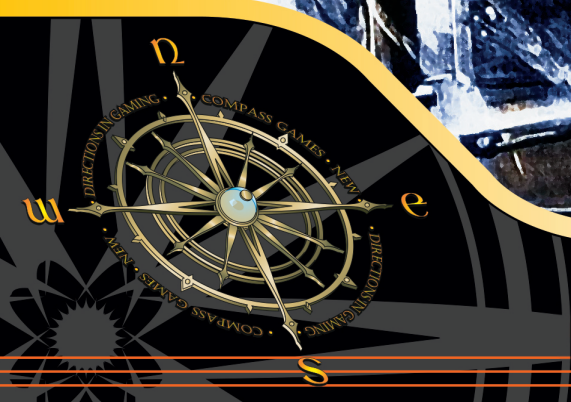
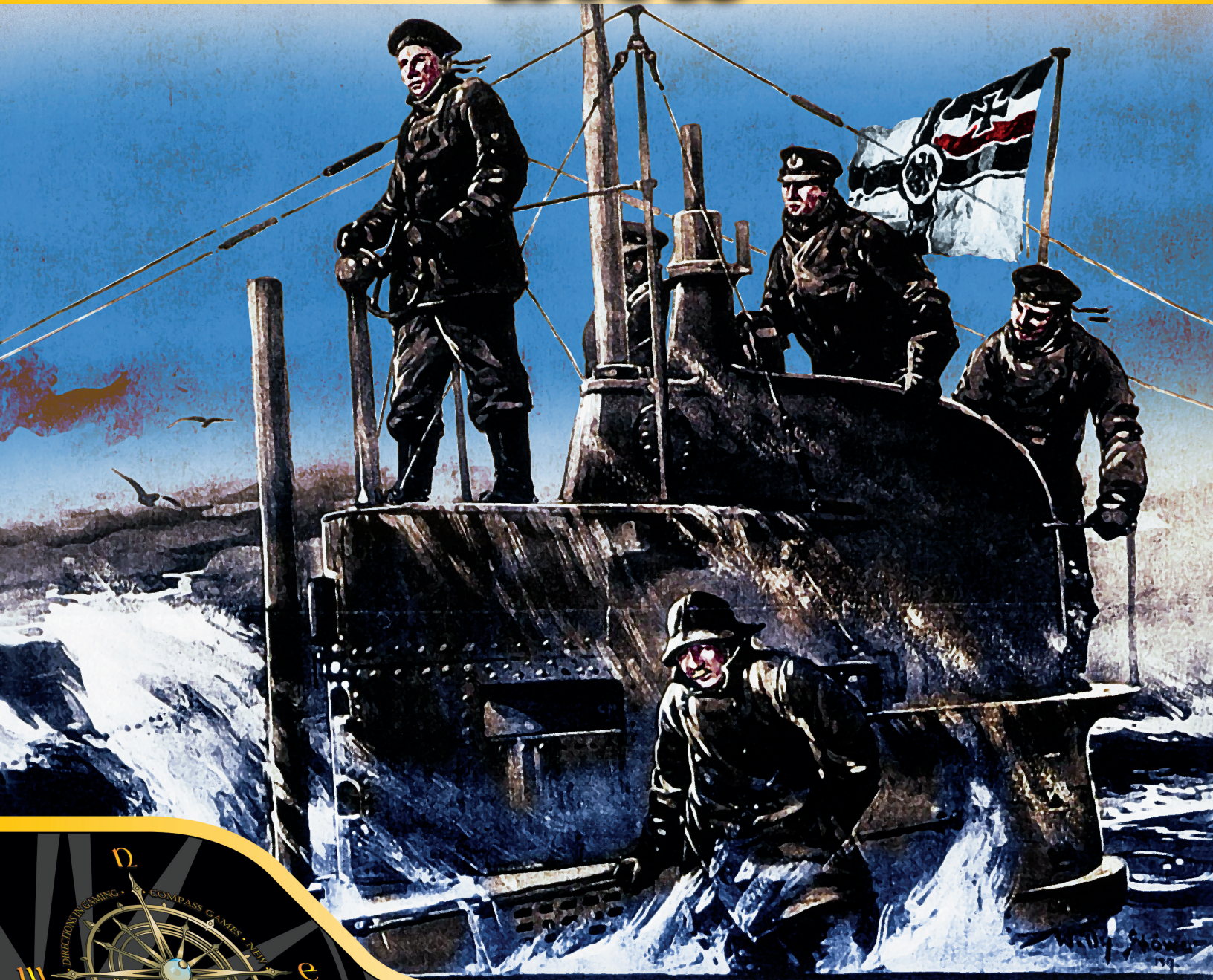


Raiders of the Deep

U-boats of the Great War,
1914-18



Rules of Play

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4 August 1914: “Be prepared for military offensive measures by England starting today.”

At the beginning of the Great War, the Central Powers of Germany, Austria-Hungary, and Turkey faced the Triple Entente of France, Britain, and Russia. Germany's U-boat force, the Deutsche Unterseeboots Flotille, comprised fewer than 30 U-boats, many of which were gasoline powered and already outdated. Yet by April 1917, this force had grown to 120 U-boats and had become so powerful that it single-handedly brought the British Empire, the greatest naval power on the face of the Earth, to within a hairsbreadth of surrender.

However, by 1917, the seeds of Germany's defeat had already been sown: the unwillingness of the German Kaiser Wilhelm II to maintain the campaign of unrestricted submarine warfare meant that Britain endured. In April 1917, America declared war on Germany, and towards the end of 1917 the Entente powers adopted convoy tactics, which undermined the effectiveness of the U-boats. In October 1918, with Germany's armies facing destruction, the Kaiser sued for peace. The Armistice, which was to take effect on 11 November 1918, required the Kaiser's abdication and the surrender of the Imperial Navy. Admirals Hipper and Scheer responded with a plan to provoke a final battle against the Royal Navy, but sailors in Kiel mutinied, and Germany was cast into chaos and revolution.

The story of the first U-boat war is one of desperate battles above and below the waves, of piracy and atrocities, and of the frustrations caused by the maneuverings of politicians and military leaders who failed to understand the realities of this new kind of warfare. *Raiders of the Deep* offers players an opportunity to experience the story of that first U-boat campaign. It was a campaign that combined savagery and chivalry in equal measure, reflecting the twilight of the old system of warfare and the dawn of the modern age: an age of Total War.

[1.0] INTRODUCTION

Raiders of the Deep: U-boats of the Great War, 1914-18 is a solitaire, tactical level game placing you in command of a German U-boat during WWI (known at the time as The Great War). Your mission is to destroy as much Triple Entente shipping as possible, while advancing your crew quality, increasing your Commander rank, and attempting to survive until the Armistice and the end of the war.

The rules are numbered and presented in sets of major sections; each section is further divided into primary and secondary cases. Some rules are cross-referenced using parentheses to aid

comprehension. The main goal of the rules system is to help you to start playing the game as quickly and effortlessly as possible. There is no need to memorize the rules before play. Instead, look at the U-boat Display Mats, the U-boat Combat Mat, and the playing pieces, then give the rules a quick read through. Then follow the set-up instructions for play and read Section 2.0 that describes the general course of play. Section 4.0 provides the framework to help you get started. As questions arise simply refer back to the rules. After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

Online support is available for this game.

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

By email:
sales@compassgames.com

We also recommend you visit the official game discussion topic on ConsimWorld to share your play experience with others. You will find the *Raiders of the Deep* game topic by visiting <http://talk.consimworld.com> and navigating to Era: World War I, *Raiders of the Deep* individual game discussion area. You can also find us on BoardGameGeek.

[2.0] HOW TO PLAY THE GAME

OBJECT OF THE GAME

The object of the game is to conduct numerous patrols in the role of a German U-boat Commander and sink enemy ships. The success of each patrol is reflected by the total tonnage of ships sunk, which could result in promotion and crew advancement, and in receipt of the highly coveted Pour le Mérite award. Just as in the real U-boat war, the game system involves a great deal of chance, but ultimate success rests on the decisions you make during the course of your career.

The key game components used to facilitate play are the U-boat Display Mat, which indicates the status of your U-boat and patrol assignment, the U-boat Combat Mat, which is used to resolve ship encounters, and the Patrol Log Sheet, which is used to track the results of each patrol. The various Player Aid Cards are used to resolve game functions.

GENERAL OVERVIEW

Play revolves around conducting patrol assignments and resolving encounters at sea until safely returning to port. Upon completion of each patrol, you assess your success by consulting the Patrol Log Sheet, which may result in a promotion/award for yourself as Commander or crew advancement. Between patrol assignments, your U-boat will be refitted for one or more months based upon damage incurred. You may also need time to recuperate from any personal injury before being able to conduct your next patrol.

CONDUCTING PATROLS

Your U-boat Display Mat shows the overall status of your U-boat and crew. When conducting patrols, your U-boat progresses through each Travel Box on the assigned Patrol Track, checking for possible encounters in each Travel Box entered, including the possibility of a random event.

Typically, encounters involve ships, mines, submarine nets and, later in the war, aircraft. Ship encounters specify whether the enemy ships are under escort, which plays a significant role when engaging them, as your U-boat may be detected and come under attack. At the beginning of each ship encounter, you will determine the time of day, as well as whether to engage, whether you will conduct surface or submerged combat, and at what range you will engage the target ships. You will record all ships you engage during combat on the Patrol Log Sheet, noting whether you damaged, sank, or took them as a prize. When conducting surface engagements against unescorted ships, you can employ your deck guns or torpedoes.

As you conduct combat, you will roll for the amount of damage incurred against targeted ships with your deck guns and/or torpedoes (as long as they are not duds). While unescorted ships are relatively easy targets, if you do not sink them quickly, you run the risk of escorts

appearing on the scene when attempting additional rounds of combat to finish them off. Also, unescorted ships may turn out to be “Q-Ships,” heavily armed decoys posing as innocent freighters, but crewed by Royal Navy veterans tasked with luring U-boats to their destruction.

Engaging escorted ships is risky, especially should you decide to engage at close range (in which case the escorts can attempt detection before you can fire torpedoes). The escorts will have an opportunity to detect your U-boat, and once detected, your U-boat may come under ramming attack or (later in the war) repeated depth charge attacks until you are able to escape further detection. Desperation may even lead you to attempt to exceed test depth. Any damage results, including crew injury, put you at greater risk while under attack.

Once you escape escort detection, you will attempt to repair any damaged systems, with failed repairs resulting in inoperable systems that could potentially cause you to abort the patrol. Once an engagement ends against escorted ships, you have the option to automatically follow any damaged ships, or you may attempt to reengage a convoy.

Q-Ships, Mines, Submarine Nets and Aircraft encounters are rare, though when they do occur they put your U-boat at even greater risk. You will need experience, skill, and luck on your side as you attempt to avoid the danger, for if you fail, your campaign can end in a watery grave.

U-BOAT REFIT

Once your U-boat completes its patrol assignment, it returns to base (after any possible encounter in the last Travel Box on the Patrol Track). It then undergoes a refit. The length of refit depends on the amount of damage incurred. Furthermore, if the U-boat Commander is injured, this can result in delays that may result in you being assigned a newer U-boat or losing some of your crew (as they need more time to recover from their injuries). During refit, you will evaluate the relative success of your patrol, which can result in crew advancement or Commander promotion, including the Pour le Mérite award. Following refit, before your U-boat begins its next patrol assignment, all systems will be operational and you will be fully stocked with armaments and a full crew.

END GAME

Once all patrol assignments have been carried out through November 1918, the game ends. Also, should you as Commander be killed in action or captured, or should your U-boat be sunk, scuttled, or captured, the game ends immediately. Whether or not you survive until your final patrol (ending after October 1918), tally the total tonnage of ships sunk to determine your level of victory. Typically, to record an entire career, you will want to note all ships sunk (including any capital ships), your final rank, and any awards achieved. If you have gone down with your U-boat, any accolades and results will be recognized posthumously.

[3.0] GAME EQUIPMENT

[3.1] U-BOAT DISPLAY MAT

The U-boat Display Mats provided correspond to each German U-boat type available, along with Patrol Tracks containing individual Travel Boxes to track the progress of your patrols. This mat helps track the status of your crew and systems, including available armaments at your disposal. Select the appropriate Display Mat corresponding to the U-boat type you have selected for play. This mat is the centerpiece when conducting game play and carrying out patrol assignments. The use of this mat is explained in the appropriate rules section.

[3.2] U-BOAT COMBAT MAT

The U-boat Combat Mat [U4] is used to resolve combat against shipping targets and is typically set beside your U-boat Display Mat during play. The use of this mat is explained in the appropriate rules section.

[3.3] THE PLAYING PIECES

The playing pieces included with *Raiders of the Deep* are referred to as markers and are placed on either the U-boat Display Mat to track the status of your U-boat and crew, or on the U-boat Combat Mat when resolving combat. Markers are provided for individual ships, aircraft, crew members, individual torpedoes, ammo rounds, random events, and the status of crew and systems.

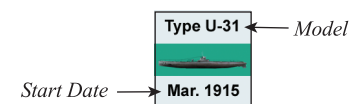
Note: additional markers and blanks (additional torpedo markers, for example) have been printed as spare parts should any become missing or damaged.

[3.3.1] HOW TO READ THE MARKERS

The *Raiders of the Deep* counter mix provides markers to track the status of your U-boat and for resolving engagements. These markers may include information, such as die-roll modifiers, to facilitate play. An explanation of each marker type is explained below.

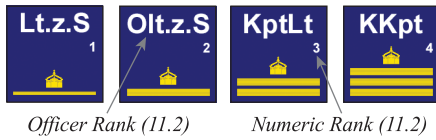
[3.3.2] GAME MARKERS

U-BOAT



The U-boat marker corresponds to the type you have selected and is placed on the U-boat Display Mat to track progress of your assigned patrol. Each of the nineteen U-boat markers lists its corresponding type and start date.

OFFICER RANK



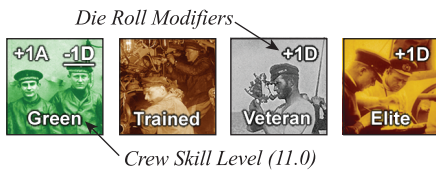
Four numbered Officer Rank markers are provided (from 1, the lowest, to 4, the highest) to track your promotion level as U-boat Commander.

MEDAL & REWARDS



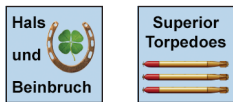
Various medals, including the coveted Pour le Mérite, may be bestowed on you based on your career success (11.3).

CREW QUALITY



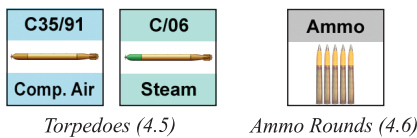
The crew quality corresponds to the experience and performance of your crew. Your crew begins at “Trained” level.

RANDOM EVENT



While most Random Events (12.0) are resolved immediately, some can be used later during play and these markers should be placed on the U-boat Display Mat until used.

ARMAMENTS

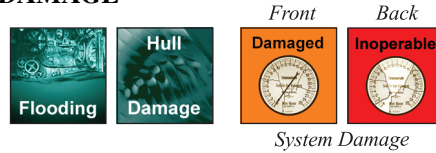


Torpedo markers represent individual torpedoes by type: C35/91 (short range), C/06 (medium range), or G/6 (long range). Ammo markers track Deck Gun rounds assigned to each target during combat.



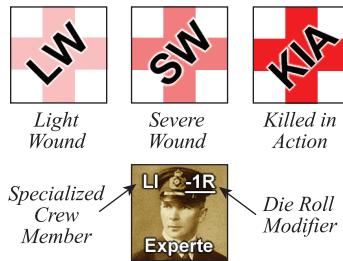
Additional markers include Mines and Secret Agent for special missions.

DAMAGE



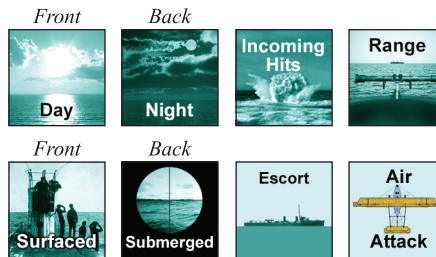
Markers are provided to track Hull Damage, Flooding Level, and any possible damage to Engines and other systems. These markers are only placed on your U-boat Display Mat when damage occurs (10.0).

CREW STATUS

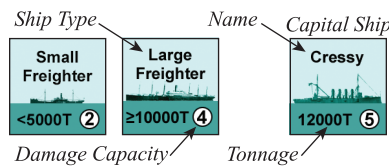


Crew status markers are provided to track severity of injury or KIA results. Specialized crew members can also rise to “Experte” level (11.1) which provides certain benefits during play.

COMBAT MAT MARKERS



Ship Target Markers



Markers are provided for the U-boat Combat Mat [U4] when resolving encounters. These markers include Day/Night, range of engagement, and type of ships targeted.

Note: Torpedo and Ammo markers will be moved from your U-boat Display to the Combat Mat when resolving combat.

MNEMONIC AID FOR MARKERS

To facilitate play, some markers display one or more die-roll modifiers to serve as a reminder. The key below describes each modifier type. These modifiers are listed on the associated charts and tables.

DRM	Description
A	Attack: modifier when conducting U-boat Torpedo/Deck Gun Fire [U1]
D	Detection: modifier for Escort Detection [E2], or Dive/Avoid: modifier to avoid Aircraft or Mine Encounter [A1/M1]
R	Repairs: modifier when rolling for Repairs [E5]

[3.4] CHARTS AND TABLES

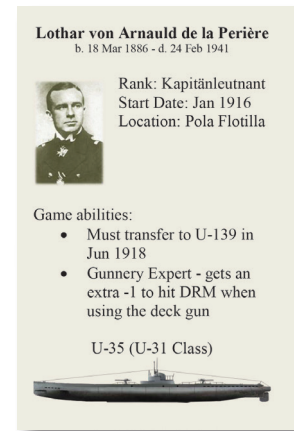
A number of Player Aid Cards are provided to facilitate game play and resolve game functions. The use of these charts and displays are explained in the appropriate rules section. Specific charts and tables are referenced by their identification in [square brackets and blue text].

When a die roll is called for, each table specifies the die roll combination necessary, which in some cases may include each die representing a different digit. In such instances, use a colored die to distinguish digits. For example, for a roll of “1d10+1d10”, the first d10 represents the tens’ digit and the second d10 the ones’ digit. Treat a result of “0-0” as “00”, not “100”.

[3.5] PATROL LOG SHEET

The Patrol Log Sheet is used to record for each game session your U-boat type, ID, and Commander (Kommandant/Kmdt) name, along with individual patrol assignments, damaged or sunk ships, and length of refit following each patrol.

[3.6] COMMANDER CARD TILES



Eight double-sided card tiles along with their associated U-boat Commander marker allow for (optionally) conducting historical patrols. Their usage is explained in 14.7, Historical U-boat Commander Card Tiles.

[3.7] GAME SCALE

Each Travel Box on the U-boat Display Mat [U4] represents three to four days on patrol. Generic crew boxes represent several crewmen of the approximately 35 total onboard. Select markers represent individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds.

[3.8] PARTS INVENTORY

A complete game of *Raiders of the Deep* includes the following components:

- One Countersheet of 1/2" unit-counters
- Ten U-boat Display Mats 8.5" x 11"
- Seven Player Aid Cards 8.5" x 11"
- One Combat Display Mat 8.5" x 11"
- Eight Commander Card Tiles 2.5" x 3.75"
- Rules Booklet
- U-boats and Target Roster Booklet
- One Patrol Log Sheet 8.5" x 11"
- Two 6-sided, two 10-sided, and one 20-sided die
- One Game Box

If any of these parts are missing or damaged, please contact Compass Games by e-mail at sales@compassgames.com.

[4.0] GAME SET-UP

GENERAL RULE

Game set-up consists of selecting your Commander's name, a starting date, your U-boat type and number, preparing your Patrol Log Sheet, and placing the corresponding Display Mat in front of you for initial marker placement prior to conducting your first patrol. You should also have the U-boat Combat Mat [U4] set nearby, as it will be referenced when resolving engagements against enemy shipping.

CASES

[4.1] COMMANDER NAME

Before choosing a U-boat or start date, players may want to randomize their Commander's name. The German Commander Name Chart [N1] is included for that purpose.

[4.2] START DATE

Use the Start Date Chart [S1] to find the date of your Commander's first patrol and his assigned U-boat type, then use the U-boat Number Charts [B1] to find the U-boat number. Various U-boat Display Mats are available. Once you have chosen your U-boat, place the corresponding Display Mat in front of you.

[4.2.1] You may be reassigned or elect to choose a newer model of U-boat under some circumstances, but typically you will remain and captain the same boat until the end of game or until sunk.

[4.3] PREPARE PATROL LOG SHEET

[4.3.1] Prepare a narrative of your U-boat career by recording the following information in the header of the Log Sheet.

U-boat Type: this is the U-boat type you selected.

ID: this is designated as "U-###", "UB-###" or "UC-###".

Kmdt: this is the name you select as Commander of the U-boat.

Rank: this is where you track your rank as Commander which may progress during your career.

Awards: this is where you enter the awards you achieve during the course of your career.

Note: the U-boat ID and Kmdt name have no impact on game play other than building a narrative around your career to enhance your game session or after-action reports.

[4.3.2] The Patrol Log Sheet is used to record information about each patrol assignment, including which target ships may have become damaged, sunk or taken as a prize, in helping determine your victory level (5.2).

[4.4] U-BOAT DISPLAY MAT SET-UP

[4.4.1] Place in front of you the U-boat Display Mat that corresponds to the U-boat type selected. You will be referencing this display continuously while conducting patrols to record the status of your boat and crew.

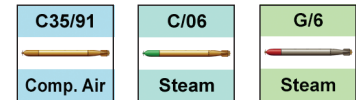
[4.4.2] Initially place the following markers on your Display Mat:

- Choose a starting rank or generate one using the chart at 11.2.2, then place the marker for the chosen rank – Lt zS (Leutnant zur See), Olt zS (Oberleutnant zur See) or KptLt (Kapitänleutnant) – in the Rank box.
- Place the Trained Crew Quality marker in the Crew Quality box. This is your starting Crew Quality.
- Place your U-boat marker in the In Port (Refit) box (located in the upper right of the Patrols section).
- Place the appropriate Torpedo and Deck Gun Ammo markers in the armaments section of your Display Mat (4.5 and 4.6).

Once all markers have been placed, game setup is complete. You are now ready to begin play and determine your first patrol assignment.

[4.5] TORPEDO LOAD

COMMENTARY: Early in the war, U-boats normally carried a balanced mix of older C35/91 (compressed air powered) or C/06 (steam powered) and newer G/6 (steam powered) torpedoes. The compressed air torpedoes had to be used at very short ranges. The steams were faster, more reliable, and could be used at longer ranges. All of these torpedo types left a wake of bubbles that could be seen during the day by vigilant members of a ship's crew.



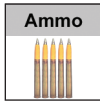
PROCEDURE

1. Consult the initial Torpedo Load information in the header section of your Display Mat (beside the Medal & Rewards box).
2. Select a total number of torpedo markers that corresponds with the total torpedo load count.
3. Place the individual torpedo markers in the numbered Forward and Aft Torpedo Tube boxes. Only one torpedo marker may be placed per box.
4. Place the remaining torpedo markers in the Forward and Aft Reloads Boxes. Note the total capacity for the Reloads Boxes and make sure the number of torpedo markers equals the capacity value.
5. The total number of torpedoes loaded will always equal the boat's capacity.
6. Torpedoes, once loaded and placed on the Display Mat, may never be swapped out or transferred between Forward and Aft positions. Only reloading is possible (4.5.1).
7. Once torpedoes are fired from the Forward/Aft Tubes during combat, the tubes may be reloaded. Forward Torpedo Tubes are reloaded with torpedoes contained in the Forward Reloads Box. Likewise, the Aft Torpedo Tube is reloaded with torpedoes contained in the Aft Reloads Box.

Note: the Forward Reloads Box provides separate boxes by torpedo type for ease of identification.

[4.5.1] Reloading can only occur if torpedo markers remain in the corresponding Reload Box. Once the Reload Box for a given section is spent, no reload is possible while out on patrol.

[4.6] AMMO MARKERS



[4.6.1] The Display Mat is used to track the Ammo rounds available for the Deck Gun for each combat round.

[4.6.2] Place two Ammo markers in the Ammo box for the Deck Gun.

[4.6.3] Each Ammo marker represents a number of Ammo rounds used for gunnery combat. Up to two Ammo points can be assigned to targets per combat round.

[5.0] HOW TO WIN THE GAME

GENERAL RULE

Although the war ends on 11 November 1918, all U-boats were ordered to return to Germany as of 21 October. A full game consists of completing numerous patrols up to and through October 1918. The game may end early if your U-boat is sunk, or if you as Commander are killed in action or taken prisoner after scuttling your U-boat. While the results of each patrol may result in promotion and crew advancement (or conversely, a drop in crew quality due to poor performance), the overall victory level is determined at the end of play based on total tonnage of ships sunk.

CASES

[5.1] ENDING THE GAME

[5.1.1] The game ends upon completion of your final patrol leading up to or through October 1918; no patrol assignments are conducted after that date.

[5.1.2] If it is determined after calculating the Refit Period that your next patrol assignment would commence after October 1918, the game ends.

[5.1.3] The game immediately ends, regardless of date, should you as Commander be killed in action or taken prisoner.

[5.1.4] Once the game has ended, you can determine victory.

[5.2] DETERMINING VICTORY

[5.2.1] Consult your Patrol Log Sheet at the end of play and add up the total tonnage of ships sunk during your career.

[5.2.2] Based on the total tonnage of enemy shipping sunk, your victory level and performance as U-boat Commander can be determined below.

DEFEAT: 0-49,999 tons sunk or your U-boat is captured due to unsuccessful scuttle attempt.

Note: the moment your U-boat is captured due to unsuccessful scuttle attempt, this results in an automatic "Defeat," regardless of tonnage amount for ships sunk.

You are a disgrace to the Kaiserliche Marine, your family, and yourself. If you have survived, consider a career after the war on land. If your U-boat was captured, you have delivered a German code book and other secrets into Entente hands, possibly sabotaging the entire U-boat campaign.

DRAW: 50,000-99,999 tons sunk

You have fulfilled your obligations to the nation. Book and moving picture offers after the war are probably not in the cards, however.

MARGINAL VICTORY: 100,000-149,999 tons sunk

You have enjoyed a modicum of success as a U-boat Commander. Your crew respects your abilities, and the Reichsmarineamt places you in training command after the war (assuming you were not killed or taken prisoner).

SUBSTANTIAL VICTORY: 150,000-199,999 tons sunk

You are one of the Kaiserliche Marine's top U-boat elite, and have gained the respect of your peers, your crew, and Commanders. You are often mentioned in the nation's papers and are offered a chance to help rebuild the German Navy after the war (assuming you were not killed or taken prisoner).

DECISIVE VICTORY: 200,000+ tons sunk

You are the scourge of the seas and the pride of the entire Kaiserliche Marine. Your legendary exploits place you at the top of the U-boat elite, and you are mentioned prominently in propaganda efforts. Your peers are amazed

Torpedo Load 6
3x C/06, 3x G/6
until Jun '16.
6x G/6 after Jun '16

Type U-31

(U-31 to U-41: available March 1915)

Random
Event

Forward Torpedo Tubes

C/06	C/06
Steam	Steam

Deck Gun

8.8cm Status	Unlimit
-----------------	-------------

Aft Torpedo Tubes

C35/91	C35/91
Comp. Air	Comp. Air

Forward Reloads
(total capacity 2)

C35/91	C35/91
Comp. A	Comp. Air

Aft Reloads
(none)

G/6

Damage

Hull	Hull								[SUNK]
Damage	<<< +1m refit <<< +2m refit +3m refit								
Flooding	Flooding								[SURFACE]
	<<< <<<								

Engines

Electric 1	Electric 2
4	4
Diesel 1	Diesel 2
4	4

Patrols

British Isles	Transit	Transit	British Isles	British Isles	British Isles (A)	British Isles	Transit	Transit
The Med	Transit	Transit	The Med	The Med	The Med	The Med	The Med	Transit

Misc.

Periscope	Wireless
4	2
Hydro phones	Batteries
4	4

Initial set-up for Type U-31 U-boat

Note that the Commander is a Kapitänleutnant (11.2.2) and the crew's experience level is "Trained" (4.4.2).

The Hull and Flooding damage markers are set aside. Torpedoes and Deck Gun ammo have been loaded.

Finally, the U-boat marker is positioned in the "In Port" box prior to rolling to determine the first patrol assignment for the game.

at your bold successes. You hopefully retire peacefully in what's left of Germany after the war.

[5.2.3] Should you be killed in action as Commander, you still (posthumously) determine your victory level. The same applies if you are taken prisoner.

[6.0] SEQUENCE OF PLAY

GENERAL RULE

Raiders of the Deep adheres to a discrete sequence of play for conducting numerous U-boat patrols. At its most abstract level, the sequence revolves around conducting patrols with a Refit action at the end of each patrol. While there are no discretely numbered "game turns" as with other turn-based systems, game play is broken down into monthly increments of time, as reflected by the Patrol Log Sheet. The game begins on the availability date of the U-boat type selected (first patrol assignment) and patrols are carried out up through October 1918. Each patrol takes one month to complete, while the number of months required to complete refit can vary by circumstance (U-boat damage and/or crew injury).

The following game play outline begins once a U-boat has been selected and the corresponding Display Mat has all markers placed (4.0, Game Set-up).

[6.1] GAME PLAY OUTLINE

1. DETERMINE PATROL ASSIGNMENT

- A. Consult U-boat Patrol Assignment Table (7.0) [P1]
- B. Enter patrol assignment on Patrol Log Sheet (on row corresponding to patrol start date)
- C. Place U-boat Marker on Display Mat beside first Travel Box of assigned patrol

2. CONDUCT PATROL

- A. Check for encounters for Travel Box occupied by consulting the current Encounter Chart (8.0) [E1]. If no encounter occurs, repeat this step for next Travel Box entered. If encounter is rolled, follow steps below:

RESOLVE ENCOUNTER

- a. Determine Random Event (if rolled, 12.0), or resolve Air or Ship Encounter (8.0). Engaging enemy ships in combat is always voluntary (8.1.4).
- b. You may perform additional rounds of combat as necessary against unescorted ships (9.4.3) or attempt to "Follow" escorted ships or Convoys (9.7) until the encounter is completed, reloading torpedoes between rounds.

- c. Additional rounds of combat may also occur should your U-boat be detected and undergo repeated depth charge attacks. This cycle repeats automatically until your U-boat escapes Escort Detection or is sunk.
- d. Attempt to Repair any Damaged U-boat systems once all combat rounds are completed (10.7).
Note: Following is still allowed once you escape detection.

- B. Proceed to next Travel Box and repeat until U-boat enters and resolves any possible encounter for final Travel Box (7.4). Upon completion, place U-boat marker in the In Port (Refit) Box.

3. REFIT U-BOAT

- A. Assess U-boat damage and duration required (10.10) to complete all repairs (record Refit duration on Patrol Log Sheet to determine when next patrol will begin).
Note: if the next patrol start date is after October 1918, the game ends.
- B. Check for Crew Recovery and possible replacement (10.11).
- C. Check for Crew Advancement (11.1).
- D. Check for Commander Promotion and/or Decorations (11.2 and 11.3).
- E. Check for possible Commander Reassignment (11.4).
- F. Replenish and set Torpedo Loads (4.5) and make sure you have the two Ammo markers (4.6) in anticipation of next patrol. All damage and crew injury markers should be removed from the U-boat Display Mat in anticipation of next patrol assignment.

Game play is conducted per the above sequence and is repeated until the game ends (5.1, Ending the Game), at which time victory can be determined (5.2, Determining Victory). The precise activities performed as outlined above are covered in the appropriate rules sections.

[7.0] CONDUCTING PATROLS

COMMENTARY: patrols are assigned mainly as a function of time, with the patrol zones shifting as the war progresses. The highly lucrative Mediterranean patrols begin in May 1915, when the Imperial German Navy sends its first submarines to the Mediterranean in response to the Anglo-French Dardanelles campaign.

GENERAL RULE

You will be assigned numerous patrol assignments as U-boat Commander during the course of your career, with the goal of completing each patrol successfully and

surviving the war. Successful patrols may increase your rank or lead to advancement of your crew. Patrols may comprise Special Missions or be altered based on U-boat type or other restrictions as noted in this section. Each patrol assignment is represented on the U-boat Display Mat with individually named Patrol Tracks, each consisting of multiple Travel Boxes that the U-boat will travel through. Patrols are conducted by placing and advancing your U-boat marker on the Track corresponding to your patrol assignment, and checking for any possible encounters for each Travel Box entered until returning to base.

PROCEDURE

Patrol assignments are determined based on the Flotilla the U-boat is assigned to for the month in which the patrol takes place. Before each patrol, look up your U-boat number on the U-boat Number Chart [B1] and note its color for the month of the patrol. Then cross reference it with the Flotilla patrol assignments on the Patrol Assignment Chart [P1]. If the U-boat number no longer exists (if the historical U-boat was sunk in a previous month), or if you transferred to a different Flotilla, then simply go by the Flotilla to which you were last assigned. If the Flotilla is disbanded, you join another Flotilla as stated on the Patrol Assignment Chart [P1].

CASES

[7.1] PATROL ASSIGNMENT PREPARATION

For U-class boats, if the patrol track for the next patrol has a box with an (A) in it, roll 2d6:

Roll 2d6	Result
2-11	Standard Patrol
12	Secret Agent Delivery

UB-class boats always perform a Standard Patrol. UC-class boats always perform Minelaying patrols.

[7.1.1] Enter your patrol assignment on your Patrol Log Sheet in the row corresponding to the start date of the patrol.

[7.1.2] Locate the Patrol Assignment in the Patrols section of your Display Mat and place your U-boat marker beside the first Travel Box (the Transit Box) that will be entered once your patrol begins.

[7.1.3] Confirm the U-boat Display Mat has all markers properly placed on it (4.0, Game Setup) to begin your patrol assignment.

[7.2] PATROL RESTRICTIONS

[7.2.1] THE BALTIC. A U-boat assigned to the Baltic operates only from April to November.

[7.3] SPECIAL MISSIONS

There are two types of Special Missions in the game, Secret Agent Delivery and Minelaying. Both are designated on certain U-boat Display Mats as “(A)” and “(M)” respectively. Secret Agent Delivery missions are a rare mission type for certain U-boats, whereas Minelaying missions are routine for Type UC II boats.

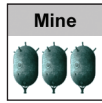
[7.3.1] SECRET AGENT DELIVERY (A)

To deliver a Secret Agent to an enemy or neutral country, the U-boat must drop off the agent by rolling on the current Special Missions table on the Encounter Charts [E1] when it arrives at the Mission (M/A) Travel Box. If there is no encounter, the mission is successful. If an encounter occurs, that encounter must be resolved first. If the U-boat is attacked, and survives, it must roll for another possible encounter before being able to drop off the agent. Continue this process until there is no encounter and the agent is dropped off, or the U-boat is sunk or is forced to surface/abort.



[7.3.2] MINELAYING (M)

This Special Mission is carried out only by Type UC II U-boats in the exact same way as Secret Agent Delivery. However, UC II boats always perform a minelaying mission. Mines are a delayed effect weapon, so the ships sunk by mines will be determined using the Target Roster for the month following the current patrol. Once mines have been successfully placed, follow the procedure below to determine the effects by rolling 1d6:



Roll 1d6 Result

1-3	Claim 1 ship sunk by mines in the following month by rolling on the Encounter Chart [E1] to determine target ship type, then rolling on the next month's Target Roster to determine the victim.
4-5	Claim 2 ships sunk in the following month using the same method as above, but rolling twice to determine the victims.
6	Claim 3 ships sunk in the following month using the same method as above, but rolling three times to determine the victims.

[7.3.3] Aircraft Encounters during a Special Mission (when the U-boat is executing the mission while occupying the Mission (M/A) Travel Box only), receive a -1 modifier on the Aircraft Encounter Chart [A1] due to the shallow waters the U-boat is forced to operate in. This modifier does not pertain to the other Travel Boxes while conducting a Special Mission.

[7.3.4] Success or failure of a Special Mission patrol assignment rests solely on whether the Special Mission was carried out successfully in the Mission (M/A) Travel Box, regardless of whether any ships were sunk during the patrol. This is an exception to 7.4.2. Any tonnage sunk

still counts towards the total tonnage sunk by the U-boat for all purposes.

[7.3.5] Random Events (12.0) cannot occur during a Special Mission patrol assignment in the Mission (M/A) Travel Box. They can occur in any other box during the mission.

[7.4] COMPLETING PATROLS

[7.4.1] A patrol assignment concludes once the U-boat has completed transit, returned to base by entering the last Travel Box on its Patrol Track, and resolved any possible encounters there. Place the U-boat marker in the In Port (Refit) box to indicate the patrol has ended and the Refit Phase will occur prior to the next patrol assignment being determined.

[7.4.2] Update the Patrol Log Sheet by totaling the tonnage of enemy shipping sunk, and indicate whether the patrol was a success or failure by placing an “S” or “F” respectively on the Patrol Log Sheet next to the patrol month. A patrol is a success if at least one enemy ship was sunk (**exception:** 7.3.4); otherwise the patrol is a failure. This is done to help keep track of when Crew Advancement may occur (11.1).

[8.0] PATROL ENCOUNTERS

GENERAL RULE

Several types of encounters may arise during a given patrol (involving enemy shipping or aircraft), and the likelihood and nature of an encounter is reflective of the patrol assignment itself. Shipping encounters vary by the number and type of ships you can engage.

PROCEDURE

For each Travel Box entered on the Patrol Track, consult the Encounter Chart [E1] to determine if an encounter occurs. If no encounter occurs, play immediately proceeds by advancing your U-boat Marker to the next Travel Box and checking again. When a ship encounter occurs, proceed by following the Encounter Chart to determine the number and type of target ships being engaged, their size and identity, whether they are under escort, and the time of day the encounter will take place. For Aircraft Encounters, immediately resolve Aircraft Combat (9.10, Aircraft Encounters).

CASES

[8.1] TYPES OF ENCOUNTERS

[8.1.1] Roll once per Travel Box for a possible encounter. If no encounter occurs, nothing happens; advance the U-boat to the next Travel Box and roll again. **Exception:** in some cases, an Encounter Multiplier (8.1.7) creates between 1 and 8 encounters in travel boxes during a patrol, which means you must roll for encounters that many times before advancing to the next Travel Box. Also, one may have to roll for an additional encounter when attempting

to carry out a Special Mission (7.3.1, 7.3.2). An Inoperable Diesel engine will also require an extra encounter roll (10.2.1).

[8.1.2] The Encounter Charts [E1] specify the type of engagement that occurs, either against enemy shipping or enemy aircraft.

Engagements against shipping vary by number of ships and type (8.2, Determine Ship Size and Identity), as well as whether an escort exists.

[8.1.3] Convoys always consist of four ships. Capital ship encounters and Convoy encounters always include enemy Escorts. The following encounters do not include Escorts: Ship, Two Ships.

Note: convoys, of course, consisted of more than four ships in most cases. However, for game purposes, these four ships represent the ones in your vicinity that you may target.

[8.1.4] Combat against ships is always voluntary. Players may decide, after identifying the target(s), to avoid combat altogether. If so, simply advance the U-boat marker to the next Travel Box (or make the next roll if in a patrol in which there is an Encounter Multiplier and you have not yet rolled the required iterations); the encounter has ended and the U-boat is undetected.

[8.1.5] If an Aircraft Encounter occurs, immediately resolve the combat (9.10, Aircraft Encounters). You may not choose to avoid combat with Aircraft.

[8.1.6] Encounters are ignored when a Random Event is triggered (12.0, Random Events).

[8.1.7] ENCOUNTER MULTIPLIER

During a patrol, every natural “12” Encounter roll (6+6) including the first (which also results in a Random Event) results in the player getting an Encounter Multiplier, which multiplies the number of encounters for every Patrol Box (i.e. not including Transit Boxes) in a single patrol, but only in the British Isles, English Channel, or Mediterranean Sea. Every Encounter Multiplier may be used immediately, or the player may make a note of them as they happen and save them for later patrols.

To use an Encounter Multiplier, at any time during a patrol (for greatest effect, before entering the first Patrol Box), roll 1d6 (+1DRM if you have Elite Crew and +1DRM if the Commander has received the Hanseatic Cross) to determine the multiplier. Multiply the number of encounters for all the remaining Patrol Boxes in the current patrol by the modified number rolled. For example, if you have an Elite Crew but no Hanseatic Cross, and you roll a 4, instead of having 1 encounter per patrol box, you get 5 (4 + 1 for the Elite Crew).

Players will usually find it beneficial to keep these modifiers for later patrols when the Commander and crew are seasoned, and when the strategic situation is favorable. Careful use of this benefit can make a huge difference in the Commander's fortunes, turning even a

mediocre patrol into a chance to become the U-boat Ace of Aces. On the other hand, waiting too late to use the benefit can result in facing greater danger from mines, aircraft, and escorts.

It's possible that an Encounter Multiplier will be used on a patrol that includes a Special Mission. In such cases, multipliers DO NOT count for the Travel Box where the Special Mission takes place. Once the Special Mission is complete, move to the next Travel Box.

[8.2] DETERMINE SHIP SIZE AND IDENTITY

[8.2.1] Consult the Encounter Charts [E1] and roll 1d6 for each target ship to determine its general size. Use the Determine Ship Size Table at the bottom. For convoys, roll 4d6 to determine the size of the four target ships closest to your attack position.

[8.2.2] To determine each ship's exact size and identity, use the Target Ship Roster Charts [T1] for the current date to determine the identity and corresponding tonnage size for each target ship.

[8.2.3] Record the tonnage of each ship on your Patrol Log Sheet, as it will count when determining the level of victory. Optionally, you may record the target ship name as well for game replay narrative purposes only.

Note: charts contain some warships (marked in red on the charts for easier identification); these can be attacked as regular freighters, except that, since they are armed, they must be attacked while submerged.

[8.2.4] When recording target ship names (optional), in the event that a Target Roster die roll results in a duplicate of a ship already sunk in the same career, choose the nearest legitimate ship to the number rolled (in a tie, next lowest beats next highest). If no legitimate target is available during the current month, roll on the closest earlier month's roster with a legitimate target. If no legitimate target is available in an earlier month, there is no possibility of combat in the current travel box (it was a false alarm).

Small Freighter <5000T ②	Large Freighter ≥5000T ③	Large Freighter ≥10000T ④	Cressy 12000T ⑤
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Historical Note: all ships identified on the target rosters were actually sunk during that particular month of the war.

[8.2.5] As you identify type and size of ship targets, select the corresponding Target Ship marker that will be placed on the U-boat Combat Mat to resolve combat. The circled number on the ship markers indicates the amount of damage required to sink the ship (based on the tonnage value of the ship). Generic markers are provided for small and large freighters. Each of the Capital ships is represented by its own unique marker.

[8.2.6] Once ships have been identified, players may decline to attack. If so, the encounter is over and the U-boat is undetected. Move your U-boat to the next Travel Box (or make the next roll if in an Encounter Multiplier situation and you have not yet rolled enough iterations).

Note: Why decline to attack? Maybe you are low on torpedoes, and want to wait for a bigger target. Maybe you were hoping for an unescorted target because you have no torpedoes, or your U-boat is damaged. You may decline to attack for any reason.

[8.3] DAY AND NIGHT ENGAGEMENTS



[8.3.1] For each engagement, consult the Encounter Charts [E1] and roll 1d6 to determine the time of day (Day or Night) for the encounter. The time of day can have an impact on torpedo attacks and detection, and Night Surface Attacks can only be conducted at Night, obviously.

[8.3.2] Once all ships have been identified (8.2, Determine Ship Size and Identity), the player may attempt to switch from Day to Night at the risk of losing contact (**exception:** attacks on undamaged Capital ships may not be changed from Day to Night). Consult the Encounter Charts [E1] to attempt changing to Night (there is never any reason to change to Day). You run the risk of losing contact with the target (on a roll of 5 or 6), in which case the encounter immediately ends.

[8.3.3] Once the time of day is determined, place the Day/Night marker on the U-boat Combat Mat with the appropriate side face up.

[8.3.4] When Following target ships that are already damaged, no roll is necessary; the Commander may choose Day or Night (9.7.5).

[9.0] COMBAT

GENERAL RULE

Combat takes place during a patrol assignment when an encounter occurs, or as called upon by a Random Event. Your objective as U-boat Commander is to target and sink as much enemy shipping as possible, while withstanding any possible escort depth charge attack or aircraft attack. Combat against enemy ships is voluntary, and may consist of several combat rounds, including the possibility to Follow a ship or Convoy with the hope of engaging it again. If Escorts are involved, enemy detection may occur, followed by ramming and/or depth charge attacks. A player may opt to withdraw from an engagement following the first round of combat. Note, however, that a U-boat may have to withstand numerous rounds of escort depth charge attacks until it is able to successfully escape detection to end an encounter.

Mine encounters and Aircraft attacks are resolved separately from shipping engagements (9.8, Mines and Submarine Nets and 9.10, Aircraft Encounters).

PROCEDURE

The U-boat Combat Mat [U4] is used to resolve attacks against enemy ships (9.2). Once all targets have been identified and placed on the Combat Mat, and the time of day has been determined, the U-boat Commander must decide how to conduct the attack (or whether to attack at all). Choose between submerged or surface attack (including Night Surface Attack), as well as the range to engage the enemy targets. The existence of escorts can have a direct bearing on the aspect of the attack chosen, as this will determine if or when Escort Detection will occur.

Place Torpedo and/or surface gunnery Ammo markers from the U-boat Display Mat into the Torpedo or Gun Attack box on the Combat Mat corresponding to the target selected. Resolve U-boat attacks using the U-boat Torpedo/Deck Gun Fire Chart [U1] and resolve any Hits by checking for any possible torpedo duds on the Torpedo Dud Chart [U2]. Apply all modifiers as necessary. Roll once for each Hit scored on the Attack Damage Chart [U3] to determine the amount of damage, if any, the ship target must absorb. Damaged ships should be noted by placing a checkmark on the log sheet to track them, and sunk ships should have their tonnage value on the log sheet circled to record the sinking. Under certain circumstances, the U-boat may initiate another combat round or attempt to Follow the enemy ship or Convoy. Note, however, that initiating another round of combat against an unescorted target involves rolling on the Add'l Round of Combat Table of the Encounter Chart [E1], which runs the risk of escorts or aircraft arriving on the scene.

When escorts are involved, consult the Escort Detection Chart [E2]. If detected, the U-boat undergoes an immediate ramming attack and possibly depth charge attack by consulting the Escort/Air Attack Chart [E3] to determine if any Hits occur. Apply all modifiers as applicable. U-boats may attempt to slip away from detection by declaring they are Exceeding Test Depth, but take Hull damage as a result. For each Hit scored on the U-boat, which is recorded using the Incoming Hits marker on the Combat Mat [U4], consult the U-boat Damage Chart [E4] to determine the nature of damage caused by each Hit. The result of damage inflicted is explained on the U-boats Damage and Repair Chart [E5]. Be sure to place or adjust the appropriate Damage markers on the U-boat Display Mat as damage occurs. The U-boat must then try to withstand continued depth charge attacks by returning to the Escort Detection Chart [E2]. This process is repeated until the U-boat either escapes detection, is destroyed, or is forced to the surface.

CASES

[9.1] U-BOAT COMBAT MAT

[9.1.1] Place all target ship markers on the U-boat Combat Mat [U4]. There are four numbered columns, one for each target ship (four is the maximum number of targets possible in an encounter) that includes a number of boxes representing the amount of damage a ship can absorb. Some target columns will be ignored if you have less than four target ships involved in the engagement. The size and total tonnage (t) of the ship determines which box the ship marker should initially occupy, based on the amount of damage it can absorb before being sunk.

Example: a large freighter of 7,600t would be placed in the 3 Damage box. A large freighter with 10,000t or more would be placed in the 4 Damage box. The large freighter marker itself displays a circled 3 or 4 indicating the total damage it can absorb prior to being sunk (based on its associated tonnage value).

[9.1.2] Not all ship markers must be targeted for attack. You are simply placing all ships that are eligible targets for torpedo and/or surface gunnery fire. You may decide just to fire on one target ship, even if up to four ships are present, or no ships at all. If you decide not to attack, the encounter immediately ends. Skip detection.

[9.1.3] Place the Day/Night marker on the U-boat Combat Mat [U4], with the appropriate side up indicating the current time of day for the engagement.

[9.1.4] Place the Range marker in the appropriate box that corresponds to the range the U-boat will use to engage the enemy ships.

Note: although deck guns may fire at long range, some torpedoes may not, as torpedo guidance for torpedo types available early in the war was not precise enough to allow attacks at the ranges deck guns were viable.

[9.1.5] Place the U-boat Surface/Submerged marker in the appropriate box that corresponds to the approach your U-boat is taking to engage the enemy ships.

[9.1.6] Place the Escort marker in the Escort box located above the four numbered target columns if escorts are present. If no escorts are present, the Escort box will be empty.

[9.1.7] Place the Incoming Hits marker alongside the Incoming Hits on U-boat Track, for possible use if the U-boat comes under attack.

[9.2] CONDUCTING SHIP COMBAT

[9.2.1] Decide if the U-boat will be firing torpedoes, and if so, if firing Forward or Aft torpedoes. Using both in the same round will make you easier to detect (+1 modifier on the Escort Detection Chart, 9.6) and may only be done via Night Surface Attack (9.5) or against unescorted targets. You may fire from as many or few tubes as you desire; you are not required

to fire all torpedoes from the Fore or Aft tubes. Place torpedoes in the Torpedo or Gun Attack box on the Combat Mat that corresponds to the ship you are targeting. All torpedoes must be placed on the Combat Mat before rolling to see if the first torpedo hits. You may allocate your torpedoes any way you wish, including firing them all at one target.

[9.2.2] If firing at Close Range against ships with escort, roll on the Escort Detection Chart [E2] (9.6) prior to firing torpedoes. If at Medium or Long Range, you always fire your torpedo salvo prior to checking for Escort Detection.

U-boats attempting to go to Close Range are detected on a modified 2d6 roll of 10 or higher. Only the Pour le Mérite modifier (-1) applies to this detection roll. If the Commander is SW or KIA the Pour le Mérite modifier cannot

be applied. If the boat is undetected, it may continue with its attack. If detected, however, it cannot attack, and undergoes an immediate ramming attack and possible depth-charging as if it had been detected normally. The detection/depth-charge process continues normally at that point.

If you are detected at Close Range, return the torpedoes to your U-boat Display Mat, as they will not be fired or expended during this engagement (you must now escape detection from the Escort with no chance remaining to engage the enemy targets).

If not detected initially at Close Range, you must check again for Escort Detection after firing torpedoes, where all normal modifiers apply, including +1 for Close Range.

The diagram illustrates the U-boat Combat Mat layout. At the top, there are four boxes for 'Air Attack', 'Escort', 'Day/Night', and 'Surface/Submerged'. Below these are four columns labeled 'Target 1' through 'Target 4'. Each column has five damage boxes: '1 Damage', '2 Damage', '3 Damage', '4 Damage', and '5 Damage Capital Ship Sunk'. The '2 Damage' box for Target 2 contains a 'Small Freighter <5000T' marker with a circled 2. The '3 Damage' box for Target 3 contains a 'Large Freighter ≥5000T' marker with a circled 3. The '4 Damage' box for Target 1 contains a 'Large Freighter ≥10000T' marker with a circled 4. To the right of the grid are three range boxes: 'Close Range', 'Medium Range', and 'Long Range'. Below the grid are four 'Torpedo or Gun Attack' boxes. At the bottom right is an 'Incoming Hits on U-boat' track with four numbered slots (1-4). An 'Incoming Hits' marker is placed on the track. The diagram also shows various ship markers and a 'Steam' marker.

Combat Mat set-up example. Your U-boat is engaging a convoy (note the Escort marker present) during the Day at Medium Range. Ship targets #1 and #3 only are being targeted with a torpedo salvo of two G/6 Steam and two C/06 (steam) torpedoes. The tonnage value of the Large Freighter in the first column is at least 10,000 tons, while the Large Freighter in column 3 is between 5,000 and 10,000 tons, based on the space each occupies on the numbered Target track, on the tonnage value of the marker, and on the circled damage value shown on each marker.

Note: this is the calculated risk of conducting an attack at Close Range against enemy ships under escort. You have to roll for Escort Detection twice (once before torpedo fire and again after torpedo fire), and once you are detected, you can never engage the enemy. Your sole focus becomes one of survival at which point you can decide if you are going to attempt to Follow to re-engage.

[9.2.3] Roll for each torpedo fired on the U-boat Torpedo/Deck Gun Fire Chart [U1] to determine if any Hits are scored.

Note: the probability of scoring a Hit increases based on shorter range to the target ship. Certain modifiers may also apply; these are listed on the Chart.

[9.2.4] Consult the Torpedo Dud Chart [U2] and roll for each torpedo that scored a Hit.

Historical Note: dud torpedoes were a problem in the Great War just as they were in WWII.

[9.2.5] For any of your torpedoes that Hit [U1] and that are not Duds [U2], you now roll for damage on the Attack Damage Chart [U3]. The number of damage points scored is denoted by adjusting the position of the target ship upward on the Combat Mat. Any amount of damage that is insufficient to sink the target is considered to have “damaged” the target ship (important for Following purposes, 9.7.6). When sufficient damage has been incurred that is equal to or greater than the total amount of damage a ship can take, the ship is sunk.

Note: the Attack Damage Chart [U3] (as well as the Combat Mat [U4]) lists the total damage points required to sink each ship type.

Example: following our Combat Mat set-up to the left, if the Large Freighter (Target #1) takes 3 damage points, it is moved up from the 4 Damage space to the 1 Damage space, indicating that it will be sunk if 1 more Damage Point is taken. If the other Large Freighter (Target #3) takes 3 Damage Points, it is moved all the way up to the Target 3 space and considered sunk (no damage points remain that it can absorb).

[9.2.6] Record a ship being sunk by circling its tonnage value on the log sheet. Denote a damaged but still floating ship by placing a checkmark next to it on the log sheet.

[9.2.7] A single round of combat typically involves U-boat fire followed by an Escort Detection attempt (9.6, Escort Detection and Depth Charges) if any Escorts are present (**exception:** U-boats detected at Close Range cannot fire at enemy ships, 9.2.2), per the Combat vs. Escorted Ships outline on the U-boat Combat Mat [U4]. If Escort Detection is successful, combat rounds will continue with repeated Escort Detection attempts and

depth charge attacks until the U-boat can escape detection or is sunk/forced to surface. The U-boat Commander may also initiate an additional round of combat if engaging unescorted ships (9.4, Unescorted Ship Targets).

Historical Note: players may wonder why they cannot attack the escorts. If an escort shows up on the target roster, you can, because it is simply cruising from one place to another, and not involved in escort duties. However, when they were actively protecting convoys or capital ships, they were vigilant, fast-moving and very difficult to hit. With the torpedo technology of the time, the chances of hitting a maneuvering escort were very low. It did happen occasionally, but more through luck than skill.

[9.2.8] At the end of an encounter you may reload your torpedo tubes if any reloads are available (procedure in 4.5). Reloading also occurs prior to an Additional Round of Combat (9.4.3) or before trying to Follow a ship or convoy (9.7).

[9.3] BOARDING PARTIES, SCUTTILING, EXPLOSIVES, ETC. (SINKING SHIPS THE OLD FASHIONED WAY)

COMMENTARY: During the Great War, deck guns were often used only to fire a shot across a freighter’s bow to encourage surrender. They could be used if a freighter tried to make a run for it, or to sink vessels after the ship’s crew had evacuated, but most commanders preferred to save ammunition if possible, and instead sent men aboard the ship to open sea valves (which expended no ammunition at all) or to sink the ship with demolition charges. Deck gun ammo markers are used to simulate all these methods.

[9.3.1] U-boats conducting surface attacks against unescorted civilian ships (only) are eligible to use their Deck Gun in conjunction with or in lieu of torpedo salvo fire. Deck gunnery fire is never permitted when escorts are present or when attacking armed or potentially armed vessels (marked in red on the target rosters).

[9.3.2] Deck gun ammo in this game is used to simulate the various non-torpedo methods used to sink cargo ships or take them as prizes. Thus, the U-boat Display Mat lists infinite ammo capacity for the Deck Gun. There are two Ammo markers used during a patrol, indicating that two points of Ammo can be used per combat round. Each point of ammo can be directed at a different target.

Note: each 1 point of Ammo represents between 1 and 25 actual rounds, or an attempt to board and scuttle a ship, take it as a prize, or to sink it using explosives. Ammo markers may be flipped to indicate a boarding action, but the procedure remains the same.

[9.3.3] Firing a Deck Gun is similar to resolving torpedo fire, except that there is no need to consult the Torpedo Dud Chart (the shells are never duds). To conduct Deck Gun fire, after checking any small freighters to make sure they are not Q-Ships (9.9), roll on the U-boat Torpedo/Deck Gun Fire Chart [U1]; any Hits scored are rolled for on the Attack Damage Chart [U3] to determine the amount of damage inflicted on the target ship.

Because deck gun use in this game is somewhat abstract, it may help to consider deck gun ammo usage in the following way:

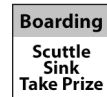
Miss: this indicates the firing of an initial warning shot (which does no damage), a failed attempt of a boarding party to scuttle the ship or take her as a prize, failure of demolition charges to explode, or ineffective deck gun fire.

Hit but ship still afloat: this indicates a partially successful attempt to sink or take a ship by one of the above methods.

Hit and ship sunk: either the scuttling attempt worked, the demolition charges sank the ship, you finished the ship off using the deck gun, or a prize crew successfully boarded and took control of the ship.

After the combat round ends, reload the Deck Gun by placing the Ammo markers back in their box on the U-boat Display Mat, ready for the next combat round. Unlike torpedoes, which are discarded after use, the Ammo markers are assigned to targets per round, but not discarded.

[9.3.4] Damage to the Deck Gun prevents all attempts to board, scuttle, or take ships as prizes. Ships will not stop to be boarded unless they are persuaded to do so by a shot across the bow.



[9.3.5] During the course of a patrol, any unescorted small freighter may be taken as a prize. After any successful surface gunnery attack on a small freighter (i.e. “sunk” result), the Commander may mark the ship taken as a prize with a “(p)” on the Patrol Log Sheet. Prizes taken count double their tonnage when determining decorations (11.3). Prizes may be taken only once per patrol, as the U-boat has only a limited crew available for such activities. Once a prize has been taken, the decision is final — if a larger ship comes along later in the patrol, it cannot be chosen as a prize.

[9.4] UNESCORTED SHIP TARGETS

From August 1914 to February 1915, and from October 1915 until February 1917, all unescorted merchant ships must be attacked on the surface. This is to simulate the fact that, in the beginning of the war, all nations abided by Prize Rules, known as “Cruiser Rules;” the crew of any civilian ship of an enemy power had to be given time to abandon ship in lifeboats before a prize was taken or destroyed. Torpedoes may still be used (if so, the assumption is that the merchant has surrendered on sight and

you have given the crew time to evacuate). Between March and September 1915, and from February 1917, unrestricted submarine warfare is in effect, and any ship may be attacked while the U-boat is submerged. There is a reminder of the rules of engagement on the Encounter Charts [E1].

[9.4.1] An encounter result of “Ship,” or “Two Ships” means the target ship(s) are not escorted. They are effectively sitting ducks.

[9.4.2] Due to lack of escort, there is no Escort Detection conducted for the combat round. In effect, the U-boat has a free shot and can fire at Close Range without running the risk of being detected before being able to fire. Follow the procedure in 9.2, Conducting Ship Combat, for the first round of combat, but do not roll for Escort Detection.

Note: typically in such cases, the U-boat Commander may opt for a surface attack at Close Range in order to fire his Deck Gun (up to two points of Ammo) in lieu of, or in addition to, any torpedo salvo attack.

You may fire one weapon type (Forward Torpedo, Aft Torpedo, or Deck Gun) and see the result before firing the next type. But you must commit the number of Forward Torpedoes/Aft Torpedoes/amount of Deck Gun Ammo before firing each type of weapon. You may fire the weapons in any order. When firing torpedoes, you use the -1 bonus as in 9.5.1 as you have enhanced visibility. Also, firing from both ends of the U-boat does not incur the +1 penalty in 9.5.2 (you are not rushed).

Example: you come across a large freighter (13,000 tons) and decide to fire your deck gun, and commit 2 points of ammo. Both points miss. You then decide to fire 2 Aft Torpedoes, resulting in a miss and a dud. Frustrated, you decide to fire all 4 Forward Torpedoes. The first point hits, scoring four points of damage and sinking the large freighter, but you still must expend the second, third, and fourth torpedo.

[9.4.3] ADDITIONAL ROUND OF COMBAT

If, for whatever reason, an unescorted target was not sunk during the initial round of combat, the player may choose to initiate an additional round of combat. To do so, reload (if you have reloads available, 4.5.1) any torpedo tubes, and roll on the Add'l Round of Combat Table on the Encounter Chart [E1]. If the result is “Escort,” the target ship(s) are now considered to be under escort and Escort Detection is resolved immediately, regardless of what range the U-boat is to the target. If the U-boat avoids this detection, it still must check for Escort Detection again for the new combat round, per the standard ship combat rules (9.2.2). If the result is “Aircraft,” the U-boat must abort the attack, dive immediately and resolve the Aircraft Encounter (9.8). If no “Escort” or “Aircraft” is encountered, the U-boat has another round to attack the unescorted target without fear of Escort Detection or reprisal.

[9.4.4] There is no limit to the number of additional rounds of combat the U-boat may pursue against unescorted targets. However, once escorts appear as a result of the Encounter die roll, no additional round of combat can be attempted following the round they appear (instead, refer to 9.7, Following Escorted Ship or Convoy).

[9.4.5] Additional rounds of combat are only permissible against unescorted ship targets.

[9.4.6] If the U-boat is engaging an unescorted target and an Escort appears as a result of rolling for an Additional Round of Combat, the U-boat is automatically considered submerged. No range modifiers apply.

Note: U-boats may never be on the surface when Escorts are present during the day. They have effectively spotted the approaching Escort from a distance and have since submerged.

[9.5] NIGHT SURFACE ATTACK



[9.5.1] If the encounter is at night, the player can conduct a Night Surface Attack. This allows for slightly better torpedo calculations due to the increased visibility. During the first round only, a Night Surface Attack also suffers from a negative modifier on the Escort/Air Attack Chart [E3], and the U-boat cannot attempt to Exceed Test Depth (9.6.4) as the boat is essentially still too close to the surface.

[9.5.2] U-boats conducting a Night Surface Attack may fire an immediate second salvo from the other end of the U-boat as part of their initial firing action. However, there is a negative modifier when rolling to hit on the U-boat Torpedo/Deck Gun Fire Chart [U1] (for the second salvo only), while also increasing the likelihood of being detected if escorts are present [E2]. To conduct this second salvo, place available torpedoes (from the load section opposite the ones just fired; for example, if you fired Forward Torpedoes, you may fire the second salvo from the Aft Tube) onto the U-boat Combat Mat and resolve this attack immediately. Resolve the torpedo attack normally (9.2.3) but with a +1 to hit. You must commit to this action before firing any torpedoes (i.e., you cannot wait to see the results of the first salvo before deciding to fire the second; note that this is different from an attack on an unescorted ship, where you can wait to see the results).

Note: Commanders who are Hanseatic Cross holders disregard the firing penalty for firing a second salvo.

[9.6] ESCORT DETECTION/DEPTH CHARGE CYCLE

The Escort Detection/Depth Charge Cycle consists of an attempt by the Escorts to detect your U-boat. If successful, the Escorts will

attempt to ram and/or depth charge your ship. They then go to the beginning of this cycle and must attempt to Detect your U-boat again. Each loop through this cycle constitutes a single round of combat. The Cycle ends with the U-boat escaping the escorts, ending the Escorts' combat round and the encounter, or the U-boat sunk/forced to surface, ending the game.

[9.6.1] U-boats engaging enemy ships under escort must roll for Escort Detection [E2]. This roll occurs prior to conducting fire from Close Range and again after firing (if the U-boat was not detected before firing). For Medium and Long range, the U-boat may fire first and must then roll for Escort Detection.

[9.6.2] If a U-boat wishes to conduct an additional round of combat against unescorted targets, a roll on the Add'l Round of Combat Table of the Encounter Chart [E1] is required. Depending on the die roll, an Escort may arrive. This means an Escort has not only shown up on the scene, but the U-boat must immediately undergo Escort Detection [E2]. If the U-boat is undetected for this check, the U-boat must check again for Escort Detection during the same combat round, per 9.6.1, after firing. Hence, the escorts get two detection attempts for the round, just as if it were an attack at Close Range.

[9.6.3] All modifiers are cumulative for both Escort Detection attempts and for Escort/Air Attack. The Night Surface Attack modifier is used every round for Escort Detection but only the first round for Escort/Air Attack. The Firing Fore and Aft modifier is only used on the first round of Escort Detection.

[9.6.4] EXCEEDING TEST DEPTH

U-boats may attempt to slip away from the escorts by declaring they are exceeding test depth—but this is a risky proposition. Prior to conducting the Escort Detection attempt, the player must decide if he is going to attempt to increase his chances to slip away by exceeding test depth and diving deeper than is safe. The U-boat automatically takes one Hull damage and then rolls 2d6.

- If the roll is less than the current number of damaged Hull boxes, the U-boat implodes and sinks.
- If the roll is equal to the current number of damaged Hull boxes, the U-boat takes one additional Hull damage, and immediately rolls again.
- If the roll is greater than the current number of damaged Hull boxes, there is no effect, and the Escort detection roll gets the -1 favorable modifier to escape detection (this round only).

[9.6.5] There is no limit to the number of times a U-boat may attempt to exceed test depth, although it may only be attempted once per combat round, following the procedure above. Each time the U-boat must absorb at least one Hull damage and roll 2d6 as explained above.

[9.6.6] U-boats cannot exceed test depth during the first combat round of a Night Surface Attack. They are considered too close to the surface at this time.

Design Note: taking your U-boat deeper than it was designed to go is obviously suicide if you've already suffered significant hull damage. However, there may be situations when you have little or no hull damage yet, but have suffered leaking fuel tanks, battery damage, etc. In those cases you may wish to consider using this option. Although some players may think they can abuse this by constantly using it, the mandatory one Hull damage means they will always be refitting for at least one extra month per patrol, reducing their time at sea in the long run.

[9.6.7] To check for Escort Detection, add/subtract all the modifiers listed under the Escort Detection Chart [E2] to get a single addition/subtraction Die Roll Modifier (DRM). Roll 2d6 and apply the DRM. On a modified roll of 8 or less, or an unmodified roll of 2, the U-boat is undetected, and the encounter ends. On a modified roll of 9-11, the U-boat is detected and will undergo attacks on the Escort/Air Attack Chart [E3]. If a modified 12 is rolled, the U-boat will undergo an attack on the Escort/Air Attack Chart [E3] with a DRM of +1 in addition to any other DRMs that apply.

[9.6.8] RAMMING AND DEPTH CHARGE ATTACK

COMMENTARY: At the beginning of the Great War, it could take up to 2 minutes for a U-boat to submerge, so ramming was an effective ASW tactic, but it was only effective until the U-boat went below 30 feet, after which the U-boat was effectively safe. From March 1916 on, depth charges began to be the most effective weapon against U-boats, accounting for the destruction of at least 28 by the end of the war. However, ramming remained a sure way to sink U-boats right up until the end of the war, and it played a role in at least 25 U-boat sinkings.

The first time a U-boat is detected during the Escort Detection/Depth Charge Cycle, it first undergoes a ramming attempt. This is accomplished by rolling on the Escort/Air Attack Chart [E3] with a +2 modifier if it was detected on the surface, in addition to any other applicable modifiers. Unlike the standard results, a modified result of 7 or less results in no effect: the ramming attempt fails.

After the ramming attempt (and still in the same combat round), if the patrol takes place from March 1916 until the end of the war, the U-boat undergoes a depth charge attack by rolling on the Escort/Air Attack Chart [E3]. To resolve the attack, add/subtract all the modifiers listed under the Escort/Air Attack Chart, and (only until July 1917) add a -1 modifier for every escort depth charge attack after the first, up to a maximum of -3 (this modifier is cumulative, so the second attack gets -1, the third gets -2, the fourth and every attack after gets the maximum -3). Then roll 2d6. This determines the number of Hits inflicted on the U-boat,

which can be tracked on the U-boat Combat Mat [U4] using the Incoming Hits marker. On a modified roll of 2-3, the U-boat suffers no damage, but it still must undergo another Escort Detection attempt. On a modified roll of 13 or more, the U-boat is immediately sunk and the game ends. See 5.2, Determining Victory, to see how you did. If the modified roll was 4-12, a number of Hits will be inflicted on the U-boat.

Note: the modifier "KMDT is PLM" means that the Commander has been awarded the Pour le Mérite.

[9.6.9] If any Hits were inflicted, you must roll a 1d6+1d6 for each Hit. Use dice of two different colors and designate one to be the "tens" digit and the other to be the "ones" digit. This will produce a result between 11 and 66. Roll the two dice once for each Hit inflicted, and find the result on the U-boat Damage Chart [E4]. Immediately mark any damage with damage markers for each Hit before rolling for the next. If any of the hits affect the Crew, resolve the Hit immediately on the U-boat Damage and Repair Chart [E5] before resolving the next Hit (9.6.10 below for procedure). Hits with "x2" after them count as 2 of that type of Hit (but do not reduce the number of Hit determination die rolls). If any Hit sinks the U-boat (either immediately or because of accumulated Hull damage) or forces it to the surface (because of accumulated Flooding), the game is over; see 5.2 to determine your level of victory.

[9.6.10] CREW HIT RESOLUTION

If while rolling for damage effect a Crew Hit is the result, go to the U-boat Damage and Repair Chart [E5]. Roll 2d6 (no modifiers) to determine which crew member is affected. If the affected crew member is already KIA or not present (the Secret Agent will only be present on that type of mission) then treat as "no effect." Otherwise, roll 1d6 to determine the severity of the wound.

[9.6.11] If the Hull Damage marker reaches the last box, the U-boat is sunk (the hull has been crushed by damage and water pressure). If the Flooding marker reaches the last box, then the U-boat is forced to surface and you must attempt to scuttle, per 10.9. In either case, the game is over; see 5.2, Determining Victory.

[9.6.12] Once detected, continue the Cycle by going back to 9.6.3. Note that for the second and all subsequent loops through the Cycle, the Escorts receive a +1 (total, not cumulative per loop) DRM for having previously detected your U-boat. The Cycle (and the encounter) ends with either the U-boat escaping through a failed Detection roll by the Escorts (9.6.7), or with the U-boat sunk or forced to surface (9.6.11), in which case the game is over.

Example: in 1916, your U-boat is detected after attacking while submerged at Medium Range. The torpedo attack is during the day, so the Escorts receive a +1 on the Detection Attempt. The Escorts roll an 8, which becomes a 9, and you are detected. If you survive the ramming attack, the Escorts will receive a +1 for the daytime attack and a +1 for Previous

Detection (and depending on what damage you took, possibly more additions to the die roll) for a total of +2. On the next roll, the Escorts get a 9, which becomes an 11, so you are detected. If you survive, the Escorts are now at +1 (+1 for daytime torpedo attack, +1 for Previous Detection, and -1 for it being the second escort depth charge attack), assuming no other damage. You do not add a second +1 for Previous Detection.

[9.7] FOLLOWING ESCORTED SHIP OR CONVOY

[9.7.1] Generally, once the initial combat round is completed, the encounter ends and the player advances his U-boat marker to the next Travel Box on the appropriate Patrol Track. However, if a player wishes to continue to engage an escorted ship or Convoy, the U-boat marker remains in its current Travel Box so the U-boat can attempt to Follow the ships or Convoy it is presently engaged with. Please note that all rules in this section pertain both to Convoys and Escorted ship results (Ship + Escort, Two Ships + Escort).

[9.7.2] Following is not permitted against unescorted ships. Instead, the U-boat Commander can consider an additional round of combat (9.4.3).

[9.7.3] U-boats that have been detected, and perhaps even damaged by escorts, can attempt to Follow the ships or Convoy previously engaged once they have escaped detection. Be sure to conduct any U-boat Repairs (10.7) prior to attempting to Follow.

[9.7.4] Due to its inherent speed, a Capital ship can never be Followed unless it is damaged. This also means you may not Follow to change Day to Night and is an exception to 8.3.2. Furthermore, a damaged Capital ship always retains its escort (no need to roll to determine if the escort remains with them, per 9.7.6).

[9.7.5] If Following is successful (see 9.7.6 for procedure), roll to determine time of day (8.3). If Day is rolled, the U-boat Commander may attempt to switch to Night (8.3.2). If the target ships are already damaged, no roll is necessary; the Commander may choose Day or Night.

[9.7.6] If any ships have been damaged (noted on the Patrol Log Sheet with a checkmark next to the target as well as their current position on the U-boat Combat Mat), Following is automatic. Roll on the following chart:

Roll 1d6	Result
1-4	Ship(s) remain under escort
5-6	Ship(s) become unescorted stragglers and separate

In all cases, undamaged ships from the original encounter are no longer present. In cases where the damaged ships remain under escort, any or all of the damaged ships may be targeted during the next combat round. In cases where the damaged ships separate, the U-boat

Commander must now decide which damaged ship will be Followed and targeted during the next combat round (in this case, only one ship may be selected).

[9.7.7] When attempting to Follow an escorted ship(s) or re-engage a Convoy, roll on the following chart:

Roll 1d6	Result
1-4	Success
5-6	Failure (encounters ends)

In all cases, undamaged ships from the original encounter are no longer present. In cases where the damaged ships remain under escort, any or all of the damaged ships may be targeted during the next combat round. In cases where the damaged ships separate, the U-boat Commander must now decide which damaged ship will be Followed and targeted during the next combat round (in this case, only one ship may be selected).

In the case of a Convoy, if successful, roll to identify the four ships encountered (as if a “Convoy” was rolled on the Encounter Chart [E1])—the assumption here is that the U-boat is approaching the Convoy from a different perspective, presenting a fresh set of target ships. On a 5-6, the escorted ship(s) or Convoy slips away, and the engagement ends. Advance the U-boat marker one Travel Box and continue the patrol. If Following a Ship + Escort or Two Ships + Escort you do not re-roll for identity.

Note: a Convoy in the hand is worth two in the bush, so to speak. It is almost always advantageous to try and Follow a Convoy unless you strongly desire some other type of encounter. Since Convoys are automatically escorted, having a highly damaged U-boat may influence this decision.

[9.7.8] There are two basic Following options to decide upon when engaging a ship or Convoy. You can choose to either Follow any damaged ships (which is automatic, per 9.7.6), or may instead attempt to disregard any damaged ships and attempt to Follow the Escorted undamaged ship or Convoy instead, per 9.7.7. When choosing to Follow any damaged ship that was part of a Convoy, contact will be lost with the Convoy and it cannot be Followed again. In essence, the engagement is reduced in scope to the damaged targets being Followed in order to finish them off.

Note: the implication here is it may be profitable, depending on the situation of the U-boat, to attempt to Follow the Convoy instead of going for the automatic Following against damaged ships.

[9.7.9] U-boats that successfully Follow treat the coming combat as though it were a new encounter, and not a second round of combat, but skipping steps that are inappropriate (for example, if you Followed damaged ships, or one or two undamaged ships + Escort,

then you do not ID the targets as you already know what they are). You are not required to use the same tactics as in the previous attack (Range, Night Surface, Forward/Aft, etc.). You may reload your torpedo tubes (providing you have reloads available, see 4.5.1).

[9.7.10] You cannot decline to attack in order to get more chances at having an escort leave a damaged ship. If you do not attack with at least one torpedo after having followed a damaged ship that is still escorted, the encounter ends. Obviously, you are not required to attack: if you had hoped the escort left, but it did not, you may decline to attack. But doing so ends the engagement and the damaged ship gets away.

Summary: there are two basic ways the U-boat Commander can extend an engagement beyond the initial combat round (not counting U-boats coming under escort depth charge or air attack). The distinction between an *additional round of combat* and *choosing to Follow a ship or Convoy* is that an *additional round of combat* is only permitted against **unescorted ship targets**—Following is not an option. In the case of engagements involving **escorted ships or convoys**, Following is the only option available to extend an engagement.

[9.8] MINES AND SUBMARINE NETS

COMMENTARY: In the Great War, mines were a potentially deadly threat to U-boats. At least 23 U-boats were lost to mines and the number may be as high as 43. Submarine Nets were less effective, but they could result in the U-boat being detected by escorts and attacked.

[9.8.1] When a Mine encounter occurs, the player uses the Mine Encounter Chart [M1]. Hits are determined on the Escort/Air Attack Chart [E3] using a simple +9 modifier.

[9.8.2] When a Submarine Net encounter occurs, the player must roll on the Escort Detection Chart [E2], using the +1 Previously Detected modifier, and any others that apply.

[9.9] Q-SHIPS

COMMENTARY: The initial answer to the serious threat U-boats represented was to use small merchant vessels, heavily armed with hidden guns, as bait. At first called “Decoy Vessels” or “Mystery Ships,” by late 1916, the British had officially designated them “Q-Ships,” named after the Irish port of Queenstown, where they were based. The Germans simply called them “U-boat Traps.”

From March 1915 on, and only around the British Isles and in the English Channel, in all cases where a U-boat Commander decides to attack a lone unescorted Small Freighter on the surface, immediately before rolling on the [U1] U-boat Torpedo/Deck Gun Fire Chart to determine a hit, roll 2d6 and consult the following table:

Roll 2d6 Result

	Q-Ship! Roll on the Q-Ship Target Roster (in the Freighter Target Rosters [T1]) to find out which Q-Ship, then roll on Escort/Air Attack Chart [E3] with all standard (non-ramming attack) DRMs plus the following: Medium range: +1 Close range: +2
2	
3-12	A standard freighter. Proceed as usual.

If a Q-Ship result occurs in 1915, and if it is the U-boat Commander’s first experience with a Q-Ship, it automatically gets the Close Range modifier. This is to simulate the fact that the Germans were not yet fully aware of the threat from these vessels.

If the U-boat is attacked by a Q-Ship and survives this first attack, the U-boat must engage the Q-Ship (the Commander must use the deck gun), and the two will exchange fire, shot for shot, with the U-boat always firing first using the U-boat Torpedo/Deck Gun Fire Chart [U1] and the Attack Damage Chart [U3], followed by the Q-Ship firing using the Escort/Air Attack Chart [E3], with all applicable modifiers, plus the previously listed range modifiers. Although the vessels take turns firing, fire is considered to be simultaneous. The U-boat may dive and thus break off combat immediately after the result of any Q-Ship fire has been determined (but not after the initial Q-Ship attack—so the Q-Ship always gets at least two attacks, whereas the U-boat minimally gets one). If the U-boat sinks the Q-Ship, award the relevant tonnage.

If the U-boat dives and breaks off combat, the encounter ends if it occurs before March 1916. From March 1916 on, the Q-Ship launches a depth charge attack (one attack only), with results determined on the Escort/Air Attack Chart [E3].

[9.10] AIRCRAFT ENCOUNTERS

GENERAL RULE

COMMENTARY: During the Great War, aircraft were not a serious threat to U-boats: only one U-boat is thought to have been sunk by an aircraft.

Before August 1917, there are no aircraft encounters. From August 1917 until November 1918, Air Attacks get -2 on the Escort/Air Attack Chart [E3].

Your U-boat may become susceptible to an Aircraft Encounter while on patrol. Aircraft Encounters are more likely to occur when conducting a Special Mission, moving through Transit Boxes, or when rolling on the Add’l Round of Combat Table. Hopefully you will spot the enemy aircraft in time to successfully crash dive and avoid an aerial attack!

PROCEDURE

When an Aircraft Encounter occurs, begin by consulting the Aircraft Encounter Chart [A1]. The result will indicate whether an air attack occurs or not. If no attack occurs, the encounter ends.



[9.10.1] When an Aircraft Encounter occurs, the U-boat will immediately attempt to dive to escape attack. Consult the Aircraft Encounter Chart [A1] and roll 2d6. If a modified 6 or more is rolled, there is no air attack. The aircraft was fortunately seen in time, and the U-boat was able to successfully crash dive to avoid possible damage, which ends the encounter. If a modified 5 or less is rolled, one attack must be resolved on the Escort/Air Attack Chart [E3]. If the Encounter was rolled when attempting an additional round of combat vs. an unescorted target, the target escapes, even if the Aircraft is unable to attack. The aircraft has driven off the U-boat.

[9.10.2] Should an aircraft be able to carry out an attack, resolve the combat by applying a -2 modifier on the Escort/Air Attack Chart [E3] (no other modifiers apply). Each Hit scored on the U-boat requires rolling a 1d6+1d6 on the U-boat Damage Chart to determine the type of U-boat damage incurred. Furthermore, one U-boat Crew Injury occurs automatically, in addition to any other damage incurred (in effect, treat as if there was a free die roll on the U-boat Damage Chart which resulted in a "Crew Injury").

[9.10.3] After the attack is resolved, the enemy aircraft returns to its base and the aircraft encounter is over.

[10.0] U-BOAT DAMAGE

GENERAL RULE

When a U-boat comes under attack, damage may result. The U-boat Display Mat is used to track damage to specific systems or injury/KIA results to your crew. Damage markers (both generic Damage markers and specifically-named Damage markers identified by system type) are provided to track the status of all systems, whether they become damaged or are made Inoperable. Injury and KIA markers are likewise provided to track the status of your U-boat Crew, including specific crew members. Repairs can be attempted on damaged systems once all combat rounds have been completed, typically at the end of an engagement but before any Following attempt (9.7) is rolled (**exception:** additional flooding is checked for at the end of each individual combat round of an engagement).

The impact of U-boat non-lethal damage to specific named systems or crew members is comprehensively listed on the U-boat Damage and Repair Chart [E5]. Further explanation of damage results on specific systems and crew are covered below.

PROCEDURE

When U-boat Damage incurs as a result of rolling 2d6 on the Escort/Air Attack Chart [E3], record the number of Hits scored by placing the Incoming Hits marker on the appropriate numbered space of the Incoming Hits on U-boat Track on the U-boat Combat Mat. For each Hit scored, roll 1d6+1d6 on the U-boat Damage Chart [E4] to determine the type of damage incurred. Immediately place the appropriate Damage marker on your U-boat Display Mat that corresponds to the type of damage incurred. For example, you can place a generic Damage marker onto the named space on your U-boat Display Mat corresponding to the type of damage taken. When "Crew Injury" is the result, immediately consult the Crew Injury Table on the U-boat Damage and Repair Chart [E5] to determine the crewman affected, and then roll to determine the extent of the injury, including possible KIA result. Place the corresponding Light Wound (LW), Severe Wound (SW), or Killed in Action (KIA) marker on the corresponding Crew space on your U-boat Display Mat.

Damage results apply *immediately* (even before Repairs can be attempted, per 10.7) and can have a negative impact on your U-boat while it is actively engaged in combat during a given encounter. Consult the U-boat Damage and Repair Chart [E5] to determine the negative impact, if any, for a damaged system for the remainder of your engagement.

Example: damaged Dive Planes or your Commander becoming severely wounded results in an immediate negative modifier for Escort Detection [E2], making it more difficult for your U-boat to escape detection and withstand further depth charge attacks during the current encounter.

CASES

[10.1] FLOODING

[10.1.1] For the first Flooding Hit scored, place the Flooding marker in the first space on the Flooding Damage Track on your U-boat Display Mat. For each additional Flooding Hit taken, advance the Flooding marker one space to the right on the Flooding Damage Track.



[10.1.2] When the Flooding marker enters the final space of your Flooding Damage Track, the crew must blow ballast, immediately surface, and attempt to scuttle the U-boat (10.9). This action is taken immediately; ignore any remaining Hits that have not yet been resolved.

[10.1.3] ADDITIONAL FLOODING

Following any combat round in which the U-boat sustained at least one Flooding damage result, the U-boat must check for additional flooding damage. Roll 1d6 with a 5-6 resulting in additional flooding; immediately advance the Flooding marker one space on your Flooding Track.

On a roll of 4 or less, no additional flooding occurs. Note that if your LI (Engineer) is rated "Experte," you receive a -1 favorable die roll modifier. If your LI is KIA or SW, all additional flooding die rolls receive an unfavorable +1 modifier.

[10.1.4] All Flooding is pumped out once the encounter ends (contact is broken off with the enemy). Remember that if you Follow and make contact again, that this is a new encounter, so all Flooding damage would be pumped out.

[10.2] ENGINES

COMMENTARY: electric engines are used while the U-boat is submerged; diesel engines are for surface running.

[10.2.1] If one Diesel engine becomes Inoperable, the U-boat must abort the patrol (10.8, Patrol Abort) and roll twice when checking for possible encounters (10.8.3) for each Travel Box entered as it heads home. If both Diesel engines are Inoperable, the boat is towed home if within one Travel Box of its base (the final Travel Box on the Patrol Track). Otherwise, the U-boat must be immediately scuttled (10.9.4).

[10.3] HULL

[10.3.1] For the first Hull Hit inflicted, place the Hull Damage marker in the first space on the Hull Damage Track on your U-boat Display Mat. For each additional Hull Hit taken, advance the Hull Damage marker one space to the right on the Hull Damage Track.



[10.3.2] Hull damage is non-repairable at sea. When the Hull Damage marker enters the final space of the Hull Damage Track, the U-boat is sunk with a loss of all crew.

[10.3.3] The amount of Hull damage will impact the length of Refit for the U-boat (10.10).

[10.3.4] Each time the U-boat attempts to escape detection by Exceeding Test Depth (9.6.4), the U-boat must automatically incur one Hull Hit; advance the Hull Damage marker one space on the Hull Damage Track. In addition, note the 2d6 roll, which could result in additional Hull damage when the U-boat Exceeds Test Depth.

[10.4] FUEL TANKS

[10.4.1] Damaged Fuel Tanks result in negative modifiers for Escort Detection and Escort/Air Attacks.

[10.4.2] If Repair of Fuel Tanks fails, the U-boat must abort its patrol (10.8).

[10.5] CREW INJURY

COMMENTARY: *the U-boat crews consisted of roughly 35 men, plus or minus based on the type of boat. For game purposes, 5 individual designated crewmen (plus possible Secret Agent) are individually tracked, along with 4 generic Crew boxes representing the remaining crew onboard.*



Light Wound



Severe Wound



Killed in Action

[10.5.1] When a Crew Injury results on the U-boat Damage Chart [E4], immediately consult the Crew Injury Table of the U-boat Damage and Repair Chart [E5] to determine the results of the crew injury. The three possible results for crew injury are Light Wound (LW), Severe Wound (SW), and Killed in Action (KIA). If the boat is submerged when crew injury occurs, any wounds sustained are Light Wounds.

[10.5.2] If the U-boat Commander is Killed in Action (KIA), the game immediately ends. Proceed to check your Victory Level (5.2).

[10.5.3] If the result is SW or KIA, the affected crewman cannot perform his duties, with the following effects:

COMMANDER: if the Commander becomes SW, the 1st Watch Officer (1WO) takes over the boat (resulting in a negative modifier for Torpedo/Deck Gun Fire [U1] and Escort Detection [E2], per chart modifiers).

1WO: no effect, unless he was in charge. If so, the 2nd Watch Officer (2WO) takes over the U-boat (resulting in a negative modifier for Torpedo/Deck Gun Fire [U1] and Escort Detection [E2], per chart modifiers).

2WO: no effect, unless he was in charge. In that case, the LI takes over the U-boat and the U-boat must immediately abort patrol and return to base (10.8, Patrol Abort).

DOCTOR: all SW crewmen may suffer loss of life. Roll 1d6 for each SW crewman when entering a new Travel Box, before checking for possible encounter. A roll of 1-3 is no result, a roll of 4-6 is a KIA result. If the Doctor is not SW or KIA, then no survival rolls are needed for SW crewmen.

Historical Note: *on most U-boats, there was no actual doctor aboard. Instead, one crewman was given medical training, and this represents that crewman.*

LI (Engineer): all Repair rolls suffer +1 negative modifier, which includes when checking for additional flooding between combat rounds.

CREW: no effect. However, if ALL generic Crew boxes are SW or KIA, then any Mine or Aircraft Encounters (9.8) receive a -1 modifier, which reflects the additional difficulty the U-boat

has in operating shorthanded. Unwounded generic crewmen must absorb wounds before additional wounds can be applied to previously wounded crew boxes. Any LW crew spaces must absorb second wounds before SW crewmen.

SECRET AGENT: if there is no Secret Agent on your patrol, because you are not conducting this Special Mission, or you have already dropped the agent off, ignore this result. If, however, you are conducting a Special Mission involving Secret Agent Delivery and the agent is severely wounded or killed before he is delivered, the mission is considered a failure, despite any ships you sunk on the patrol.

[10.6] MULTIPLE DAMAGE RESULTS

[10.6.1] Flooding and Hull Damage results are cumulative. Track each damage result by placing or advancing the respective damage marker on the Hull or Flooding Damage Track on the U-boat Display Mat.

[10.6.2] Crew Damage may also be cumulative (i.e. 2x LW = SW, 2x SW = KIA), per the Crew Injury Table on the U-boat Damage and Repair Chart [E5]. However, an LW result has no effect on a crew space that is already SW.

[10.6.3] No other damage results are cumulative. Recurring damage for a system that is already damaged (or is not present, such as the deck gun on a Type UBI boat) is treated as “No Effect.” **Exceptions:** 10.6.1 and 10.6.2.

[10.6.4] A result of “Deck Gun(s)” damages all Deck Guns, should the U-boat carry two or more Deck Guns.

[10.7] REPAIRS

GENERAL RULE

Repairs on damaged systems are conducted while out on patrol once all combat rounds have been completed, typically at the end of an engagement but before any Following attempt (9.7) is rolled. The results of Repair attempts are reflected on the U-boat Display Mat, resulting in either the Repair being successful and the Damage marker being removed, or the Repair failing, which results in the system becoming Inoperable for the remainder of the patrol. Inoperable systems are fixed during Refit (10.10).



PROCEDURE

Once all combat rounds are completed, but before rolling for any possible Following attempt (9.7), remove the Flooding marker – all Flooding damage is always pumped out. Then roll 1d6 on the U-boat Damage and Repair Chart [E5] for each system that has become damaged as a result of combat conducted during the current encounter.

[10.7.1] Identify all U-boat named systems that have become damaged and are currently marked with a Damage marker in their space on the U-boat Display Mat. All these systems will now attempt Repair.

[10.7.2] Roll 1d6 under the table corresponding to the system that has become damaged on the U-boat Damage and Repair Chart to determine if the Repair has been successful.

[10.7.3] “Experte” LI provide a favorable -1 modifier for all repair attempts, so long as the LI is not SW or KIA.



[10.7.4] If the Repair attempt is successful, immediately remove the corresponding Damage marker from the U-boat Display Mat. The system is now considered to be fully operational.

[10.7.5] If the Repair attempt fails, flip the corresponding Damage marker over to indicate the system is now Inoperable. You may not attempt to Repair an Inoperable system at sea.



[10.7.6] Consult the U-boat Damage and Repair Chart [E5] to determine the negative impact, if any, of a Damaged system becoming Inoperable for the remainder of your patrol. An Inoperable system may result in the U-boat having to abort the current patrol.

Example: *if the Fuel Tanks become Inoperable due to an unsuccessful Repair attempt, the U-boat must abort its patrol.*

[10.7.7] All Inoperable systems are automatically repaired during Refit once the U-boat has returned to base and concluded its patrol (10.10, U-boat Refit).

REMINDER: this bears repeating. Damage results apply *immediately* (even before Repairs can be attempted) and can have a negative impact on your U-boat while it is still actively engaged in combat during a given encounter.

[10.8] PATROL ABORT

[10.8.1] Certain results require your U-boat to abort patrol as a direct result of a damaged system becoming Inoperable, as specified on the U-boat Damage and Repair Chart.

[10.8.2] To abort the patrol, immediately place the U-boat marker in the nearest Transit Box space and roll for an encounter normally. Continue moving towards your home base, rolling for encounters in each Transit Box, until you reach the base.

Note: *the U-boat may be moved backwards on the track, if that is where the nearest Transit Box is located. Thereafter, movement continues backwards until the U-boat reaches its base.*

[10.8.3] If the U-boat has one Inoperable Diesel engine, it must roll twice per Travel Box entered for possible encounters.

[10.8.4] U-boats that are aborting patrol are not allowed to initiate combat, although they may be attacked if detected by ships or aircraft. This includes encounters with unescorted ships—the U-boat may not initiate combat.

[10.8.5] The Commander can always abort a patrol voluntarily. This can be due to whatever reason the player desires, although this is normally due to significant U-boat damage or lack of torpedoes. Aborting a patrol does not necessarily mean the patrol is a failure. See 7.4.2 and 7.3.4 for success/failure criteria for a mission.

[10.9] SCUTTling

[10.9.1] Certain results require the Commander to order his crew to scuttle the U-boat. For example, if the Flooding Damage marker enters the last space on the Flooding Damage Track, the U-boat must immediately surface so the crew can attempt to scuttle it.

Roll 2d6	Result
2-11	Success
12	Failure (U-boat captured)

[10.9.2] Scuttle attempts due to flooding are resolved by rolling 2d6. On a roll of 2-11, the scuttle is successful. If the roll is 12, the scuttling fails and the U-boat is captured. In either case, the crew is captured and become prisoners of war.

[10.9.3] Apply an unfavorable +1 modifier to the scuttle attempt if the Commander is SW.

[10.9.4] If both Diesel engines are inoperable, and the U-boat is more than one Travel Box away from port, the U-boat is automatically considered to have successfully scuttled. However, roll 2d6 to determine if the crew is successfully recovered. On a roll of 2-10, the crew is rescued (and the game continues with the Commander receiving a U-boat reassignment per 11.4.2). On a roll of 11-12, the crew is lost at sea and the game ends.

[10.9.5] Apply an unfavorable +4 modifier to the crew rescue attempt if the U-boat wireless is Inoperable.

[10.10] U-BOAT REFIT

GENERAL RULE

When a patrol is completed, the U-boat undergoes Refit before going out on its next patrol assignment. Crew recovery from injury is also determined. U-boats always undergo a minimum Refit period of one month, but the extent of U-boat damage or injury to the Commander can lengthen the number of months required to complete Refit and be eligible to begin the next patrol assignment.

PROCEDURE

The base minimum duration for Refit is one month. Add to this an additional month of Refit if three or more systems are Inoperable. Add to this one additional month for each increment of two/three (or fraction thereof, depending on U-boat type) of Hull damage sustained. Total the number of months for Refit, and place an “R” next to the month(s) on the Patrol Log Sheet immediately following the completed patrol. The next month beyond the Refit period indicates the start date for the next patrol.

CASES

[10.10.1] Every U-boat automatically spends a minimum of one month to conduct a Refit before it is able to begin its next patrol assignment.

[10.10.2] Any type of damage (excluding Hull damage) that has not been repaired upon return to base is repaired “for free” for up to two systems (two boxes on the U-boat Display Mat marked Inoperable); that is, the damage is repaired during the mandatory one month Refit. If three or more systems are marked Inoperable at the start of the Refit, one additional month is added for the Refit period. The maximum duration added for Refit, regardless of number of Inoperable systems, is one month only (any number of damaged systems above two adds just one extra month).

[10.10.3] The length of refit can vary based on the level of Hull damage absorbed. For every two/three (depending on U-boat type and level of damage) spaces of Hull damage (or fraction thereof), one additional month is added to the

Refit period. Example: on a Type UBIII, for 4 spaces of Hull damage incurred, the Refit period would be extended by 2 months. If 6 spaces of Hull damage were incurred, the Refit period would be extended by 3 months.

Note: the Hull Damage Track on the U-boat Display has a darker line dividing the points at which the length of Refit would be extended, along with a note in white text along the track to serve as a reminder.

Example: Type U-87 U-boat returns to base with an Inoperable periscope, fuel tanks, dive planes, and 5 Hull damage boxes. The duration for the Refit period will be four months, calculated as follows: one month (per base minimum, 10.10.1) plus one month for Inoperable systems since it exceeded two systems (10.10.2), plus two months for Hull damage (10.10.3).

[10.10.4] For each month of Refit required, place an “R” next to the month(s) on the Patrol Log Sheet immediately following the completed patrol. The first month beyond the Refit period indicates the start date for the next patrol.

[10.10.5] If a U-boat returns and requires 5+ months to conduct a Refit, the player automatically receives a new U-boat of the same type (and latest model), per 11.4.2.

[10.11] CREW INJURY RECOVERY

GENERAL RULE

Any crewman, either individual crew member or generic crew box, suffering a Severe Wound (SW) will require a period to recover from their injury. Recovery takes place during the U-boat Refit period, and if any crewman is not able to complete recovery by the time the U-boat is ready to start its next patrol, that crewman is replaced. The only exception is for Commander recovery, as you cannot conduct your next patrol until recovered.

PROCEDURE

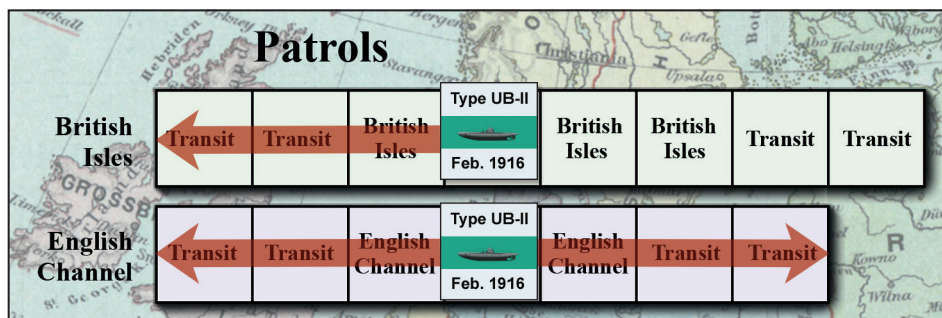
Roll 1d6 to determine the duration of incapacitation for any SW crewman once you return to base while conducting Refit for the U-boat. The number rolled is the number of months required for that crewman to recover to be eligible for the next patrol. LW crewmen heal automatically during the first month of Refit. KIA crewman are replaced.

CASES

[10.11.1] An “Experte” Doctor provides a favorable –1 modifier to each crew recovery roll (unless the Doctor is SW or KIA), representing lessening of recovery time due to care received while traveling back to base.



[10.11.2] If the recuperation time is longer than the duration necessary to complete refit for the U-boat, that crewman is replaced (and you lose any special benefits they may have provided).



Patrol Abort Example. When aborting a patrol, place the U-boat Marker in the nearest Transit Box (10.8.2) and roll for Encounter normally for each Transit Box until returning to either base. If nearest Transit Box is equidistant in both directions, select either one.

[10.11.3] If all generic crewmen are replaced after a single patrol (including KIA generic crew), the U-boat's crew quality decreases by one level (down to a minimum level of "Trained").

[10.11.4] If the Commander is severely wounded (SW) and requires 5 months or more to recuperate, the player is automatically re-assigned to a newer U-boat: on the Start Date Chart [S1], find the current date and the highest numbered U-boat type of the same U-boat class (U, UB or UC), then go to the U-boat Number Chart [B1], find the U-boat type and the current date, then roll a die to find your new U-boat number for that date. The Commander is joined by a completely new crew, which starts at "Trained" level with no special abilities. The Commander will begin his next patrol the month following his recovery. Note that the Flotilla and patrol assignment may have changed.

[11.0] CAMPAIGN PROGRESSION

During the Refit phase, you will possibly roll for Crew Experience and Promotions. Also, if you have earned an award, it is received during this phase. You may also be assigned to a new U-boat.

[11.1] CREW ADVANCEMENT

GENERAL RULE

Crew skill level starts at "Trained" and may increase in skill during the course of the war. The ability to increase experience is tied to the number of successful patrols carried out. For every three successful patrols, the player rolls once during Refit to determine what skill increase (if any) takes effect. These rolls are not cumulative; roll only once each time you earn three successful patrols during the course of your career.

PROCEDURE

For every three successful patrols completed (7.4.2 and 7.3.4) roll 1d6 on the following table.

Roll 1d6	Crew
1	LI "Experte" (all repair rolls receive favorable -1 modifier)
2	Doctor "Experte" (all crew injury recovery rolls receive favorable -1 modifier)
3	1WO "Experte" (no penalty if he takes command of boat)
4	2WO "Experte" (no penalty if he takes command of boat)
5	CREW skill increases one level*
6	CREW skill increases one level*

* Crew Skill levels are Green, Trained, Veteran, and Elite.



[11.1.1] Place the appropriate marker on the U-boat Display Mat to record any crew advancement that occurs. Crew quality is tracked atop the U-boat Display Mat, whereas skills for specific crewmen are noted by placing the corresponding Experte marker in their box.

[11.1.2] Ignore the result if a 1-4 is rolled and that individual crew member already holds "Experte" status.

[11.1.3] The U-boat crew starts at a training level of "Trained." If a 5 or 6 is rolled, the crew level increases to "Veteran." Veteran crews may increase to "Elite" crews. Veteran and Elite crews can provide favorable die roll modifiers, as noted on the charts and tables. Crews may not advance beyond "Elite" status or fall below "Green" status. "Green" crews have negative die roll modifiers.

[11.1.4] If all 4 generic crew boxes receive SW or are KIA during a patrol, the overall Crew skill level decreases one level (but may never fall below "Trained"). If a U-boat suffers 3 unsuccessful patrols in a row, the crew level decreases by one and can be reduced down to "Green" level.

[11.1.5] At the end of every patrol, roll 1d6 if your 1WO is "Experte." On a roll of 6, he has been given his own U-boat to command and he must be replaced with a new 1WO (the "Experte" status is removed).

[11.1.6] If the U-boat loses the 1WO through promotions or casualty, and the 2WO is rated as "Experte," the 2WO is promoted to 1WO on the U-boat, and retains his "Experte" status. The U-boat would effectively have an "Experte" 1WO and a new 2WO.

[11.1.7] Rolling for crew advancement takes place after every three successful patrols, regardless of any losses or changes in your crew (due to injury or being assigned a new U-boat).

[11.2] COMMANDER PROMOTION

COMMENTARY: the captain of the U-boat is the Commander who may hold various ranks. At higher ranks, the Commander has more influence with the U-boat command, and this has various positive impacts on game play.



[11.2.1] The Commander ranks are as follows, and in order of achievement:

Leutnant zur See (Lt zS) The lowest possible starting rank. No special capabilities.

Oberleutnant zur See (Olt zS) No special capabilities.

Kapitänleutnant (KptLt) Commander may request transfer to a specific Flotilla on a 1d6 roll of 6. If successful, the player may voluntarily choose his new Flotilla from the Patrol Assignment Chart [P1].

Korvettenkapitän (KKpt) Same as above but roll of 5-6 is successful. Shortens Refit period by one month (ignore if original Refit period is only 1-2 months or 5 months). Represents greater influence and ability to manipulate the system to get repairs done faster.

[11.2.2] **STARTING RANK.** Players start the game at either Leutnant Zur See, Oberleutnant zur See or Kapitänleutnant rank. Roll 1d6 and consult the chart below to determine the starting rank based on number rolled.

Roll 1d6	Starting Rank
1	Leutnant Zur See
2-4	Oberleutnant Zur See
5-6	Kapitänleutnant

Place the corresponding Commander Rank marker in the Rank space on the U-boat Display Mat.

Note: the four Commander Rank markers are individually numbered 1 through 4 to help designate the level of rank.

[11.2.3] GETTING PROMOTED

COMMENTARY: Promotion was quite rare for German U-boat commanders in the Great War. The ten highest scoring U-boat commanders received only 6 promotions between them throughout the entire war.

PROCEDURE

Roll 1d6 for Promotion, with a roll of 6 or more being successful. The following die roll modifiers apply and are cumulative:

DRM	Description
+2	if commander is a Leutnant Zur See
+1	if commander is an Oberleutnant Zur See
+1	per decoration during the 12-month period
-1	each unsuccessful patrol during the 12 month period

[11.2.4] Failing a promotion roll has no effect. The player remains at his current rank and must wait until the next 12-month period for reconsideration.

[11.3] DECORATIONS

COMMENTARY: During the Great War, Germany was still a monarchy, and the awards reflect that.

After his second patrol, the Commander receives the U-boat War Badge, but only after 1 February 1918 (the badge did not exist before this date). He receives the Iron Cross 2nd and 1st Class after the first and second successful patrols respectively. The Naval Wound Badge in Black is awarded for any severe wound. The Iron Crescent is awarded if the Commander sinks an armed vessel (marked in red on the Target Rosters [T1]) in the Med or Black Sea. These awards are for historical flavor only.

[11.3.1] To receive the Hanseatenkreuz (Hanseatic Cross – “HK” marker), you must sink **50,000** tons of shipping, or sink one of the designated Capital ships listed on the current month’s Capital Ship Target Roster.



[11.3.2] To receive the Hausorden von Hohenzollern (Hohenzollern House Order – “HH” marker), the player must sink **75,000** tons of shipping, sink one of the designated Capital ships after having previously won the Hanseatenkreuz, or sink **25,000** tons of shipping after having previously won the Hanseatenkreuz.



[11.3.3] To receive the Pour le Mérite (For Merit – “PLM” marker), players must sink **100,000** total tons of shipping, sink one of the listed Capital ships after having previously won the Hausorden von Hohenzollern, or sink **25,000** tons of shipping after having received the Hausorden von Hohenzollern.



[11.3.4] To receive the Orden Leopold (Order of Leopold – “OL” marker), players must sink **200,000** total tons of shipping, sink one of the listed Capital ships after having previously won the Pour le Mérite, or sink **100,000** tons of shipping after having received the Pour le Mérite.



Note: for awards purposes, prizes count as sinkings, but with double the listed tonnage.

[11.3.5] At the end of a patrol in which the Commander receives any of the above awards (HK, HH, PLM, OL), the player may request a newer model U-boat (see 11.4.3).

[11.3.6] FAVORABLE MODIFIERS

Players receive favorable modifiers for play purposes based on the award they hold.

Hanseatic Cross (HK) No +1 die roll penalty to hit when firing a second salvo from the Aft Tube(s) during a Night Surface Attack.

Royal House Order of Hohenzollern (HH) Same as above. In addition, favorable -1 die roll modifier when firing [U1] in addition to not being penalized for firing a second salvo during a Night Surface Attack.

Pour le Mérite (PLM) All abilities above. In addition, favorable -1 for Escort Detection [E2], in addition to all other previous abilities.

Order of Leopold (OL) All abilities above. In addition, Following attempts (9.7) on ships or Convoys are automatically successful.

COMMENTARY: The Order of Leopold is an Austrian award which was occasionally awarded to very successful German officers.

[11.4] COMMANDER REASSIGNMENT

GENERAL RULE

In certain cases, a player may be reassigned to a newer model U-boat. If so, the Flotilla assignment is cancelled. The new assignment is based on the new U-boat’s Flotilla assignment.

CASES

[11.4.1] If the Commander is severely wounded (SW) and requires 5 months or more to recover, the player is automatically re-assigned to a newer U-boat (10.11.4).

[11.4.2] If a U-boat returns and requires 5+ months to conduct a Refit (before taking into account the -1 month possible for rank in 11.2.1), the player automatically receives a new U-boat of the same type and model. Follow the procedure shown in (10.11.4), except that in this case the Commander retains the same crew with any special abilities they may have, and goes out to sea as early as one month after returning to base (the minimum Refit period), or longer if the Commander requires time to recuperate from injury. Crew members that require more time to recuperate from injury than the Commander are replaced (10.11.3 and 10.11.4). Note that the Flotilla and patrol assignment may have changed. If no U-boat of the same type and model is available, follow 11.4.3 (with the new U-boat request being automatically successful).

[11.4.3] U-BOAT UPGRADE

At the end of a patrol in which the Commander receives the Hanseatic Cross or a higher award, the player may request a newer model U-boat. Roll 1d6 with a roll of 1-3 being successful. If successful, the player may choose his new boat from any in his current class (U, UB or UC) that are available in the following month (but the crew must train on the new boat for 1d6 months – mark such months “T” on the Patrol Log Sheet, similarly to marking “R” for refit). The next month beyond the training

period is the start date for the next patrol. Alternatively (if his U-boat Display Mat has the relevant patrol track) he may choose to keep his current boat and transfer to another Flotilla in a different theater of war (for example, taking his boat from the Flanders Flotilla to the Pola Flotilla in the Adriatic/Mediterranean). In this case, his next patrol is a month later. The player may save and accumulate all these requests for a later month if he wishes, during a future refit, since a newer model of U-boat that is desired may not yet be available. Place the U-boat Upgrade marker on your U-boat Display Mat as a reminder to exercise this option when desired. In such a case, the Commander gets to retain his previous crew (unless any require more time to recuperate, per 10.11.2).

[11.4.4] Usually, Commanders may not switch between classes of U-boats. There are two exceptions: in March 1915, German Commanders may switch from U to UB; and in September 1916, German Commanders in any U-boat class may switch to UC. The next patrol occurs 1d6 months later after crew training, per 11.4.3. Again, the next month beyond the training period is the start date for the next patrol.

[12.0] RANDOM EVENTS

GENERAL RULE

A Random Event may occur once per patrol, and is triggered when checking for possible Encounters [E1] in a Travel Box. When a Random Event occurs, ignore the Encounter result.

PROCEDURE

When checking for possible encounters on the Encounter Chart [E1] for each Travel Box entered, the first time during a patrol that an unmodified 12 is rolled, a Random Event is triggered. Immediately consult the Random Events Chart [R1] to determine what event occurs. The result of the Random Event is applied immediately.

CASES

[12.1] RESOLVING RANDOM EVENTS

[12.1.1] Random Events are resolved immediately the *first time* an unmodified 12 is rolled when checking for a possible encounter on the Encounter Chart [E1]. When a Random Event occurs, ignore the encounter listed on the Encounter Chart as it no longer applies (even if the Random Event ends up being ignored).

[12.1.2] A Random Event only takes place once per patrol assignment. If a 12 is rolled when checking for a possible encounter again during the same patrol, proceed by carrying out the Encounter listed on the Encounter Chart [E1]. No Random Event occurs.

[12.1.3] The “Superior Torpedoes” and “Hals und Beinbruch” Random Events are the two events in which you receive markers that can be placed in the Random Events space on your U-boat Display Mat. These are markers that carry benefits beyond when the Random Event was rolled. Superior Torpedoes benefit you for the current patrol only, while the “Hals und Beinbruch” event can be used either for the current or during a subsequent patrol (and between patrols). Once used, these markers are removed from your U-boat Display Mat.



[12.1.4] Note that some Random Events cannot occur during certain patrol assignments. Exceptions to which Random Events are ignored are noted on the Random Events Chart [R1].

[12.1.5] If, for any reason, a Random Event cannot take place and you are instructed to ignore it, then a Random Event check can be triggered again the next time an unmodified 12 is rolled when checking for encounters during the same patrol. An individual Random Event can be triggered numerous times, but only one Random Event can occur per patrol assignment.

[12.1.6] Once the Random Event has been resolved (whether it could be carried out or not), you advance your U-boat marker to the next Travel Box on the Patrol Track to check for the next possible encounter.

[12.1.7] Random Events cannot occur during a Special Mission patrol assignment (7.3) in the Mission (M/A) Travel Box. They can occur in any other box during the mission.

Historical Note: all Random Events are based on occurrences that transpired during the German U-boat War—including the Baralong Incident, in which the captain of a Q-Ship ordered the massacre of a U-boat crew. While some players may cry “foul” for the game ending in this sudden manner (although the odds are extremely low that this will ever happen), consider this paying homage to the “chaos theory in gaming” in which not everything is under your direct control. Remember, stuff happens.

[13.0] MULTI-PLAYER AND TOURNAMENTS

GENERAL RULE

While *Raiders of the Deep* is designed as a solitaire gaming experience, additional options for play are provided for both multi-player gaming sessions and organized tournament play (in some cases, more than one copy of the game may be necessary).

CASES

[13.1] TWO-PLAYER GAME

[13.1.1] Both players should start with the same boat at the same month (for example, both could start in August 1914 with Type U-19 U-boats) and continue until both U-boats are sunk, or until reaching a pre-agreed upon ending date.

[13.1.2] The players alternate patrols, with one player running his U-boat and the other player rolling for enemy attacks. If Evasive Maneuvers are used (Optional, 14.4), the current U-boat player will decide which evasive maneuver to use, while the other player will choose a direction for the escorts before both are revealed.

[13.1.3] The player with the most tonnage sunk wins.

[13.2] TOP TONNAGE TOURNAMENT

[13.2.1] All players start at an agreed upon date, with the same U-boat type, and run patrols until killed or until the end of the war. The player with the most tonnage sunk wins (dead or alive).

[13.3] SURVIVAL TOURNAMENT

[13.3.1] This uses the same format as the top tonnage tournaments, except that, in order to win, the player is required to survive to the end of the war.

[13.4] MIXED BOAT TOURNAMENT

[13.4.1] This uses the same format as any of the above tournaments, except the requirement to have all players use the same boat is lifted.

[14.0] OPTIONAL RULES

GENERAL RULE

Raiders of the Deep includes the following optional rules; any combination can be adopted at the player’s choosing.

CASES

[14.1] STANDARD TONNAGE AMOUNTS

[14.1.1] If players wish, they may use a standard tonnage amount instead of rolling for ships randomly. This should speed up play by reducing dice rolls, at the expense of some variability and historical interest.

Small Freighter **3,500** tons
Large Freighter **7,000** tons

[14.1.2] Capital ship encounters are still rolled for separately on the Capital Ship Target Roster (part of the Freighter Target Rosters [T1]).

[14.2] REDUCED CONVOY TARGETS

[14.2.1] Players typically choose to ignore the smallest ships in a convoy. In order to save some time, players should roll for identifying 3 ship targets instead of 4 when engaging a Convoy.

[14.3] INCREASED HISTORICAL TARGETING

[14.3.1] Players who wish to add more historical flavor to their game at the expense of additional record keeping should log the names of their targets along with the tonnage values on the Patrol Log Sheet.

[14.4] EVASIVE MANEUVERS

[14.4.1] When resolving escort depth charges on the Escort/Air Attack Chart [E3], but before rolling on the Escort/Air Attack Chart to determine the number of U-boat Hits incurred, the U-boat Commander picks a number between 1 and 6 to indicate his evasive direction:

Number	Direction
1 or 2	Evading Left
3 or 4	Evading Right
5 or 6	Evading Straight

The player then rolls 1d6 to randomly determine to determine the escort direction:

Roll 1d6	Direction
1-2	Escort Left
3-4	Escort Right
5-6	Escort Straight

[14.4.2] If the Escort direction is different than the U-boat evasive direction, the U-boat subtracts one Hit from the result on the Escort/Air Attack Chart [E3]. If the Escort direction matches the U-boat’s direction, but the number is not the same, the U-boat adds 1 Hit to the escort attack result. If the Escort number rolled is identical to the U-boat evasive direction number, the U-boat adds 3 Hits to the combat result.

[14.4.3] The U-boat is not automatically sunk if the total number of Hits exceeds 5. Simply roll for each Hit separately on the U-boat Damage Chart [E4].

Example: the U-boat Player chooses the number 6 to evade Straight. The possible outcomes of the Escort direction die roll are:

Roll 1d6	Result
1-4	wrong direction, one less Hit
5	right direction, but not exact number match, one extra Hit
6	right direction, exact number match, three extra Hits

[14.4.4] In a two-player game, both players secretly choose direction by placing their chosen number face-up on a six-sided die and revealing the number selected simultaneously.

[14.4.5] Evasive maneuvers are not possible if the U-boat’s Hydrophones are damaged (skip this rule in that instance).

[14.5] AUSTRIAN CAMPAIGN

The game includes the option to play as an Austro-Hungarian U-boat commander. U-boat Display Mats and markers are included for this purpose. When playing an Austrian campaign, amend the standard rules as follows:

[14.5.1] Because of the unusual nature of the Austrian Campaign, players ignore the usual date-based Encounter Charts and use chart [E1-2] from August 1914 until February 1917, and chart [E1-6] thereafter. Austrian U-boat commanders use the Austrian versions of the standard charts for Commander Name [N2], Start Date [S2] and Target Roster [T2].

[14.5.2] There is no Encounter Multiplier. Ignore rule (8.1.7).

[14.5.3] Between 1916 and 1918 (inclusive), treat any Capital Ship encounter as no result.

[14.5.4] RANKS AND MEDALS

For Austrian campaigns, substitute the German ranks and medals for their Austrian equivalents as follows:

German Rank	Austrian equivalent
Leutnant zur See (Lt zS)	Seefährich (SFr)

Oberleutnant zur See (Olt zS)	Fregattenleutnant (FLt)
-------------------------------	-------------------------

Kapitänleutnant (KptLt)	Linienschiffsleutnant (LSLt)
-------------------------	------------------------------

Korvettenkapitän (KKpt)	Korvettenkapitän (KKpt)
-------------------------	-------------------------

German Medal	Austrian equivalent
Hanseatic Cross (HK)	Military Service Cross (MVK)

Royal House Order of Hohenzollern (HH)	Order of the Iron Crown (OEK)
--	-------------------------------

Pour le Mérite (PLM)	Order of Leopold (OL)
----------------------	-----------------------

Order of Leopold (OL)	Order of Maria Theresa (MTO)
-----------------------	------------------------------

Note: favorable modifiers for Austrian careers are the same as for the German equivalents; see [11.3.6].

Austrian medals (and victory levels) are awarded using the following procedure:

To receive the Militärverdienstkreuz (Military Service Cross), the player must sink **5,000** tons of shipping, or sink/damage **10,000** tons of shipping. *Victory level: Draw.*



To receive the Orden der Eisernen Krone (Order of the Iron Crown), the player must sink **10,000** total tons of shipping, or sink/damage **15,000** total tons of shipping. *Victory level: Marginal Victory.*



To receive the Orden Leopold (Order of Leopold), players must sink **15,000** total tons of shipping or sink/damage **20,000** total tons of shipping. *Victory level: Substantial Victory.*



To receive the Maria Theresien Orden (Order of Maria Theresa), players must sink **20,000** total tons of shipping or sink/damage **30,000** total tons of shipping. *Victory Level: Decisive Victory.*



Note: for awards purposes, prizes count as sinkings, but with double the listed tonnage.

[14.5.5] Austro-Hungarian careers tended to be short. At the end of the 2nd patrol, and at the end of every patrol thereafter, roll 1d6, with a roll of 6 resulting in transfer to a training command or a desk job.

[14.6] EARLY LIFE AND FINAL FATE

Players may create a broader history for their commander. The Early Life [F1] and Final Fate [F2] charts are included for this purpose. These charts are based on the real life pre-war and post-war careers of the top-scoring U-boat aces of the Great War.

14.7 HISTORICAL U-BOAT COMMANDER CARD TILES

Players may wish to mirror the experiences of the top Central Powers commanders. To do so, utilize the Kommandant cards provided. Each Kommandant has one or more special abilities which allow him certain game abilities, based on historical incidents or fact. The cards specify the starting U-boat he used, the base he operated from, a starting date, and his historical patrol zones.

[14.7.1] “Free Patrol” versus “Historical Mirror.” Players can choose to either roll random patrol zones from the appropriate list, or may wish to use the exact patrol zones the original captain was assigned to. In “Free Patrol” the player can continue to run patrols until sunk, killed, or the end of the war. In “Historical Mirror” the player should run patrols to match the historical Kommandant’s total, then evaluate his results.

[14.7.2] Victory. Regardless of tonnage amounts, players should award themselves a defeat if they do not match or exceed the historical tonnage of the Kommandant as listed on the card. Notice that this will probably be very difficult to achieve, especially in Historical Mirror mode.

[14.7.3] Historical Patrol List. Refer to each Kommandant’s card for his historical patrol zones.

[14.7.4] Markers are provided for each corresponding Commander Card Tile that you can place on your U-boat Display during play.

Note: the markers are provided for cosmetic purposes only and have no game play effect.

[15.0] HISTORICAL BRIEF

[15.1] TOP GERMAN U-BOAT COMMANDERS

For those who wish to see how their results match up against the best U-boat Commanders of the Great War, here are the top ten German U-boat aces, with a tally of ships sunk and tonnage scores.

1. Lothar von Arnauld de la Perière

193 ships sunk with a total of 453,369 tons



The most successful U-boat skipper of all time. During his war time career, he always acted strictly according to Prize Rules. Among his many awards were the Hanseatic Cross, the Royal House Order of Hohenzollern, the Pour le Mérite and the Order of Leopold.

2. Walter Forstmann

148 ships sunk with a total of 390,797 tons



In 1914, Forstmann took command of *U-12* and led her on several early-war missions in the North Sea. He is best known for his string of successes in the Mediterranean in *U-39*. He received the Pour le Mérite on 12 August 1916 for outstanding naval planning and operations.

3. Max Valentiner

143 ships sunk with a total of 298,802 tons



Valentiner patrolled the seas around the British Isles and later in the Mediterranean in *U-38*. On 26 December 1916, he became the sixth U-boat Commander to be awarded the Pour le Mérite. He was branded a war criminal by the Entente powers for sinking the passenger steamer *Persia* without warning on December 30, 1915, contrary to both international law and the German Navy’s restrictions on attacking passenger liners.

4. Otto Steinbrinck

204 ships sunk with a total of 233,072 tons



In 1916, Steinbrinck served on *UB-18*, sinking 74,781 tons of enemy shipping in 14 patrols. His victories were all obtained while patrolling

the dangerous waters around the British Isles. He was the third U-boat Commander to receive the Pour le Mérite on 29 March 1916.

5. Hans Rose

81 ships sunk with a total of 220,892 tons

Hans Rose took command of *U-53* in 1916. Known for his courage and humanity in battle, after sinking a vessel he would provide food for the crew in the lifeboats and wait for a rescue ship to appear before leaving the scene. He was awarded the Pour le Mérite on 20 December 1917.



6. Gustav Sieß

53 ships sunk with a total of 159,545 tons

In August 1915 Gustav Sieß took command of *U-73* at Kiel. He was then sent to the Mediterranean Flotilla at Pola. While there, he commanded *U-33* and *U-65*. On 24 April 1918 in recognition of his actions, he was decorated with the Pour le Mérite.



7. Walther Schwieger

49 ships sunk with a total of 185,212 tons

Walther Schwieger commanded *U-20* and *U-88*. He would become infamous as the man who sank the passenger liner *Lusitania* on 7 May 1915. However, the *Lusitania* was not merely a civilian passenger ship: she was carrying munitions at the time of her loss. On 5 September 1917, *U-88* is thought to have struck a mine. All hands were lost.



8. Wolfgang Steinbauer

50 ships sunk with a total of 172,771 tons

Steinbauer was awarded the Pour le Mérite for outstanding leadership, distinguished naval planning and successful U-boat operations. He claimed his final victory, one of the last of the war, on 18 October 1918. His victim was the 18,000 ton French battleship *Voltaire*.



9. Claus Rucker

80 ships sunk with a total of 174,655 tons

Said to have been “a bully and a coward,” he is the only Commander in the top ten not to have been awarded the Pour le Mérite. Rucker commanded *U-34* and *U-103* and patrolled the waters around Britain and in the Mediterranean between March 1915 and March 1918.



10. Reinhold Saltzwedel

111 ships sunk with a total of 172,824 tons

On 15 September 1916, Saltzwedel took command of *UC-21*, a minelaying U-boat on which he scored most of his victories. In June 1917 he took command of *UC-71* and on 20 August he was awarded the Pour le Mérite. On the night of 2 December 1917, *UC-71* struck a mine close to the Isle of Wight. Saltzwedel managed to raise the forward torpedo tubes above the surface and seven crewmen escaped before a British patrol boat rammed the U-boat. Saltzwedel was killed along with his crew.



[15.2] TOP AUSTRO-HUNGARIAN U-BOAT COMMANDERS

1. Georg Johannes Ritter von Trapp

14 ships sunk with a total of 61,328 tons

Austria's most successful U-boat skipper commanded SM *U-5* and SM *U-14*. He ended the war as commander of the Austrian U-boat base at Kotor.



A financial disaster in 1935 left him without his wealth, so his wife arranged for the family to sing at concerts to provide for the family. Opposed to the Nazis, the von Trapp family fled to Italy and then to the USA in May 1938.

2. Zdenko Hudeček

11 ships sunk with a total of 45,423 tons

On December 9, 1915, Hudeček became the commander of SM *U-17*.



In July 1916, he torpedoed and sank the 680 ton Italian destroyer *Impetuoso*. On June 26, 1917, he became commander of SM *U-28* and his score soon began to mount: on 3 July he sank the 8,200 ton passenger steamer *Mongara* and in August he sank the Q-Ship *Bradford City* in the Straits of Messina.

After the war, he returned to the newly formed Czechoslovakia and became a citizen.

3. Rudolf Singule

17 ships sunk with a total of 22,273 tons

Singule's greatest success was the sinking of the Italian cruiser *Giuseppe Garibaldi* off Dubrovnik on July 18, 1915. Thereafter, the Italian navy did not participate in any major actions against the Austro-Hungarian coast.



In WWII, he served in the Kriegsmarine. He was killed shortly before the German surrender while attempting to protect a woman from drunken Soviet soldiers.

4. Leo Prášil

3 ships sunk with a total of 14,784 tons

During the war, Prášil commanded SM *U-10* and SM *U-29*. On 15 April 1917, he sank the 8,100 ton British steamer *Mashobra*.



5. Friedrich Schlosser

1 ship sunk with a total of 7,929 tons

In November 1915, Schlosser took over from von Trapp as CO of SM *U-5*.



On 8 June 1916, Schlosser torpedoed the Italian armed merchant cruiser *Principe Umberto* off Cape Linguetta. The cruiser went down with the loss of 1,750 men. *Principe Umberto* was the last ship hit by *U-5*. Schlosser went on to command SM *U-43*, but without success.

6. Josef Holub

32 ships sunk with a total of 7,722 tons

Holub's run of successes occurred late in the war while commanding SM *U-27*. His first victory was over the 4,000 ton Italian steamer *Andrea Costa*. However, most of Holub's victories were over much smaller vessels, although in May 1918 he did torpedo the 765 ton destroyer, HMS *Phoenix* and in August the 2,200 ton steamer *Anhui*.



7. Johann Kršnjavi

2 ships sunk with a total of 7,556 tons

Johann Kršnjavi scored his victories while commanding SM *U-40*. He also damaged three merchant ships, including the large steamer *Demodocus*, which managed to reach port at Malta.



8. Robert Teuffl von Fernland

3 ships sunk for a total of 7,435 tons

Teuffl von Fernland commanded SM *U-27*, sinking two steamers and a sailing vessel, also damaging the Japanese destroyer *Sakaki*.



He retired to his home town of Vienna after the war.

9. Friedrich Fährndrich

5 ships sunk with a total of 6,582 tons

Fährndrich scored his five successes while commanding SM *U-15*. In early 1917, he was given a new command, SM *U-30*, which was lost with all hands, possibly sunk by the patrol boat HMS *Plough Boy*.



10. Reichsfreiherr Hugo von Seyffertitz

2 ships sunk with a total of 5,554 tons

In August 1917, von Seyffertitz was given command of SM *U-21* after having been Georg von Trapp's second officer for the first half of the war.



[16.0] DESIGNER'S NOTES

Raiders of the Deep began its evolution back in 1980, when I first picked up the game *Ace of Aces* and became obsessed with World War I. As the years went by, I sought out all the best games set in the period of the Great War, but they always seemed too complex for my liking.

That all changed when I found Gregory Smith's game *The Hunters*. I liked the solitaire format and I really loved that the core rules take up only 15 pages. Unlike many of the games that sit gathering dust on my bookshelves, this was a game I could actually sit down and play. Although the game is set in WWII, I hoped a WWI sequel might be forthcoming, or, failing that, I felt the game might one day be modified to give players an insight into the First U-boat War.

At first, I didn't give the idea much thought. Modifying a WWII U-boat game to make it into a WWI U-boat game would be a huge amount of work. I had done a number of large scale computer game mods in the late 1990s and early 2000s for games like *Red Baron 2* and *Silent Hunter III*, and I had made some small scale variants for games like *Ace of Aces*, but if I was to attempt to create a WWI U-boat game based on a WWII U-boat game, it would be a different matter entirely; although it would be a variant, there would be significant rules changes, and that would mean the entire rulebook and charts would probably need to be rewritten. At this point, it was early 2014, and I was deeply involved in another project—something that was of a much larger scale than anything I had tried before—this became the Historical Mega Module variant for *The Hunters*. It offered players much greater depth and detail, but it did not change the game's focus—it was still a WWII U-boat game.

When I had finished work on the Historical Mega Module, I started thinking about the WWI variant for *The Hunters* again. I drew up a box cover for this fictitious game. I called it *The Killing Time* and posted it to BoardGameGeek.

It got a good response, so I really started to consider what rules would have to be changed from *The Hunters* to make it work as a simulation of the First U-boat War.

The greatest advantage that Gregory Smith's system has over older solitaire games like *B-17: Queen of the Skies* is in its ability to challenge the player with meaningful choices. So I have kept as many of these as possible in *Raiders of the Deep*, and I also added one or two more, wherever it made sense to do so.

I wanted this new game to be accessible to fans of *The Hunters*, so I wanted to keep the rules as familiar as possible, so that this WWI U-boat game would remain as playable and fun as *The Hunters* is. However, I also needed the game to be an accurate simulation, and to really give a feel for the unique challenges that U-boat commanders of the Great War faced, so there needed to be significant changes, and some of them posed potentially big problems.

Firstly, I would have to show how politics and technological advances changed the course of the war: how the German government placed restrictions on U-boat commanders in order to court public opinion in neutral countries, and how the Entente navies' desperate ramming tactics started to be superseded by the advent of the depth charge and advances in naval air power. All these factors are simulated in the game, but they are shown most clearly whenever the player refers to the encounter charts, which are divided into the time periods where these changes made their mark.

Secondly, I would need to show how tactics and strategies were very different in the various theaters where U-boats operated; I would have to find a way to accurately simulate patrols in the North Sea and the English Channel where victories were hard fought, and also in the Mediterranean, where the U-boats of the Great War had their "Happy Times." This was the most difficult challenge from a design perspective. I solved the problem by implementing an Encounter Multiplier, which takes effect in certain theaters and at certain times, and which is most effective when used wisely by a veteran commander with an elite crew.

Anti-submarine tactics like submarine nets and mines would also need to be included if the game was to accurately portray the threats the U-boats of the Great War faced. I have included a few simple but effective rules to accurately model these aspects of the war.

Finally, I wanted to bring a sense of roleplaying to the game. More than just a tactical and strategic simulation of the U-boat war, I wanted the game to give players the sense that their commanders and crews were real people living in the real world. To that end, I modified a few of the charts and rules I had developed in the Historical Mega Module. I created a commander name generator based on real WWI U-boat commander names; I also included a start date chart that allows players to start in any month of the war; also, a comprehensive U-boat number generator so that players can choose from almost all the U-boats in the Kaiser's navy; then there

are the target rosters, which feature almost every ship sunk by U-boats during WWI (compiling that alone took literally weeks of work); finally, I've included a randomized generator of pre- and post-war biographies for players who want to create an entire life around their wartime U-boat commander.

I hope that you will enjoy playing this game as much as I have enjoyed making it. For me, it's a labor of love, and I hope that comes across to you, as you roam the seas of the Great War as a U-boat Kommandant in search of "fette beute" (fat booty).

Special thanks go to Gregory Smith, for all his help and advice. Thanks also to the BoardGameGeek community, especially Alexei Borodkin (Buklamang), Jim Moore (Capn Tucker), Steel Blue, Chick Lewis, Cole Biere and James Hebert for all their suggestions and help.

Ian B. Cooper

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<http://uboat.net:8080/wwi/>

Raiders of the Deep Patrol Log Sheet

U-boat Type: U5 ID: V6 Kmdt: Reinhold Lepsius Rank: Olt zS Awards: Iron Cross 2nd class
1st class

DATE	PATROL	TARGETS (tonnage)								SUNK TONS
Aug-14										
Sep-14										
Oct-14										
Nov-14										
Dec-14										
Jan-15										
Feb-15										
Mar-15										
Apr-15	British Isles	(1400)	200(P)	(3400)						5000 S
May-15	R									
Jun-15	R									
Jul-15	British Isles	(400)	900(P)	(500)	(200)	(700)	(400)	(600)	(700)	4400 S
Aug-15	R	Prerto	Wansbeck	R. Honsen	Norte					
Sep-15	British Isles	(200)	(500)	1300(P)	(200)	SUNK!				2200
Oct-15										
TOTAL PATROLS: <u>3</u>		SHIPS SUNK: <u>15</u>				TOTAL TONNAGE: <u>11,600</u>				

Example. Patrol Log Sheet for Kmdt Lepsius.

He commanded U-6, a Type U 5 U-boat. His first patrol began in April 1915 and his starting rank (11.2.2) was Oberleutnant Zur See (Olt zS).

Three patrols were completed until his U-boat was sunk (ending the game). The U-6 underwent U-boat Refit (10.10) during May and June 1915, as well as August 1915, denoted by the "R" in the Patrol column.

Note the different ways to log target ships. Only tonnage was noted in the first two patrols. In three of the patrols, prizes (9.3.5) were taken and these were marked with a (p). In the July 1915 patrol, 8 ships were sunk or taken as prizes. If the player runs out of space, the next line above may be used, or tonnage may be listed on a separate sheet.

For the September 1915 patrol, ship name was logged (above the tonnage value). There are many circled tonnage values, but no checkmarks, indicating that all ships encountered were either sunk or taken as prizes, and no ships escaped with damage. The "S" denoted at the end of each row was completing a successful patrol. If the U-boat had completed her third patrol, the third S would be circled to indicate a Crew Advancement check.

Despite his brief career, Kmdt Lepsius was decorated (11.3) with the Iron Cross 2nd and 1st Class after his first and second successful patrols, respectively.

18.0 GAME PLAY TIPS

Raiders of the Deep is a game that offers players the experience of commanding a U-boat in a number of theaters of the Great War at Sea. You may choose to focus on becoming one of the war's top aces by commanding a U-boat in the Mediterranean, or you may decide to take on the Royal Navy in a more challenging career around the British Isles, or you may decide to see what life was like for U-boat commanders in one of the lesser-known theaters of the war. You could also choose to play as one of the famous aces the game features. Alternatively, you may leave the decision completely up to fate, and simply go where the dice and your abilities lead you.

Unlike many games, *Raiders* does not focus solely on the most exciting times or the most dangerous theaters of war; you certainly can play in those theaters and with those goals in mind, but as a study-level simulation game, those players who are willing to explore the more neglected fronts can gain an insight into every U-boat commander's experience, from the luckiest and smartest, all the way to the unluckiest U-boat commander who found himself in a forgotten backwater and in a vessel that could barely function. So you may choose to play as one of the aces, or you may decide to see how life was for the U-boat commanders who had to operate in the

frigid and unforgiving waters of the Baltic Sea. The choice is yours. However you choose to play the game, you will gain a fresh insight into the realities of the U-boat war during World War One.

Here are just a few hints and tips to help you get started:

As you begin your game, you will notice that the initial game charts determine your commander name, where you are posted and what U-boat you are assigned to. Do not feel too constrained by these: you can make these decisions based on your own preferences, but the charts are there in case you want to let fate decide.

If you want a high score, get posted to the Mediterranean. If you want excitement, patrol the British Isles.

Make sure to take advantage of every opportunity to improve your situation while your boat is in port - you need your U-boat and your crew to be as good as they can be for your next patrol: so make sure you don't forget to train your crew, upgrade your boat, work for promotion and pick up any medals you have been awarded.

Encounter Multipliers – make a note of any of these on your patrol log and hold onto them, preferably until you have an elite crew and

Hanseatic Cross, when you can use them to your best advantage when in a situation when U-boat warfare is unrestricted, and preferably in a target-rich and warship-poor environment like the Mediterranean. However, don't hold onto them for too long – at a certain point in the game, your opportunities for getting a high score will fade.

Don't use torpedoes unless you have to. Scuttling ships and taking prizes may not be as cool as launching a surprise attack on an unsuspecting merchant while submerged, but you don't want to be out of torpedoes if a capital ship comes along.

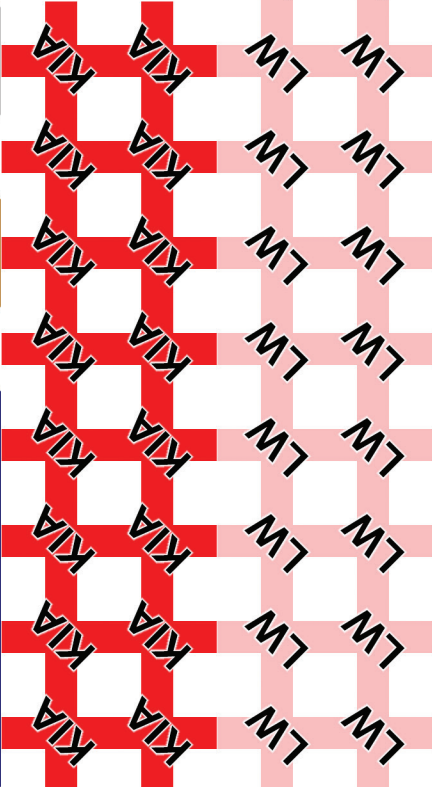
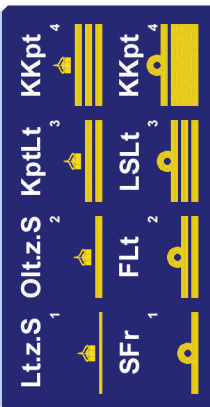
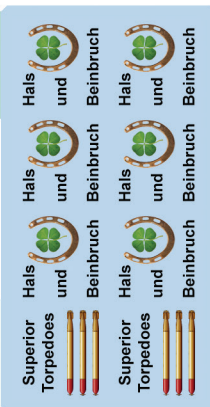
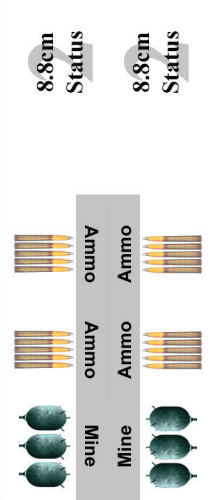
Similar to your torpedoes, make sure you don't waste your "Hals and Beinbruch" markers. You need to first assess the greatest threats to your U-boat before deciding when to use them.

Mines are the big U-boat killer in WW1. As in reality, so in the game. The only security against mine encounters is a trained crew. Make sure you keep on top of any crew advancement opportunities.

Don't take too many chances. The war is dangerous enough.

In short, play smart, and you'll have a good chance of staying alive to rack up a good score, and to get back home when it's all over.





RAIDERS of the DEEP

Counters by Ian Cooper

FRONT

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Type U-5	Type U-19	Type U-31	Type U-43	Type U-51	Type U-57	Type U-63	Type U-81	Type U-87	Type U-93
Aug. 1914	Aug. 1914	Mar. 1915	Mar. 1916	Jul. 1916	Jul. 1916	Apr. 1916	Oct. 1916	Apr. 1917	Apr. 1917
U-Cruiser	Type UB-I	Type UB-II	Type UB-III	Type UC-II	Type SMU-3	Type SMU-5	SM U-14		
Feb. 1917	Mar. 1915	Feb. 1916	Aug. 1917	Sep. 1916	Aug. 1914	Aug. 1914	Jun. 1915		

Small Freighter	Small Freighter	Small Freighter	Small Freighter	Small Freighter	Small Freighter	Small Freighter	Large Freighter	Large Freighter	Large Freighter
>5000T	>5000T	>5000T	>5000T	>5000T	>5000T	>5000T	>5000T	>5000T	>5000T
1	1	1	1	1	1	1	3	3	3
12500T	12500T	12500T	12500T	12500T	12500T	12500T	10000T	10000T	10000T
Calgarian	Calgarian	Calgarian	Calgarian	Calgarian	Calgarian	Calgarian	Calgarian	Calgarian	Calgarian

Aboukir	Cressy	Hogue	Formidable	Triumph	Majestic	Ariadne	Amalfi	Drake	Escort
12000T	12000T	12000T	15000T	12000T	14900T	11000T	10100T	14300T	14300T
5	5	5	5	5	5	5	5	5	5
10000T	10000T	10000T	10000T	10000T	10000T	10000T	10000T	10000T	10000T
L Gambetta	Danton	G. Garibaldi	Cornewallis	Pereyvet	Russell	R. Margherita	Gaulois	Britannia	Escort

C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06
Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam
C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06	C/06

C35/91	C35/91	C35/91	C35/91	C35/91	C35/91	C35/91	C35/91	C35/91	C35/91
Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air	Comp. Air
Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam	Steam

Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged
Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged



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[9.7.6] FOLLOW DAMAGED SHIP(S)

Roll 1d6 Result (*Following is automatic*)

1-4	Ship(s) remain under escort
5-6	Ship(s) become unescorted stragglers and separate

[9.7.7] FOLLOW ESCORTED SHIP(S) OR CONVOY

Roll 1d6 Result

1-4	Success
5-6	Failure (encounter ends)

[11.1] CREW ADVANCEMENT

Roll 1d6 Crew

1	LI “Experte” (all repair rolls receive favorable -1 modifier)
2	Doctor “Experte” (all crew injury recovery rolls receive favorable -1 modifier)
3	1WO “Experte” (no penalty if he takes command of boat)
4	2WO “Experte” (no penalty if he takes command of boat)
5	CREW skill increases one level*
6	CREW skill increases one level*

* Crew Skill levels are Green, Trained, Veteran, and Elite.

GAME CREDITS

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Raiders of the Deep
U-boats of the Great War, 1914-18
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