander, Schnell Boat #1 may never abort mission alone if other Schnell Boats are in formation. All Schnell Boats must abort together.

4.10 Disabled or Sunk Schnell Boats

See Tables G-10 A-C in the S-100 Tables booklet and Tables F-10 A-C in the Projekt 5b Tables booklet.



4.11 Damaged / Sunk Schnell Boats and Substitutions

Schnell Boat #1 may be always be substituted for another Schnell Boat during repairs back at base, or if sunk.

For example, Schnell Boat #1 sustains heavy damage, and upon returning to base, will be out of commission and under repair for 3 days. Let's also say that Schnell Boats #2-#4 are undamaged and ready for the next assigned mission. Under situations such as this, the Kommandant may take command of Schnell Boat #2, which now becomes reassigned as Schnell Boat #1. At the same time, Schnell Boat #1 now becomes Schnell Boat #2, and will be under repair for 3 days. This way, if at least 2 Schnell Boats are mission-ready, one will always be Schnell Boat #1, allowing for missions to be performed.

4.12 Crewmen Severely Wounded / Killed in Action (KIA)

Any Schnell Boat crewman that is either Severely Wounded or KIA during a mission may no longer perform his duties. Another crewman may take his place in this situation, but only under the following conditions:



Any crewman may temporarily steer the Schnell Boat from the Kommandant (KMDT) position, although the 1st Watch Officer (1WO) usually takes over if anything happens to the Kommandant. Negative table modifiers always apply.

Gun crews can fire any Schnell Boat cannon without penalty, while the DC or Watch crew may temporarily fire any cannon, but with penalties applied.



If any of the above conditions are met, move the Severely Wounded or KIA crew/crewman counter into a rest bed on the Schnell Boat Crewmen Placement Board. Then place the counter of the temporary replacement crew/crewman in the position box of the relevant crew/crewman.

4.13 Game Acronyms

This is a list of common acronyms used in game:

IWO = 1st Watch Officer

CL = Light Cruiser

DC = Depth Charge

DD = Destroyer

KIA = Killed in Action

KMDT = Kommandant (Commander)

LW = Light Wound

MGB = Motor Gun Boat

MTB = Motor Torpedo Boat

SB = Schnell Boat (S-100)

SW = Severe Wound

TB = Tragflügelboot (Projekt 5b)

VP = Victory Points

5.0 Veteran Status and Crew Skill Levels

Schnell Boat #1 crewmen earn Veteran status after 15 missions have been successfully performed. Veteran status gives bonuses in certain situations. Schnell Boats #2-#4 crews increase their skill level (Green, Average, Veteran, and Elite) by one for every 5 enemy kills, or for every 15 missions successfully performed.

6.0 Medals

Medals may be earned throughout the game by several different means, and are always cherished keepsakes. They may also help the player retain his command if he is found to be negligent regarding Schnell Boat losses. If received, place the medal counter in the corresponding Medals box on the Strategic Map board for prominent display. Medals may also help the player avoid being relieved of command or court-martialed.



Medal - S-Boat War Badge

Kommandant (player) is awarded this medal after 12 successful mission are performed. He is also be awarded this medal if he is ever wounded in combat.



Medal - Iron Cross

Kommandant (player) is awarded this medal if the current Victory Point total is 100-200 points (Short Campaign), 150-300 points (Medium Campaign), or 200-400 points (Long Campaign).



Medal - Iron Cross with Oak Leaves

Kommandant (player) is awarded this medal if the current Victory Point total is 201-400 points (Short Campaign), 301-600 points (Medium Campaign), or 401-800 points (Long Campaign).



Medal - Iron Cross with Oak Leaves and Swords

Kommandant (player) is awarded this medal if the current Victory Point total is 401-800 points (Short Campaign), 601-1,200 points (Medium Campaign), or 801-1,600 points (Long Campaign).



Medal - Iron Cross with Oak Leaves, Swords, and Diamonds

Kommandant (player) is awarded this medal if the current Victory Point total is 801-1,600 points (Short Campaign), 1,201-2,400 points (Medium Campaign), or 1,601-3,200 points (Long Campaign).



Medal - Iron Cross with Golden Oak Leaves, Swords, and Diamonds

Kommandant (player) is awarded this medal if the current Victory Point total is 1,601-3,200 points (Short Campaign), 2,401-4,800 points (Medium Campaign), or 3,201-6,400 points (Long Campaign).



Medal - S-Boat War Badge with Diamonds

Kommandant (player) is awarded this medal if the current Victory Point total is 3,201+ points (Short Campaign), 4,801+ points (Medium Campaign), or 6,401+ points (Long Campaign).

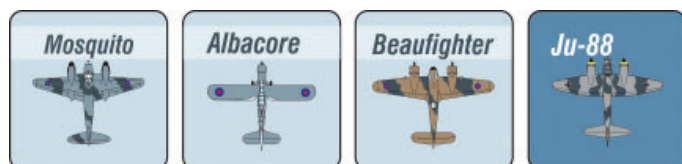


7.0 Game Counter Guide

These are the double-sided playing pieces that are used to track individual units, crewmen, and situations on the various game boards.

Aircraft

Place these enemy counters on either the Combat Boards when enemy Air Patrols are encountered. Once the attack is completed or unit is destroyed, remove the counter from the board.

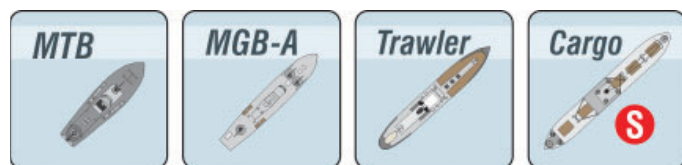


Ships

Place these enemy counters on the Combat Boards when they are encountered. Once a ship is either sunk or evades, remove the counter from the board.

Schnell Boats - Combat Boards

Depending on the number of Schnell Boats currently on the mission, place these counters in the Long Range, Medium Range, or Close Range sections of the Combat Boards. If a Schnell Boat is sunk, replace it with Ship Sunk and Schnell Boat Crew counters. The gold star on Schnell Boat #1 signifies this is the player's Boat (Kommandant).



Firing

Place this counter next to the unit counter that is firing at a target (see Targeted counter) on the Combat Boards.



Targeted

Place this counter next to the unit counter that is being targeted by the firing unit (see Firing counter) on the Combat Boards.



Schnell Boat Squadron - Strategic Map Board

This counter represents the Schnell Boat squadron. Place it in the Cherbourg Schnell Base box on the Strategic Map Board at the beginning of each mission.

Move the counter through the colored zones to track the location of the squadron.

Schnell Boats #1-#4 - Strategic Map Board

These counters represent individual Schnell Boats in the squadron. Depending on the number of Schnell Boats assigned to the current mission, place them in the Schnell Boat squadron boxes on the Strategic Map Board. If Schnell Boats #2-#4 are either sunk, abandoned, separated from the squadron, or abort mission, immediately remove them from the board. Unless sunk or abandoned, the Schnell Boat #1 counter always remains on the board throughout each mission. The gold star on Schnell Boat #1 signifies this is the player's Boat (Kommandant).



Sea State

Place this counter in the corresponding Sea State box on the Strategic Map Board according to the Sea State in the current Travel Zone.



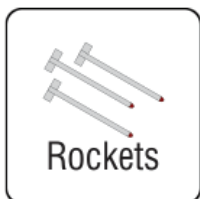
Mission Target Zone

Place these counters in the 4 assigned Red Mission Zone boxes on the Strategic Map Board.



2 Turns Per Zone

Place this counter next to the Schnell Boat squadron counter on the Strategic Map Board as a visual reminder that 2 turns per zone are required for slow movement.



Rockets

Place this counter next to the attacking Patrol Aircraft counter on the Combat Boards if aircraft is making a rocket attack.



Bombs

Place this counter next to the attacking Patrol Aircraft counter on the Combat Boards if aircraft is making bomb attack. If aircraft is making gun strafing attack, no ordnance counter is used.



Flare

Place this counter next to the Schnell Boat counters on the Combat Boards if the attacking aircraft drops a Flare. Remove the counter at the end of combat round.

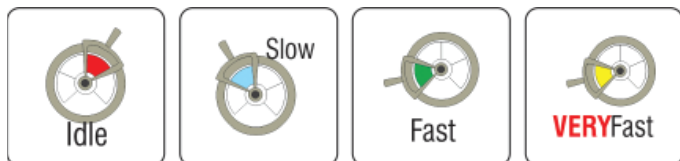


No Detection

Place this counter next to Schnell Boat counters on the Combat Boards at the beginning of the first combat round. Remove the counter once the Schnell Boat squadron is detected.

Idle Speed / Slow Speed / Fast Speed / Very Fast

Depending on their speed, place these counters next to Schnell Boat counters on the Combat Boards at the beginning of the first combat round.



One counter represents the entire Schnell Boat squadron speed (unless single Schnell Boats are separated in different Range Zones on the board). If the Schnell Boat squadron is moving at Medium Speed (default during regular combat), no Speed counter is used. The Slow Speed counter may also be used as a reminder on the Strategic Map Board that 2 turns are per zone are required.



Unit Disabled

Place these counters next to any Schnell Boat or enemy ships that become disabled on the Combat Boards.



Ship Sunk

Place these counters next to any Schnell Boat or enemy ship that sink on the Combat Board.



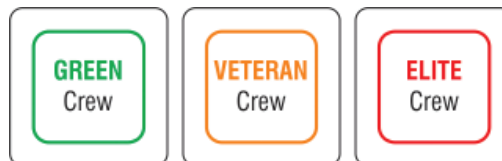
Fire

Place these counters in any Schnell Boat Interior section that catches fire on the Crewmen Placement Board. Remove the counter if and when the fire is extinguished. They may also be placed

on the Combat mats next to burning enemy tanker ships.

Green Crew / Veteran Crew / Elite Enemy Crew

Place these counters next to enemy unit counters on the Combat Boards if they are anything other than Average Crew skill level.



Veteran Schnell Boat #1 Crewman

Place these counters next to Veteran Schnell Boat Crewmen counters (15 or more successful missions) on the Crewmen Placement Boards.



Downed Pilot

Place this counter in either the Passenger 1 or 2 boxes on the Crewmen Placement Boards once aboard Schnell Boat #1.



S-Boat / T-Boat Crew

Place these counters in either the Range Zone where the Schnell Boat was sunk on the Combat Board, or in the Passenger 1 or 2 boxes on the Crewmen Placement Boards if rescued.



Schnell Boat - Crewmen

Place these counters representing Schnell Boat #1 crewmen in the corresponding crewmen box positions on the Crewmen Placement Boards.



Light Wound 1-2 / Severe Wound / Killed in Action

Place these counters next to any Schnell Boat crewman or passenger counter on the Crewmen Placement Board that receive 1 or 2 Light Wounds, Severe Wound, or are Killed in Action (KIA). Three Light Wounds = Severe Wound. Light Wound + Severe Wound = KIA. 2 SW = KIA.



Schnell Boat Torpedoes

Place these counters in the Torp. 1 through Torp. 4 boxes on the Type S-100 Crewmen Placement Board. Once a torpedo is either launched or becomes disabled, remove the counter from the board.



Schnell Boat - Rockets

Place these counters in the Rocket 1 and Rocket 2 boxes on the Projekt 5b Crewmen Placement Board. Once a rocket is either launched or becomes disabled, remove the counter from the board.

Schnell Boat - Mines



Place these counters in the Mine 1 to 8 boxes on the Type S-100 Crewmen Placement Board. Once a mine has been laid or becomes disabled, remove the counter from the board.



Schnell Boat - Depth Charges (DC)

Place these counters in the DC 1 to 4 boxes on the Type S-100 Crewmen Placement Board. Once a depth charge has been dropped or becomes disabled, remove the counter from the board.

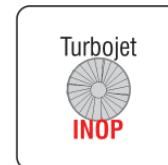
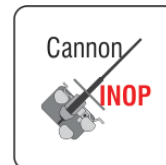
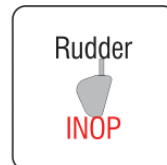
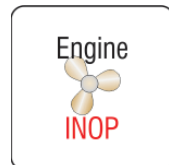


Schnell Boat - Fire Extinguishers

Place these counters in the red Fire Extinguisher boxes on the Crewmen Placement Boards. Single use each. Remove each counter once used or destroyed.

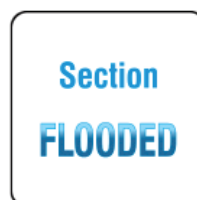
Schnell Boat - Components Inoperative

Place these counters in the corresponding Schnell Boat sections on the Crewmen Placement Boards as visual reminders that the Schnell Boat equipment is inoperative.



Schnell Boat - Section Flooded

Place these counters in the corresponding Schnell Boat Interior sections on the Crewmen Placement Board as a visual reminder if an Interior compartment has completely flooded.



Fine Cognac

This counter is obtained through a specific Random Event, and may be used to bribe the Base Commander if the player (Kommandant) is about to be relieved of command.



Unit Order of Attack Draw Cup Counters



These counters are placed in a cup and drawn one at a time to determine unit order of attack during combat.



7.0 Optional 2-Player Rules

While *Schnell Boats: Scourge of the English Channel* was designed primarily as a solitaire wargame, it may also be played with 2 players if the second player has their own copy of the game.

1. To begin with, each player must have their own Crewmen Placement board, set of crewmen counters, Schnell Boat Damage log, and Schnell Boat #1 Crewmen Status sheet (second player treats it as Schnell Boat #2). A single Strategic Map board, Combat board, Enemy Unit Status sheets, and Schnell Boat squadron Status sheet may be shared between both players. For best results, divide up duties for tracking enemy unit damage during combat, rolling during enemy unit attacks, calculating Schnell Boat repair times, etc. between both players.

Next, players must decide who will be the squadron Kommandant (Schnell Boat #1), and who will be the Schnell Boat #2 Kommandant for the duration of the campaign game.

2. During gameplay, the squadron Kommandant (Schnell Boat #1) makes most of the decisions for the other 3 Schnell Boats (including the player #2 boat), such as squadron speed, attack distance, aborting missions, etc. Both Schnell Boat players may independently decide which enemy units they will attack each combat round by rolling on Schnell Boat #1 Offensive Fire tables. The radios of both Schnell Boats #1 and #2 must be functional and the boats in formation for orders to be given from Schnell Boat #1. Note that if Schnell Boat #1 is either separated from the squadron or sunk, Schnell Boat #2 player automatically takes command for the remainder of that mission. Also note that if Schnell Boat #1 or #2 are separated from the squadron, or they voluntarily abort mission and leave formation, they must travel through each travel zone box on the map while returning to base, rolling on all necessary tables each turn.
3. During combat, both players roll on Schnell Boat #1 Offensive Fire tables when attacking. For each hit to player-controlled Schnell Boats #1 and #2, roll on Schnell Boat Damage tables F-1 or G-1. Also note that during combat, any table modifiers that reference

Schnell Boat #1 also apply to Schnell Boat #2 during the second player's turn. Above all, remember that most tables which refer to Schnell Boat #1 will also apply to Schnell Boat #2 during a 2-player co-op game.

4. When VPs are earned, they are evenly distributed between both players, with the total score applied to the entire squadron. When medals are awarded, both players receive their own at the same time. But if the squadron Kommandant (Schnell Boat #1) is either relieved of command or KIA, player #2 becomes the new squadron commander (Schnell Boat #1) for the remainder of the campaign game, and player #1 may enter the game again with a new boat and crew as player #2

Support

Several options of online game support are available to choose from:

Visit us on the Web: <https://www.compassgames.com> (navigate to the Rules and Downloads area for the game)

Contact us by email: sales@compassgames.com

We also recommend you visit the official game discussion topic on ConsimWorld for game support, to read after-action reports, and to share your play experiences with others. You will find the Schnell Boats: Scourge of the English Channel game topic by visiting...

Designer's Notes

During their service with the Kriegsmarine from 1940-1945, the German Schnell Boats (or Schnellboote) operated under quite difficult conditions, but were still able to exact a heavy toll on Allied shipping- especially in the English Channel and North Sea theaters of operation.

These fast attack torpedo boats were quite innovative and high tech for their time. They were faster, more reliable, and handled better in rough seas than their British Royal Navy counterparts. But in some ways, they still lagged far behind the Allies, especially regarding compact surface radar technology, of which the Schnell Boats lacked. This shortcoming put them at a significant disadvantage, especially when operating in foggy weather conditions which were so common in the English



Channel. But despite all their tenacity, bravery, and selfless sacrifice, the Schnell Boat crews suffered heavy losses. And by the end of the war, with their forces all but decimated, the few remaining boats which did survive were either scuttled or reluctantly surrendered in Allied ports.

With the success of Devil Boats, I decided to create a second game which focused on the topic of German World War II torpedo boats. With there being so little information on the subject, it was somewhat difficult to gather enough information and references in order to design and develop the game.

As far as I know, Schnell Boats is the first solitaire tabletop wargame that focuses primarily on German Kriegsmarine torpedo boats, and I sincerely hope it will spike interest in this obscure, yet fascinating topic among players.

Featuring two playable boats, each of which will offer players a slightly different experience, it is my sincere hope that Schnell Boats will both educate and entertain. I am especially excited to be able to offer players the chance to command asquadron of Projekt 5b Tragflügelboot boats. These experimental hydrofoil boats were powered by 3 high performance diesel engines, plus 2 turbojets. They were also armed with a cannons and rockets. Unfortunately, they were ultimately a design failure due to their poor performance in rough seas, which are all too common in the English Channel. Even if they had been a more successful design, it is highly doubtful they could have been produced in very large numbers due to shortages of Junkers Jumo turbojet engines and high-octane jet fuel during 1943-1945. Never the less, players who are up to the challenge will have the opportunity to command a squadron of these high-tech exotic boats in 'what-if' wartime scenarios.

Owners of Schnell Boats will notice some new features and additions in Schnell Boats. For example, squadron Schnell Boats #2-#4 will now each have their own crew skill level, which can improve over time. Campaign games are also much shorter than before, which can be completed in half the time. Finally, there are now draw cup counters for the new randomized unit order of attack rules, adding more uncertainty and tension during combat. These are but a few of the new features and additions included in the game.

In creating this game, I attempted to find a balance between historical accuracy and gameplay. Too much detail and gameplay gets bogged down, but not enough detail and players might quickly become bored. I feel that I have finally found a decent compromise by focusing most of the details on Schnell Boat #1, which is of course the player's boat. By abstracting the damage models and other aspects of Schnell Boats #2 to #4, I have attempted to keep the gameplay flowing as smoothly and quickly as possible without simplifying everything too much.

Another aspect I focused on to streamline the game was to integrate most of the rules into the various Tables books. By doing this, players will have most relevant information and rules conveniently located right in front of them wherever they are in the game, instead of having to frequently stop and check the Rules book, or worse yet, memorize a bunch of complicated rules.

I hope everyone enjoys playing Schnell Boats as much as I have had with creating it. And I'd like to give a very big thank you to all the playtesters, proofers, and everyone else who has offered their help and support with my game designs over the years.

Good luck, stay safe, and sink those enemy ships for the Fatherland! - **Joe Carter**

Selected Bibliography

Books:

Schnellboote: A Complete Operational History by Lawrence Paterson (Seaforth)

E-Boat vs MTB by Gordon Williamson (Osprey)

Schnellboot in Action by David Krakow (Squadron Signal)

Game Credits

Game Concept and Design - Joe Carter

Artwork - Bruce Yearian

Project Director – John Kranz

Special thanks to Schnell Boats: Scourge of the English Channel playtesters Andrew Clifford, Brett Grimmond, and many others for their helpful feedback, suggestions, and proofing assistance.

Schnell Boats

Scourge of the English Channel
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Compass Games

Strategic Map Example



COMBAT BOARD

Schnell Boats

GOOD WEATHER

MERCHANT SHIPS

1





2




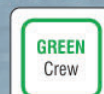
3





4






WARSHIPS

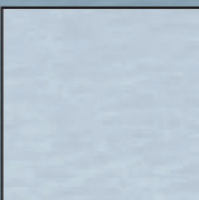
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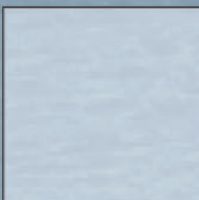

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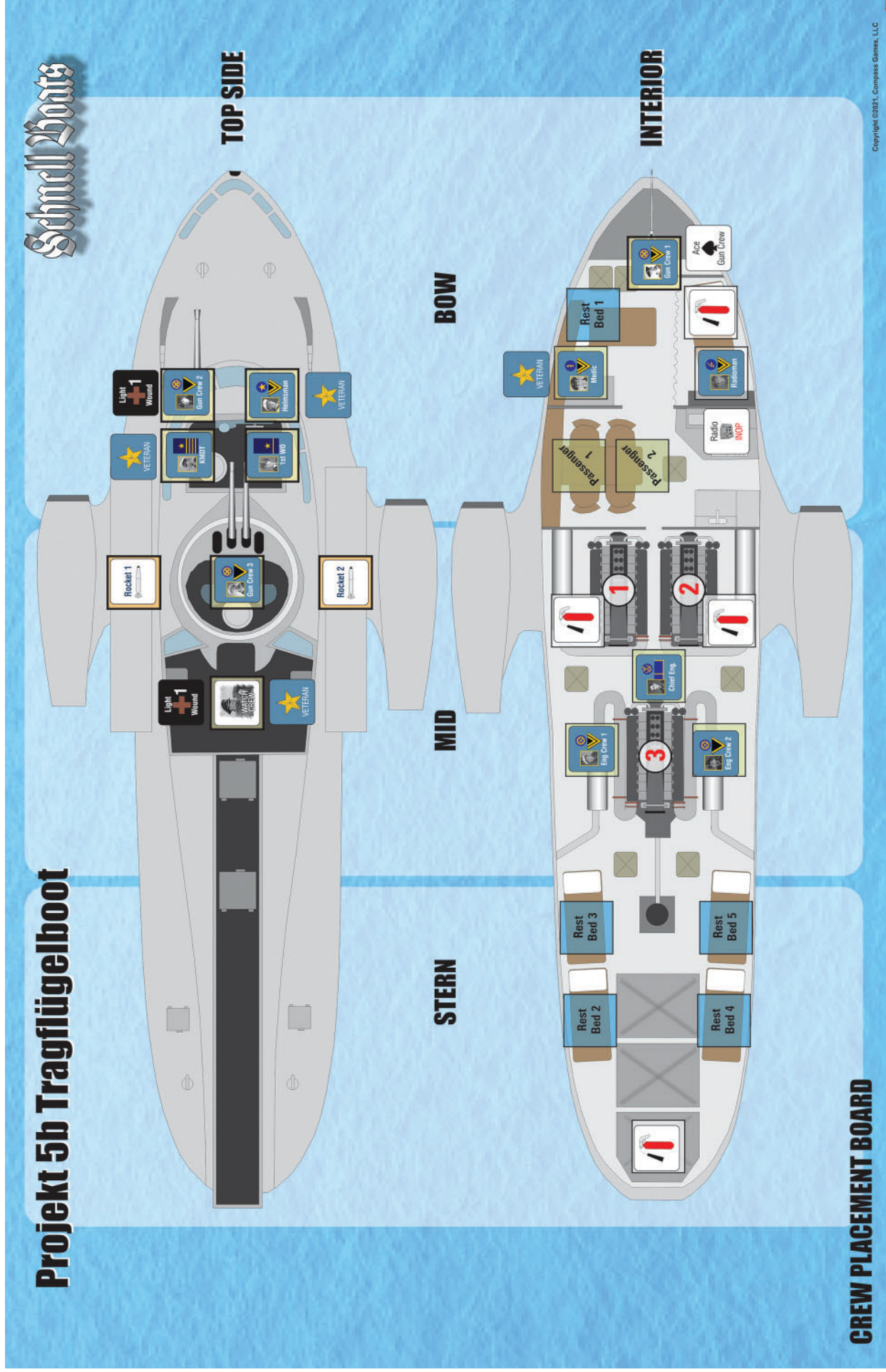
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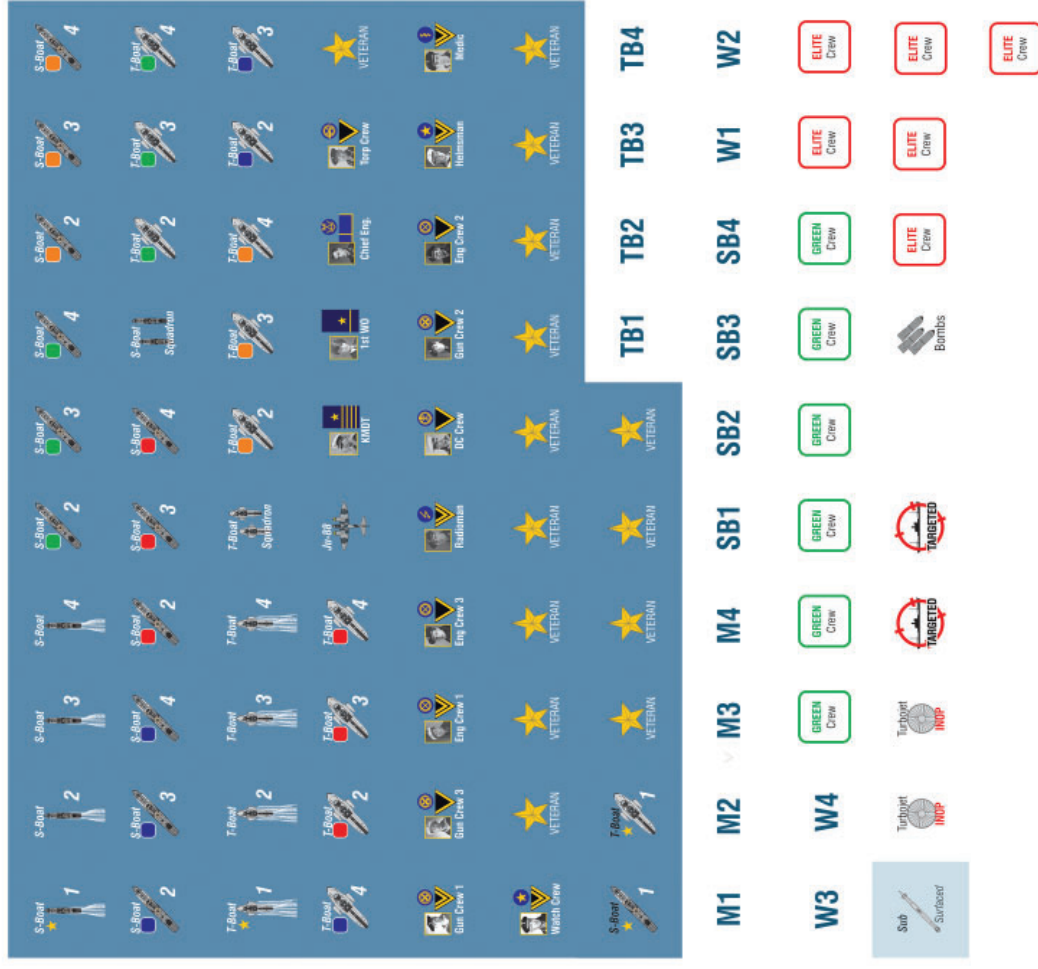


LONG

Combat Board Example

Vrew Placement Board Example





Devil Boats Official Errata (7-10-2021)

Corrections

1. **Table G-13 step 1** should read: 3-6 = The boat and crew are captured and sent back to Japan as POWs for the remainder of the war.

2. **Tables E-1 and I-1** should read: Mitsuki

3. Table F-2-B note addition: If unmodified 10 rolled, PT Squadron detected.

4. Table A-11 modifier should read: +1 if weather is Good (phosphorescent wakes)

5. Table A-11 modifier should read: +2 if PT Squadron is in Red Zone

6. Table G-12 should read as the following (these **Table G-12** changes and additions are basically clarifications):

G-12. #1-#4 (IN FORMATION) DISABLED / SUNK - STRATEGIC MAP BOARD, COMBAT BOARD, & SPECIAL MISSIONS BOARD

If a PT is permanently disabled while on the Strategic Map, Combat board, or Special Missions board and there is at least one other functional PT in formation, the player has several options:

1. **PT #1 Disabled (Strategic Map).** PT #1 crew may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT #1 crew attempts transfer and Sea State is 4 or 5, roll 1D6 for each crewman: 1-3 = Crewman safely transfers to rescue PT. 4-6 = Crewman is washed overboard into the sea and drowns (KIA). Severely Wounded crewmen may not transfer in Sea State 4 or 5 conditions and are automatically KIA. Once all PT #1 crewmen have been rescued, **go to Table A-9**. If the rescuing PT safely returns to base, the mission has ended.

2. **PTs #2-#4 Disabled (Strategic Map).** PT #2-#4 crews may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT crew attempts transfer and Sea State is 4 or 5, roll 1D6: 1-3 = Crew safely transfers to rescue PT. 4-6 = Crew is washed overboard into the sea and drown. KIA.

3. **PTs #1-#4 Sunk (Strategic Map).** The PT sinks and the crew is thrown into the water, but is automatically rescued if Sea State is 1 to 3. If PT sank and Sea State is 4 or 5, roll 1D6 for each crewman (or crew): 1-3 = Crewman (or crew) in water drowns before rescue can be attempted. KIA. 4-6 = Crewman (or crew) is successfully rescued (place the blue PT crewmen (or crew) counters in the Passenger or Rest Bed boxes on the Crewmen Placement board). If PT #2-#4 sank and Sea State is 4 or 5, roll 1D6: 1-3 = Crewman (or crew) in water drowns before rescue can be attempted (KIA). 4-6 = Crewman (or crew) successfully rescued (place the blue PT crewman or crew counter in a Passenger or Rest Bed box on the Crewmen Placement board). If PT #1 sank, Crew was rescued, and all combat has ended, the mission must be aborted. **Go to Table A-9**. If the rescuing PT boat safely returns to base, the mission has ended.

4. **PT #1 Disabled (Combat / Special Missions mat).** PT #1 crew may transfer to another PT boat and abandon ship if Sea State is 1 to 3. To do so, PT #2, #3, or #4 must be functional and remain at Idle speed for 1 round in the same Range Zone as disabled PT #1. If PT #1 crew attempts transfer and Sea State is 4 or 5, roll 1D6 for each crewman after the rescuing PT has waited at Idle speed in the same Range Zone for 1 round: 1-3 = Crewman safely transfers to rescue PT. 4-6 = Crewman is washed overboard into the sea and drowns (KIA). (Severely Wounded crewmen may not transfer in Sea State 4 or 5 conditions and are automatically KIA). Once all PT #1 crewmen have been rescued and all combat has finished, the mission must be aborted. **Go to Table A-9**. If the rescuing PT boat safely returns to base, the mission has ended.

5. **PTs #2-#4 Disabled (Combat / Special Missions mat).** PT crew may transfer to another PT boat and abandon ship if Sea State is 1 to 3. To do so, the rescuing PT must be functional and remain at Idle speed for 1 round in the same Range Zone as disabled PT. If PT crew attempts transfer and Sea State is 4 or 5, roll 1D6 after the rescuing PT has waited at Idle speed in the same Range Zone for 1 round: 1-3 = Crew safely transfers to rescue PT. 4-6 = Crew is washed overboard into the sea and drowns (KIA).

6. **PTs #1-#4 Sunk (Combat / Special Missions mat).** The PT Crew is thrown into the water. If PT #1, place all blue Crewmen counters from the Crewmen Placement mat onto the Combat mat in the Range Zone where the PT sank. If PTs #2-#4, place a blue PT Crew counter onto the Combat mat in the Range Zone where the PT boat sank. In order to attempt rescue, each Crewman (or Crew) must be located, but only after all current combat has ended (all enemy units evaded, sunk, or destroyed). Roll 1D6 for each crewman (or crew): ≤ 1-3 = Squadron unable to locate crewman. Lost at sea (KIA). 4-6 = Squadron successfully locates and rescues crewman (or crew). For each rescued PT #1 crewman, roll for wounds on Table G-11. Modifiers (cumulative): -1 if PT #1 and Balsa Life Raft destroyed. -1 if PT #1 and crewman is SW. -1 if Poor weather. -2 if Bad weather.

Place each rescued blue PT crewman (or crew) counter in Passenger or Rest Bed boxes on the Crewmen Placement board if PT #1 made the rescue. If PT #1 sank and crewmen were rescued, the mission must be aborted. **Go to Table A-9**. If the rescuing PT boat safely returns to base, the mission has ended.

7. **Towing.** Another PT in formation may tow a disabled PT back to base at Slow speed (2 turns per zone) on the Strategic Map, but only after all current combat waves have finished. PTs with only 1 functional engine may not tow disabled PTs. Disabled PTs may not be towed in Sea State 4 or 5 conditions. If Sea State 4 or 5 conditions are encountered later, the tow line breaks and disabled PT sinks.

Devil Boats Official Errata (7-10-2021)

7. Tables C-3, D-3, E-3, and F-3 should read: If PT # rolled is not in the squadron, the next lowest PT # is automatically targeted.

8. Table B-5 note E is missing. It should read:

- e) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed.

PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map mat.

9. Table B-6 modifier should read: -1 if aircraft was successfully spotted (no hits)

10. Tables F-1-B and F-1-C should read: PT Squadron may wait up to 3 extra turns in the current assigned Red zone for Sea State to improve to 3 or less in order to complete the Special Mission.

11. Table A-15 roll result 17 should read: See **Table I-4** p.47.

12. Tables F-1-B and F-1-C (second paragraph) should both read: Roll on Tables F-2-B through F-9.

13. Remove **Table F-4** modifier: -2 if Sea State is 5

14. Remove **Table F-9** modifier: +3 if weather is Bad

Clarifications

1. PT boat speed and range zone changes are always made at the beginning of each combat round.
2. Only lone PT boats that become separated from the squadron roll on **Table A-14** to determine whether they return safely to base or not.
3. The PT squadron must deal with each enemy wave one at a time- not all waves at once. For example, all barges in the first wave must be sunk first, or they must successfully evade, before taking on the second wave of barges.

Understanding Game Play Terms in Schnell Boats

CAMPAIGN:

There are 3 possible campaign lengths to choose from: Short (starts February 1st, 1944 – 121 days), Medium (starts October 1st, 1943 – 244 days) or Long (starts June 1st, 1943 – 366 days). All campaigns end on June 1st, 1944. Victory points awarded and final scoring on Table J in the S-100 Booklet or Table I in the Projekt 5b Booklet depend on the campaign length chosen.

DAYS:

Months are made up of days and all missions are performed at night. Dates, enemy kills, and friendly losses are all recorded on the Campaign Log for each mission.

MISSION:

Missions (one per night) occur on most nights. 50-60% of the time a mission does occur, it will be abstractly performed, meaning no enemy encounters or events occurred that night, and the player rolls for the next mission date. This abstraction was done to greatly speed up game play, while at the same time preserving realism. Note that missions abstractly performed are always considered successful and count towards Boat #1 Veteran status, plus Boats #2-#4 crew skill increase. There are two reasons a mission will not occur:

- 1) Too many boats are repairing damage (**Table G-1/G-2** for S-100 boats or **Table J-1/J-2** for Projekt 5b boats). You need a minimum of two available boats. (Case 3.3, Step 1)
- 2) Your squadron is kept in port due to weather (**Table A-1** if Projekt 5b),

Due to these factors, you may perform a mission from a little as daily, to as much as one mission every 20 days.

Completing a Mission

S-Boat or Projekt 5b squadrons are referred to as Geschw (Geschweder). This usage is referenced below.

Hopefully a mission ends with the Geschw having a successful patrol in their 4 assigned Red Zones, and by retracing their steps through the Yellow and Green Zones and arrive back at Cherbourg as the sun rises over the English Channel.

In some cases, not all boats that go out on a mission will return. They may be sunk in combat, disabled due to combat, or become disabled due to combat, storms, or random events. What happens to those boats and their crews is covered in

Tables G-10 A-C (for the S-100) or **Tables F-10 A-C** (for the Projekt 5b).

Once the boats return to Cherbourg, the player will:

1. Determine the status of any wounded crewmen members per **Table G-9** (S-100) or **Table F-9** (Projekt 5b)
 - a. Replace any crewmen who were KIA, lost at sea, or sent home due to serious wounds (SW).
 - b. Replacement crews are always available.
 - c. Roll to see if the replacement crew has any experience. (**Table K-1** for S-100 or **Table J-1** for Projekt 5b)
2. Determine the status of damaged boats per **Tables H-1 and H-2** (S-100) or **Tables G-1 and G-2** (Projekt 5b).
 - a. Repairs are started. If a boat or boats have suffered significant damage, they may not take part in mission until completely repaired.
 - b. If the Engines, Turbojets, or Radio are destroyed, were destroyed there may not be a replacement readily available per the notes in **Tables G or H**.
 - c. If there are not two boats available (fully repaired) for this evening's mission there will not be a mission tonight.
 - d. If any Boats were lost, the reserve boat for the Geschw replaces it. (Hopefully you didn't lose more than one.) Roll on the Squadron Status sheet to replace any lost boats. If a boat readily is not available, your Geschw may not go out on the next mission due to the combination of unavailable boats and damaged boats. As the squadron Kommandant, you must manage your resources while taking the battle to the Royal Navy.
3. Determine Victory Points for that mission per **Table I-1** (S-100) or **Table H-1** (Projekt 5b).
 - a. The total of Victory Points at the end of the Campaign chosen will determine how well you did.
4. Determine if any Medals are awarded per **Table I-2** (S-100) or **Table H-2** (Projekt 5b).
5. If any Boats were lost, there will be a Board of Inquiry per **Table I-3** (S-100) or **Table H-3** (Projekt 5b).

ZONES

Each mission requires your squadron to travel a number of Green and Yellow Zones to and from your 4 assigned mission Red Zones (**Table A-4** for the S-100 or **Table A-3** for the Projekt 5b). For example, if your mission assignment is to patrol Red Zones 2-5, at the beginning of the mission, your Boat squadron would first start out in the Cherbourg S-Boat Base Zone. The squadron would then travel through all connecting Green and Yellow zones (once per game turn) until reaching the first of 4 assigned Red Zones. Upon entering each assigned Red Zone, the squadron spends 1 game turn patrolling there. If an enemy encounter occurs, all relevant combat tables are rolled on. Once combat ends (or no encounter occurred), the squadron moves into the next connecting assigned Red Zone, also patrolling there for 1 turn. This is repeated until the squadron patrols all 4 assigned Red Zones, at which time the squadron heads back to base, once again travelling through all connecting Yellow and Green Zones (once per turn) until finally reaching Cherbourg, where the mission ends.

Note that a mission may be aborted at any time if the KMDT feels it necessary to do so, such as when boats become separated/damaged/sunk, or once all torpedoes have been launched. But remember that if a mission is aborted before all 4 assigned Red Zones are patrolled, or no ships were sunk, the mission is considered a failure and does not count towards Boat #1 crewmen Veteran status, or Boats #2-#4 crew skill increases.