

Tutorial

A t l a n t i c C h a s e

Living Rules, April 14, 2021

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Tutorial Episodes

This interactive tutorial is organized as ten mini-scenarios, or “episodes”, each presenting an anecdote of the early naval war. Play them in order. Each episode presents a fragment of the rules, and you should read portions of the *Rule Book* as you go along. Each episode includes a detailed example of play, which is intended to show how those rules can be applied. They are brief solitaire affairs, and each notes the pages in the *Rule Book* you will need to learn. Before you go any farther, you should start with pages **2** to **9**.



W
25

You will need to set up a portion of the game board to play each episode. For example, you will place the Weather marker in either the Good or Bad Weather box.

W
BAD

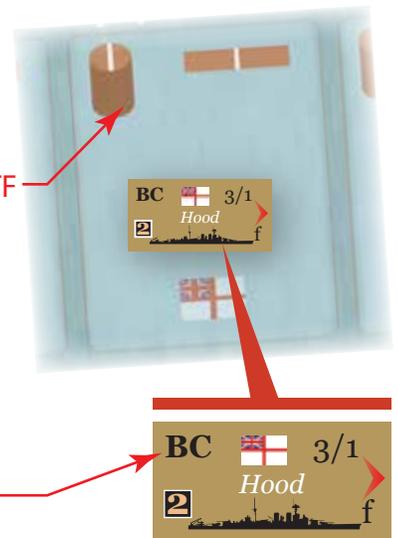
That marker has two sides, so if you prefer, you can use whichever is face-up to indicate the current Weather.



Set-up instructions may only show a portion of the Operations Map, but you are free to use all of it during the episode (unless instructions tell you otherwise).

You will need to place Ship markers on one or both Task Force Displays. This illustration, for example, tells you that the British battlecruiser *Hood* must go in this task force box on the British Task Force Display.

the *Hood* is in this TF



the *Hood* is a BC (a battlecruiser)

For more information on what the numbers and icons mean on Ship counters, see page 6 of the *Rule Book* **6**.

A task force is represented on the Operations Map as either a Station or Trajectory. In this example, the *Hood's* task force (TF) is represented as a Trajectory.



Station



Trajectory
one segment

In order to provide a taste of narrative, each episode concludes with “Outcomes.” This is also true of *Solitaire Scenarios* (see the *Solitaire Scenarios* book).

In this example, the Outcomes asks you to answer a question: “Which ship’s Task Force became a Station?”



T1 Outcomes

Which ship’s Task Force became a Station?

HMS Hood’s

Captain Crutchley was hardly surprised, but smiled nonetheless when he received the signal. “Can’t wait forever [stop] drank yours sorry old chum [full stop]”

HMS Warspite’s

The bottle of amber liquor was wrapped remarkably well but it did not reach Captain Crutchley for seven months. He had quite forgotten the frivolous wager, but the note jogged his memory and with grim news occupying the front pages for weeks now, that evening’s gathering of officers in the wardroom seemed as good a time as any to break the bottle’s seal.

If the *Hood’s* TF became a Station, read this Outcome.

If the *Warspite’s* TF became a Station, read this Outcome.

Design Note

This tutorial is intended to teach the game, but a less obvious aim is to present interesting aspects and episodes of the first month of the naval war. The serious subject matter of wargames lends itself to this kind of treatment, as both ‘game’ and ‘history.’ Just as a wargame is no substitute for an exhaustively researched text, it is also not merely frivolous entertainment. It lies somewhere between.

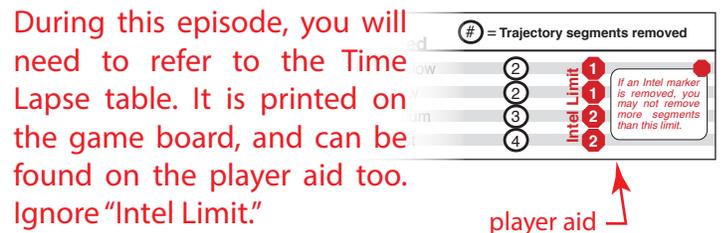
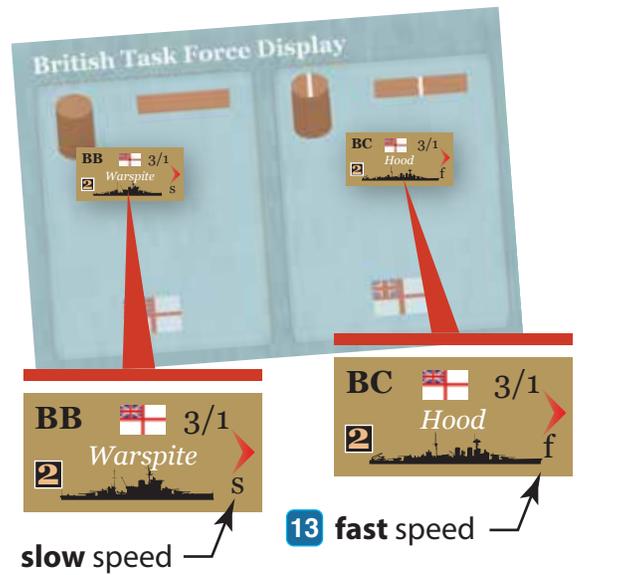
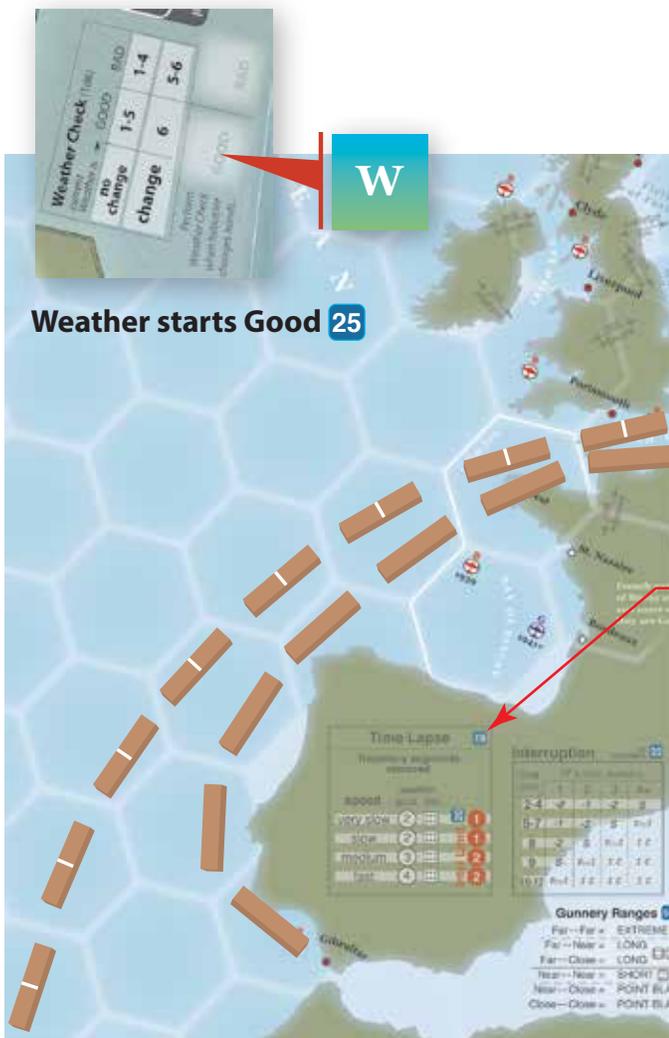
T1: Old Chums

For this episode, read these pages in the Rule Book → 14 to 16 19 20 25 35 36
ignore Intel Limit → 20

This is a race. An unofficial race of the sort brought on by (usually) healthy rivalries that exist within a navy, in this case, the Royal Navy. Captain Victor Crutchley commands *HMS Warspite*, a ship built during the Great War and refitted for a modern war in the 1930s. It has recently steamed across the Western Mediterranean and is heading out of Gibraltar for Portsmouth where it will have its engines seen to. His friendly rival is Captain Harold Walker, an old chum from the Royal Naval College at Osborne, now commander of *HMS Hood*, a battlecruiser commissioned in 1920. The *Hood* has seen service along the Spanish coast during the Civil War and is due for refitting. It is now also heading to Portsmouth, and in this hypothetical race, Walker aims to prove his ship the better of Crutchley's.

How to play

Set up the Operations Map 4 as shown here, and place the *Warspite* and the *Hood* in the boxes on the British Task Force Display as shown below. For this tutorial, you will alternate playing Pass actions, starting with the *Warspite's* Task Force. Pretend each Task Force is controlled by a separate player. When a Task Force Passes, perform Time Lapse for it and then make a Weather Check. The Time Lapse table is printed on the game board, and it is also printed on the player aid. In Bad weather, you will roll a die instead of removing the number of segments indicated on the table. For this episode, when called to remove segments from a Task Force, remove them from the end of the Trajectory furthest from Portsmouth. **Note: ignore Intel Limit 20.**



The End

The episode ends when one of the Task Forces is a Station. That will happen when Time Lapse 19 removes its last Trajectory segment (in this episode, you must replace that last segment with a Station). Then, refer to the Outcome on the next page.

T1 Outcomes

Which ship's Task Force became a Station?

HMS Hood's

Captain Crutchley was hardly surprised, but smiled nonetheless when he received the signal. "Can't wait forever [stop] drank yours sorry old chum [full stop]"

HMS Warspite's

The bottle of amber liquor was wrapped remarkably well but it did not reach Captain Crutchley for seven months. He had quite forgotten the frivolous wager, but the note jogged his memory and with grim news occupying the front pages for weeks now, that evening's gathering of officers in the wardroom seemed as good a time as any to break the bottle's seal.

T1 Example

1 Warspite's TF Passes **35**, and since the TF is slow, 2 Trajectory segments are removed. **19**

The Weather Check does not change the weather (rolled a **5**, Weather remains Good **25**). The Hood's TF Passes, and 4 segments are removed (it is fast).

2 After the Warspite's TF Passes again, the Weather changes (rolled a **6**). The Hood's TF Passes, and the player rolls a die...a **3**... removing three segments **20**. The Weather Check roll is a **3**, so it remains Bad.

The Warspite's TF Passes and rolls a die for Time Lapse **20**.

3 Rolls a **5** for Time Lapse, and so, all segments are removed and a TF Station replaces one of them (the player puts it in the Portsmouth hex, but technically, it could go in any of the three hexes). The Warspite arrives first.

Why? How?! Perhaps the Hood encountered storms that either slowed its progress or forced it to steer wide, or perhaps information about when each ship started the race was unreliable and Warspite got a head start.

Design Note

Time Lapse is not intended to replicate rate of travel, but we use it for that purpose in this episode because it is a handy way to teach the mechanic. The Trajectory and its segments represent information about a path of travel and timing along that path, but it is fuzzy information on a chart miles away at headquarters. Time Lapse represents information passed on to you.

While we're on the subject, how fast is fast? A ship is rated "fast" if its speed is in the neighborhood of 30 knots. Medium is approximately 26 knots, slow 23 knots, give or take, and 16 knots or less is very slow. In *Atlantic Chase*, the assignment of speed ratings are influenced by a variety of factors, such as fuel consumption and doctrine. Although the *Hood* was no faster than the *Bismarck*, that battlecruiser was designed and her crew trained to barrel down on enemy raiders.

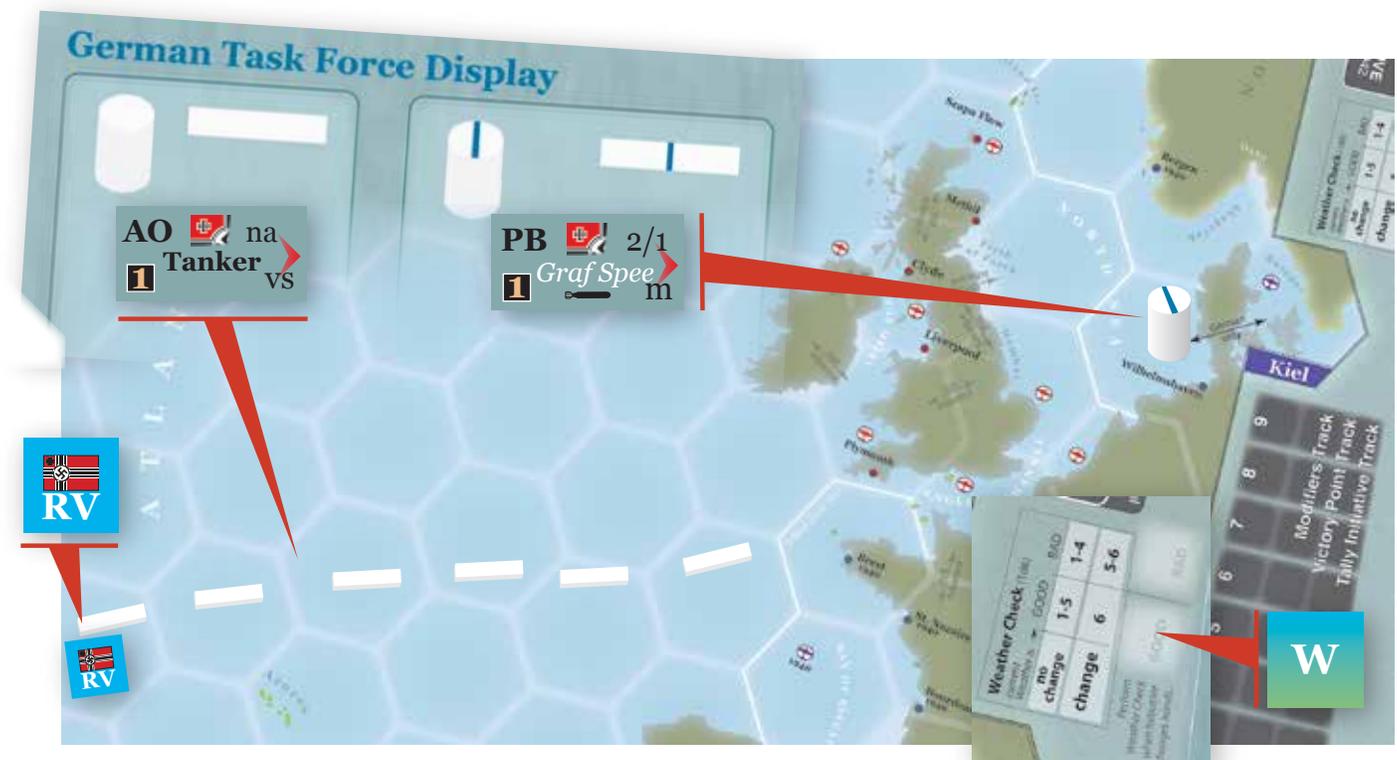
T2: Saber Rattling

New rules for this episode → 43 44

It is August 1939. In preparation against Britain and France who stubbornly assert Poland's right to independence, the *panzerschiff* (armored ship) *Admiral Graf Spee* is despatched to the North Atlantic to await orders should war be declared. The *Altmark*, a tanker, has already steamed through the English Channel disguised as a commercial vessel, with orders to rendezvous with the *Graf Spee*. It will fuel that *panzerschiff* for a long voyage, ultimately taking her to the South Atlantic and the Indian Ocean. Historical note: After rendezvous and after this episode, the *Graf Spee* will bag nine merchant ships along its cruise, 50,000 tons, before it will meet its own demise in the estuary of the Rio de la Plata off Uruguay.

Set-Up

Place the *Graf Spee* in a Task Force, and the tanker in another Task Force. Place the *Graf Spee's* Task Force Station in the Wilhelmshaven hex or the Wilhelmshaven Port Box (either is fine; the Station may be shifted back and forth between port hex and port box at will 8). The tanker starts on the map as a Trajectory, as shown. Place a Rendezvous marker as shown (it indicates the hex where the two Task Forces must rendezvous and has no other function).



Weather starts Good 25

How to play

Start by performing a Trajectory action 43 for the *Graf Spee's* Task Force. Place a Trajectory segment in the Station's hex and another in the Rendezvous hex, and then connect those two ends with more Trajectory segments. For this tutorial, you are not permitted to place a segment in a hex with a British port or air base (ordinarily it is legal, but doing so triggers an Intel attachment, and we won't introduce Intel markers 21 until the next episode). Once the *Graf Spee's* Trajectory stretches to the Rendezvous hex, alternate performing Pass actions until both Task Forces are Stations. Perform Pass actions 35 as though each Task Force belonged to a different player, and don't forget to check Weather after each Pass (when Initiative changes hands). Once one Task Force is a Station, the other Task Force performs Pass actions until it too is a station. *Note: The Outcome narrative will ask if the Task Force's trajectory passed through the Bergen hex.*

The End

The episode ends when both Task Forces are Stations and both Stations are in the Rendezvous hex. Finish by checking the episode's outcome on the next page.

T2 Outcomes

Did the *Graf Spee's* TF have a segment in Bergen's hex?

YES

The sight of the unusual ship was remarkable, so much so that Admiral Diesen of the Royal Norwegian Navy was alerted. Since the ship made no effort to pass through the Inner Leads, however the dilemma of maintaining neutrality never arose. It would be a different story in February, when the *Altmark* would return bearing the *Admiral Graf Spee's* 300 prisoners, the spoils of a successful cruise. On her way back to Germany the *Altmark* would navigate into Bergen's harbor seeking shelter from British cruisers. This "Altmark incident," as it would be known, would hasten Operation *Weserübung*, Hitler's scheme to grab Norwegian ports and air bases, thus securing Germany's iron ore supply (N Scenarios).

NO

A British scout plane sends a signal, indicating that a suspicious ship has been sighted. A cruiser is dispatched to find the ship and shadow it, and with the aid of air reconnaissance, the cruiser makes brief contact, identifying her as a "pocket battleship." Admiral Forbes immediately orders the 3rd Cruiser Squadron to steam out from Rosyth in pursuit. When war is declared – if declared – Forbes wants to deal with the German ship before she can do harm.

T2 Example

1 The *Graf Spee's* TF performs a Trajectory action **43**. (A segment was placed in the Bergen hex, which will influence the Outcome).

2 It then Passes **35**, and 3 segments are removed for Time Lapse. **19**

3 The *Altmark's* TF Passes (but after making a Weather Check **25** – the die rolled a **3**, so no change). Two segments are removed.

4 Each TF Passes again and then again, performing Time Lapse each time and checking weather (it remains Good). The *Altmark's* last Trajectory segment is removed, replaced by a Station.

5 The *Graf Spee* Passes, and then Passes again, finally removing its last segment and reverting to a Station. Rendezvous!

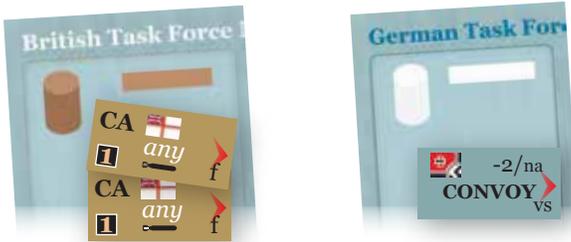
T3: Neutrality?

New rules for this episode → **20** Intel Limit **21** **26** **39** **40**

A week ago, Germany invaded Poland and although the war on the ground in the west is quiet, on the water it is very much a live war. The Royal Navy is keen to disrupt German merchant shipping along the Norwegian coast, to interfere with or stop the importation of iron ore to its industrial system. It has effected a blockade of the North Sea, attempting to bottle-up Germany's war vessels. Norway is neutral, however, its coastal waters are now a road skirting the blockade. As far as Britain is concerned, however, Germany's merchant ships are enticing targets on that road.

Set-Up

The Weather starts Good. Place a British Task Force in the hex indicated to the right, and a German Task Force as indicated too. The British Task Force is comprised of two fast cruisers (select any two **CA** ships), while the German Task Force is a very slow **Convoy** (it is actually just three merchant ships hoping to slip down the coast to Germany).



Weather starts Good



How to play

The player (German) has the initiative. The goal is to get the German Task Force to Wilhelmshaven or Kiel. When the player Passes, Initiative goes to the (imaginary) British player. Make a Weather Check, and then, to determine what the British do when they have Initiative, roll a die (1d6) and apply the result on the British Action Table below (do this each time they have Initiative). Refer to the row corresponding to the current weather, Good or Bad.

Legend of Action Table Results:

P PASS. **35** The British performs a Pass action (Time Lapse **19** and Weather Check **25**). When removing segments due to Time Lapse, remove the ones furthest from Wilhelmshaven.

S SIGNALS. **39** The British performs a Signals action. If more than one Intel marker is attached to the Task Force, select the closest one to the British Task Force's segment or Station. If the British maintain Initiative, they perform a Trajectory action to the German station (if not already in the Station's hex), and then they Pass **35**. If a Signals action can't be performed (because the German Task Force does not have an Intel marker), treat as a 'T' result instead.

T TRAJECTORY. **43** British Task Force performs a Trajectory action. Roll a die: if EVEN, extend the Trajectory to the nearest German segment with an Intel marker attached (if no Intel marker, to the nearest German Task Force segment or Station). If ODD, extend it to Wilhelmshaven. Then, apply the 'P' result. In either case, if already in the German's hex, Pass action instead **35**.

British Action Table

		1d6 →	1	2	3	4	5	6
Weather	Good	W	S	S	S	S	T	P
	Bad	W BAD	S	S	S	T	P	P

The End

The episode ends when the German Task Force is a Station and it is in a German port box (Wilhelmshaven or Kiel). It also ends the moment the British Task Force and the German Task Force are both Stations and they occupy the same hex.

T3 Outcomes

The German Task Force is in Kiel or Wilhelmshaven?

YES

Despite British aircraft patrolling and more than one close call where a ship was reported on the horizon, the merchant ships slip into port.

NO

"Come to a full stop. If you send a wireless signal you will be fired upon. Bring all crew onto deck for inspection." The British cruiser bore down on the merchant ship repeating that message in German and in Norwegian. The German ship cuts engines. Its crew won't set eyes on a German port until 1946.

T3 Example

1

The Convoy performs a Trajectory action **43** to Wilhelmshaven. When placing a segment in the British Station's hex, an Intel marker must be attached to the segment.

21



2

Then a Pass action. **35**
After Time Lapse removes 2 segments, it is the British turn (that is, the British have Initiative). The Weather Check rolls a **4**, so the Weather remains Good. **25**

3

The British roll a **3** on the British Action Table. The result is 'S', a Signals action **39**, which means the German Trajectory is transformed into a Station, and the Station replaces the Intel marker.

That ends the episode.

Outcome? The British cruisers board the merchant ships.



T3 Second Example

1 The Convoy performs a Trajectory action **43** to Wilhelmshaven. And then, the Germans Pass, performing Time Lapse **19**, removing two segments.



2 Since Trajectory segments were placed in hexes with British airbases and a French port (in this game, France is considered to be under British control in 1939). Each segment gets an Intel attachment **43**.

-2/na
CONVOY
VS

speed	# = Trajectory segments removed	Intel Limit
very slow	2	1
slow	2	1
medium	3	2
fast	4	2

If an Intel marker is removed, you may not remove more segments than this limit.

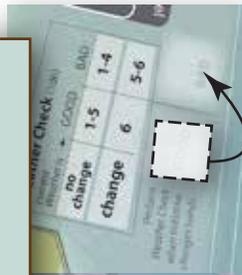
T3 Second Example (cont.)

3

The British now have Initiative, and a die is rolled to check the Weather...
...a **6**...
...and so, the Weather changes to Bad.



25



4

The British roll a **2** on the British Action Table. The result is '**S**', a Signals action **39**, which means the German Trajectory is transformed into a Station, and the Station replaces the Intel marker. There are three Intel markers, and the one targeted is closest to Wilhelmshaven and the British TF.

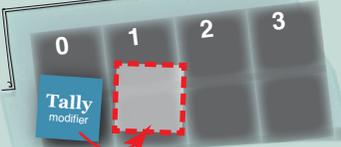


T3 Second Example (cont.)

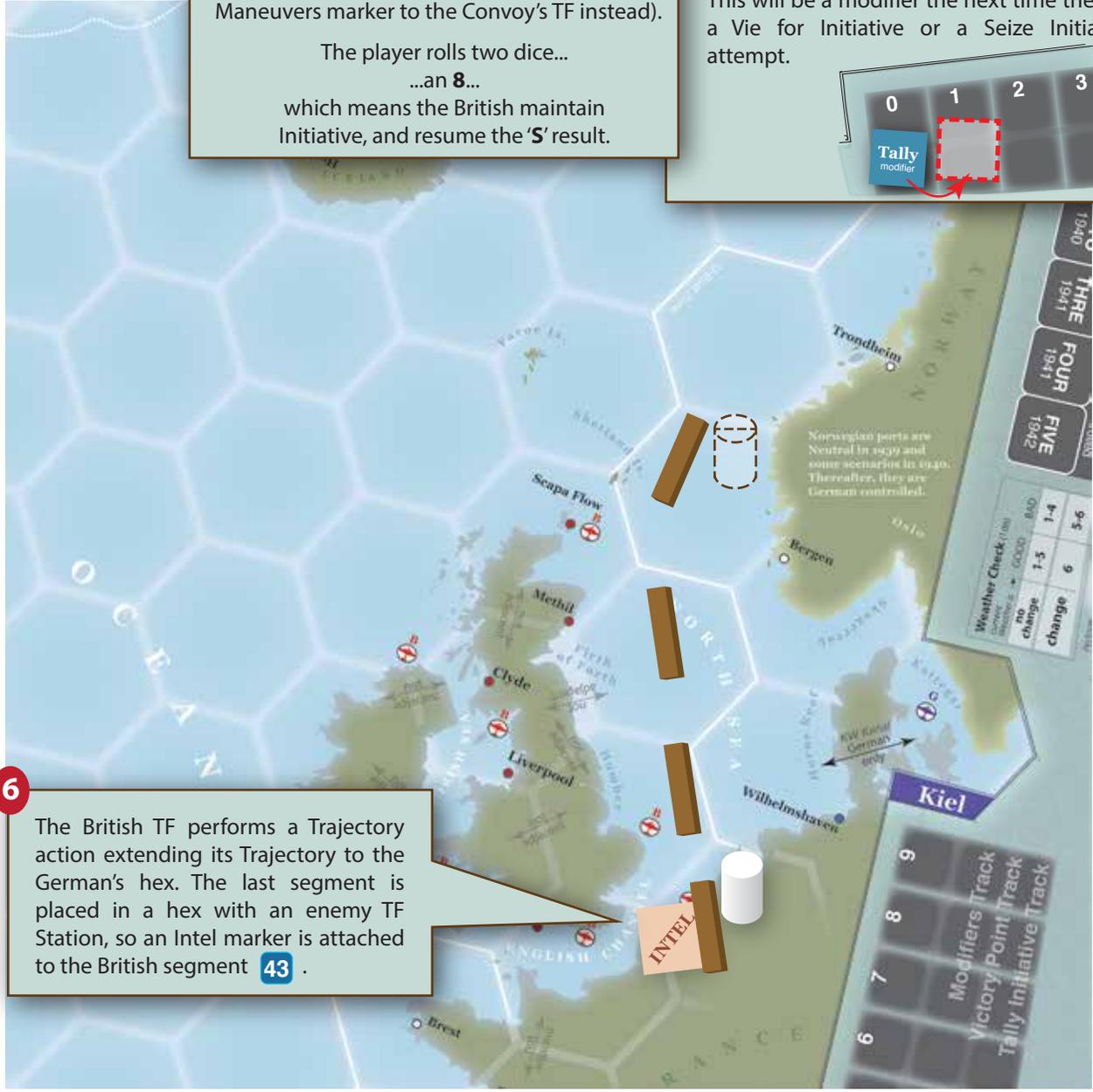
5 The player is now allowed a Seize Initiative opportunity, and elects to make the attempt (they could have opted to attach an Evasive Maneuvers marker to the Convoy's TF instead).  **26**

The player rolls two dice...
...an **8**...
which means the British maintain Initiative, and resume the 'S' result.

The player must adjust the Initiative Tally by 1, since the Germans failed to grab Initiative. This will be a modifier the next time there is a Vie for Initiative or a Seize Initiative attempt.



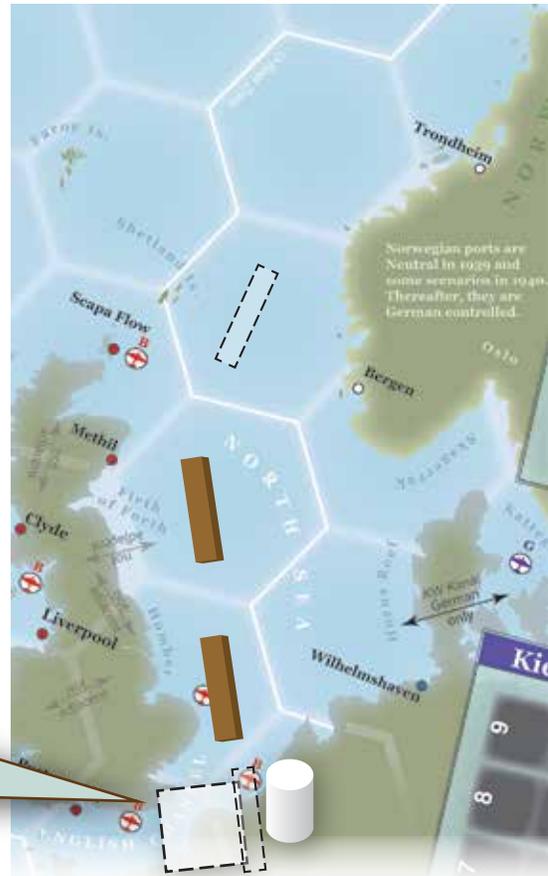
6 The British TF performs a Trajectory action extending its Trajectory to the German's hex. The last segment is placed in a hex with an enemy TF Station, so an Intel marker is attached to the British segment **43**.



T3 Second Example (cont.)

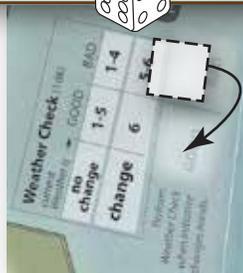
7 The British **Pass**, and perform **Time Lapse**. Since the Weather is Bad a die must be rolled to determine the number of removed Trajectory segments...
 ...a **5**...
 which means the British must remove five segments.

And yet, there are only four segments in the Trajectory, and one of them has an Intel marker attached. **The player has a choice, remove three and keep the Intel marker, or remove two along with the Intel marker, invoking Intel Limit 20**. The Action Table Result is not clear about which to remove, except to say that those farthest from Wilhelmshaven should be removed, so the player removes a segment from each end of the British Trajectory.



Doesn't this violate the Action Table result (result 'P')? Yeah, maybe. The segment farthest from Wilhelmshaven was removed, but the one in Wilhelmshaven's hex is certainly not 'farthest' away. Is the player cheating? Yes, but the player is roleplaying, and it is okay to take liberties with Action Table instructions if the situation seems to warrant it.

8 The Germans have Initiative and make a Weather Check, rolling a **5**, so the Weather reverts to **Good 25**.



9 The Germans perform a **Trajectory** action to Wilhelmshaven **43**. Placing a segment in the hex with a British airbase triggers **Intel**, attaching the marker to the segment.

T3 Second Example (cont.)

10 The Germans perform a **Pass** action **35**, and must abide by the **Intel Limit** **20**, removing the Trajectory segment with the Intel marker attached.



11 The British have Initiative and a Weather Check must be made. A **5** is rolled, so the Weather remains **Good** **25**.



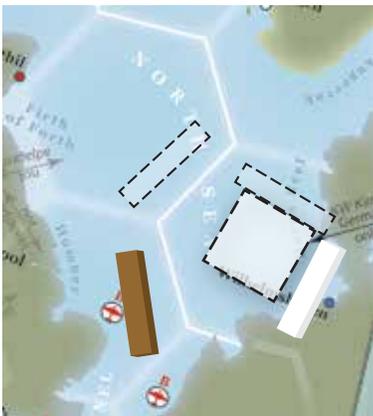
12 A die is rolled to see what the British do...
...a **1**...
...which is an **'S'** result. Since the German TF does not have an Intel marker attached, a **'T'** result is applied instead, which means the British TF performs a **Trajectory** action **43**, and then **Pass** **35**, performing **Time Lapse** **19**.

Because of the German port (Wilhelmshaven), an **Intel marker** must be attached to the British Trajectory segment.



Note that either end of the Trajectory may be extended to accomplish this action. In this case, it seems likely that the British cruisers looped back and perhaps steamed for Jutland before turning on an interception course with the German convoy.

The 'P' Action Table result requires that the segments furthest from Wilhelmshaven be removed, but the player is encouraged to role play and decide which option is the most reasonable.



13 **Intel Limit** may, or may not, be invoked. The British 'player' makes this decision, but here the German player decides which to apply (because there is no British player). If the Intel Limit is invoked, the Intel marker will be removed along with two segments (as shown on the left). If not invoked, all but the Intel marker will be removed. The player opts to invoke the Intel Limit, but decides to keep the center segment (see facing page).



T3 Second Example (cont.)

14 The Germans have the Initiative and a Weather Check must be made. A **2** is rolled, so the Weather remains **Good 25**.  

15 The Germans perform a Trajectory action **43** through the canal to Kiel **4**.

16 Then, the Germans perform a Pass action **35**. Time Lapse reduces the Trajectory to a station **14 20**. Once again, Initiative is handed over to the British.

17 The British have the Initiative and a Weather Check must be made. A **4** is rolled. The Weather remains **Good 25**.  



The Station is not yet in a port box.



Historical Note:

Admiral Forbes, in command of the Home Fleet, was keen to sortie a squadron of cruisers or battlecruisers into the Skagerrak, to engage the Kriegsmarine as soon as possible. His boss, the Sea Lord and soon to be Prime Minister, Winston Churchill, shared his enthusiasm, but prudence won out and the Royal Navy developed a disciplined blockade of the North Sea instead.

18 A die is rolled to see what the British do...a **5**...which is a 'T' result. 
 Another die is rolled...a **2**...which is EVEN, so the British TF performs a Trajectory action **43** to the German TF Station in Kiel (this triggers Intel attachment **43**). 

19 The British then Pass **35**, performing Time Lapse **20** and remove two Trajectory segments. Initiative shifts to the Germans, and after a Weather Check, the player transfers the German TF to the Kiel port box **8**, ending the episode. *The outcome? The German merchant ships elude the Royal Navy and arrive safely in port.*



In this situation, any two segments can be removed by Time Lapse. (In this situation, Intel Limit may be invoked, or not).

T4: Ruse?

New rules for this episode → **29 30**

War is less than a month old and Grossadmiral Raeder is keen to lure British naval assets into a vulnerable position. He orders one of his modern battlecruisers into the Skagerrak, as if to threaten a breakout into the North Atlantic, or perhaps a raid on the Bergen-Methil merchant route. At least, that is the opinion of Admiral Forbes of the Home Fleet. He dare not send capital ships under German airspace, however, and it is vital that Britain's commerce across the North Sea continue without molestation.

Set-Up

Use the North Sea Inset Map as well as the Port Boxes on the Operations Map (Bergen, Methil, and Wilhelmshaven). Place Task Forces as indicated on the right, and ships as indicated below.

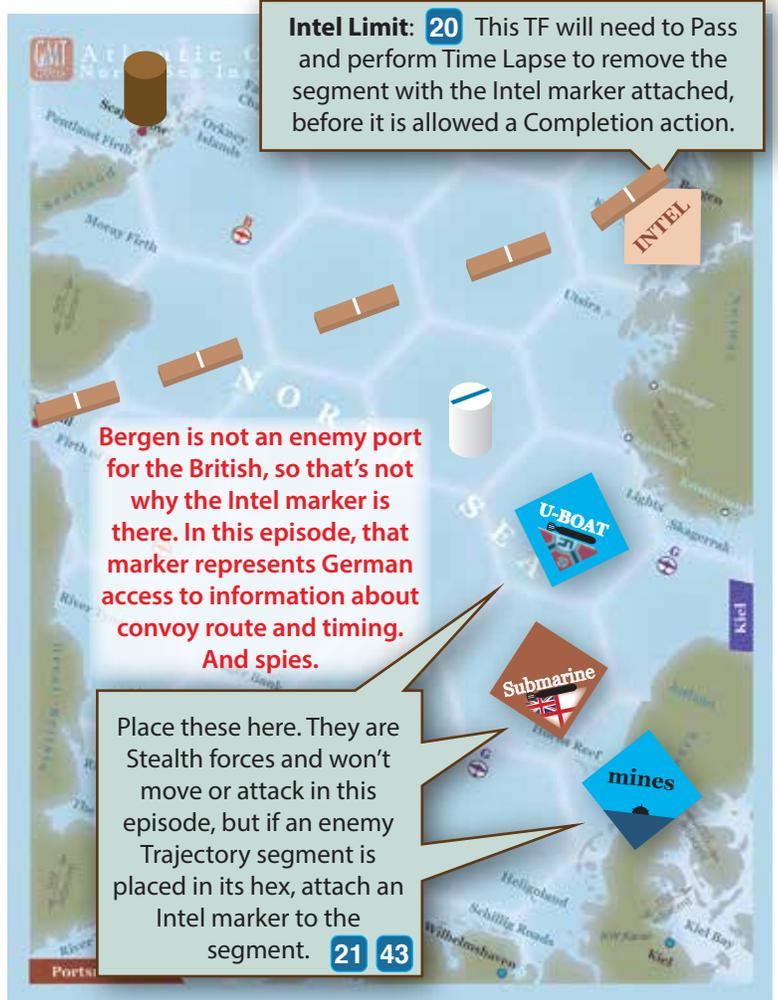


How to play

The player assumes the role of the British in this episode, and has Initiative. The goal is to get the British Convoy to Methil, by performing a Completion action **29**. When the player Passes or the German Seize Initiative, make a Weather Check and then make a German Action Check. Do that by rolling a die (1d6) and applying the result on the German Action Table. Refer to the row corresponding to the current weather, Good or Bad. Apply results from the top down, in order. Example: a 2 is rolled in Good Weather; first apply TK then C.

The End

When either the German Task Force or the British Task Force with a Convoy successfully performs a Completion action, the episode ends. It might also end as a result of the German Action Table. Another way the episode may end is if the German Task Force is a Station, and either British Task Force is also a Station, and it is in the same hex with the German Task Force (that is, the episode ends when a German and British Station share the same hex; see "Battle" in Outcomes).



German Action Table

		1d6 →	1	2	3	4	5	6
Good	W	BD	TK	TK	TW	TW	P	
			C	C	C	C		
Bad	W	BD	BD	TK	TW	P	P	
	BAD			C	C			

Legend of Action Table Results:

C COMPLETION. **29** If the German Task Force is a Station, or if it is a Trajectory and has a segment in either the Kiel or Wilhelmshaven hex, it attempts a Completion action. That means the British attempt to stop it by making a Seize Initiative attempt **26**, or forego the attempt to attach an Evasive Maneuvers marker to one of the British TFs. If a Completion action can't be attempted, convert this result to a Pass action.

P PASS. **35** The Germans perform a Pass action. If the German Task Force is a Trajectory, it performs Time Lapse. Make a Weather Check and then the British player has the Initiative.

TK TRAJECTORY. **43** The German Task Force performs a Trajectory action. Add new Trajectory segments to form the most direct route, while avoiding British air bases and Submarine force. The second letter (B, K, or W) indicates where the new end of the Task Force Trajectory will be placed:

TW

TK = Kiel (nearest hex);
TW = Wilhelmshaven.

B-DIENST: *The Germans receive information from B-dienst code breakers. Attach an Intel marker to the Convoy's Trajectory segment (attach it to the segment closest to Bergen), and then the Germans perform a **Signals** action. Then (if the Germans maintain Initiative), the German TF performs a **Trajectory** action, followed by a **Pass** action (see below). However, if an Intel marker is already attached to the Convoy's TF, the order is reversed: the German TF first performs a **Trajectory** action, then a **Signals** action, followed by a **Pass** action (again, see below).*

BD SIGNALS ACTION: **39** Select the nearest Intel marker (that is, nearest to the German Task Force; if the German TF is a Trajectory, nearest its segments).

Time Lapse: **19** If the German TF is a Trajectory, and it has a segment in the Station's hex (that is, the British TF is now a Station, located where the Intel marker was), the German TF performs Time Lapse. Remove segments farthest from the British Station's hex.

TRAJECTORY ACTION: **43** The German TF extends its Trajectory to the target hex (that is, the one with the British Station or Intel marker).

PASS ACTION: **35** The German TF performs Time Lapse, removing segments farthest from the British Station.

T4 Outcomes

Episode ended because...?

German TF Completed

Admiral Forbes reads the message that the German battlecruiser has withdrawn. He is relieved by the news, but still urges consolidation of merchant ships in escorted convoys.

British Convoy Completed

Admiral Forbes is informed that two British destroyers collided heading out of the Humbar. They were accompanying a cruiser group that was slated to rendezvous with the *Hood* and *Repulse*, which were then to sortie into the Skagerrak and engage the German raiders. He is then informed that a British submarine operating off the Horn Reef has mechanical malfunction and can't dive. Irked, he calls off the operation, but is keen to capitalize on future opportunities to deliver a blow to the Kriegsmarine.

Battle? (*but...which British TF Station?*) (This outcome is possible as a result of the German Action Table.)

a. Convoy: The First Sea Lord has the unenviable task of relating bad news to Prime Minister Chamberlain. Two merchant ships were sunk and one captured, before the German raiders scurried home. The First Lord of the Admiralty, Winston Churchill, is not ecstatic to hear the news either.

b. Two Battlecruisers: The first clash of capital ships takes place in the North Sea. The *Gneisenau* and *Koln* elude British attempts to inflict serious harm and escapes to the east, disappearing into the Skagerrak.

T4 Example

1 The player decides to perform a Trajectory action **43**. The segment placed in the German TF Station's hex triggers an Intel marker attachment **21**.

2 The player Passes **35**, selecting the Convoy's Task Force to perform Time Lapse **19**. Although two segments could be removed, the player selects the segment with the Intel marker attached, removing it, which invokes "Intel limit" **21**. Only that one segment may be removed.

3 The player rolls a **4** for the Weather Check, and the Weather remains Good. Then, a **3** is rolled on the German Action Table, and so the German Task Force performs a Trajectory action to Kiel. The shortest route of segments is placed on the map.

4 Then the German Task Force attempts a Completion action **29**. The British player makes a Seize Initiative attempt by rolling two dice... the sum is **7**, so the action succeeds and the episode ends.

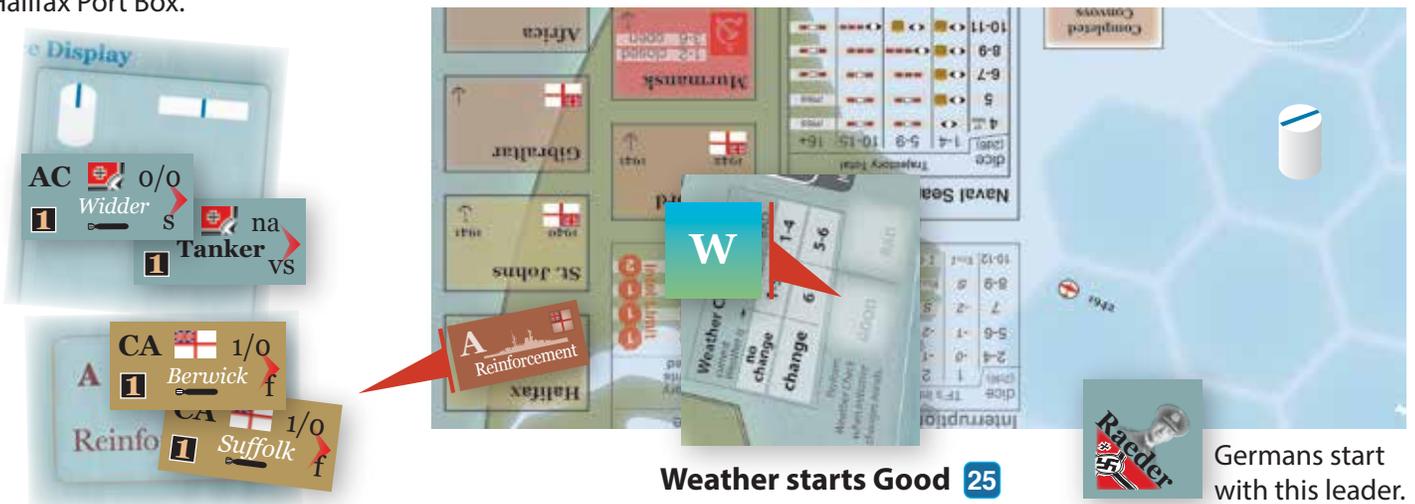
T5: Thirsty

New rules for this episode → **37** **38** Raeder (leader) → **10**

The *Widder*, a German armed merchant raider, is refueling somewhere in the Atlantic Ocean. Its tanker is completing its job and will return to Germany, while the raider will steam into the South Atlantic to begin a piratical cruise intended to bag British merchant ships and disrupt Britain's far-flung imperial infrastructure. Bletchley Park, Britain's intelligence division, has learned the approximate rendezvous point, and now it's a race.

Set-Up

Place the German Task Force Station on the Operations Map as shown here. It contains the *Widder* and a tanker. The player assumes the role of the British, and does not begin this episode with a Task Force in play. Instead, place two cruisers (CA class) as reinforcements. This means putting the cruisers in a Reinforcement Box on the British Task Force Display and then placing the corresponding Reinforcement Group marker in a Port Box, indicating the port where the cruisers will enter play during a Regroup action **37**. In this episode, place the Reinforcement Group marker in the Halifax Port Box.



Weather starts Good **25**

Germans start with this leader.

How to play

The player assumes the role of the British in this episode, and has Initiative. The goal is to nab the German ships before the tanker scurries back to Kiel or Wilhelmshaven and the *Widder* before it slips off to South America. The first time the Germans have Initiative, make a Weather Check and then perform the "German's First Move," as described below. Later, when the Germans gain Initiative again, make a Weather Check and then make a German Action Check. Do that by rolling a die (1d6) and applying the result on the German Action Table on p. 19 in this booklet. Refer to the row corresponding to the current weather, Good or Bad.

Nabbed (captured)

If at any time a British Station shares a hex with a German Station, or shares a hex with a German Trajectory that has **4** or fewer segments, the German Task Force is captured. This happens immediately. Once captured, both the captive and the capturer are done for the episode. Neither the captured nor the capturer may perform actions; their story is over.

German's First Move

The first time the Germans have the Initiative, the German Task Force performs a **Reorganize action** **37** and splits into two Task Force Stations. Select any Task Force Station and place it in the same hex as the other Station, and then place one of the German ships into the corresponding box on the Task Force Display. Then, *Widder's* Task Force performs a **Trajectory action to South America**. Replace its Station with a Trajectory segment, and then place more segments so they form a line to the edge of the Operation's Map at the South America port. Make the Trajectory as short as possible, but do not place a segment in a hex with a British Task Force Station, air base, or port (bend the German Trajectory to go around those obstacles). Then, the tanker's Task Force performs a **Trajectory action to Kiel**. Make it as short as possible, without placing a segment in a hex with a British Task Force Station, an air base, or a port (in other words, do not force a segment to take an Intel attachment **21**). Then the Germans Pass **35**, performing an **All Pass** allowing both German Task Forces to perform Time Lapse. Remove segments farthest from their respective ports.

German Actions

When the Germans have the Initiative, starting when they have it for the second time, roll a die and refer to the appropriate Action Table: If at least one German Task Force has fewer than seven Trajectory segments, use the table on the left. Do not include captured or Completed German Task Forces when considering which table to use. If neither of the German Task Forces has six or fewer segments, use the table on the right. Results are explained in the legend below.

German Action Tables

A German TF has 6 or fewer segments or is a Station:

	1d6 →	1	2	3	4	5	6
Good		C	C	C	C	C	P
Bad		C	C	C	C	T	P

Neither German TF has 6 or fewer segments:

	1d6 →	1	2	3	4	5	6
Good		AP	AP	PW	PT	PT	PT
Bad		AP	AP	AP	PW	PT	T

Legend of Action Table Results:

AP

ALL PASS. **35** Both German Task Forces perform Time Lapse (if they are Trajectories; if they are not, treat as a 'P' result). Make a Weather Check and then the British player has the Initiative. If two All Passes have already been performed, treat as a 'P' result instead.

C

COMPLETION. **29** If a German Task Force is eligible to perform a Completion action (it does not have an Intel marker attached), it makes the Completion attempt. That means the British attempt to stop it by making a Seize Initiative attempt **26**. If both German Task Forces are eligible to make Completion attempts, the *Widder* makes the Completion attempt. If a Completion action is not possible for either German TF, convert this result to a 'P' result. Completion Success: If the Completion action succeeds, increase the Seize Initiative Tally by one on the track **26** and remove the Task Force from play. Then, if the episode has not ended, the Germans take another action (roll a die and again apply the result on the German Action Table).

P

PASS. **35** The German Task Force with the longest Trajectory performs Time Lapse. Make a Weather Check and then the British player has the Initiative.

PT

PASS (tanker). **35** The tanker's Task Force performs Time Lapse. Make a Weather Check and then the British player has the Initiative. If the tanker's Task Force has already Completed, been captured, or is a Station, treat as a 'P' result.

PW

PASS (*Widder*). **35** *Widder's* Task Force performs Time Lapse. Make a Weather Check and then the British player has the Initiative. If *Widder's* Task Force has already Completed, been captured, or is a Station, treat as a 'P' result.

T

TRAJECTORY. **43** *Widder's* Task Force performs a Trajectory action to Africa (treat Africa as a German port for this episode; *Widder* will try to Complete there). Add new Trajectory segments to form the most direct route, from either end of the existing Trajectory, while avoiding British air bases, ports, and Task Force Stations. If the German Task Force is a Station, convert it to a segment and extend the new Trajectory to the nearest Africa port hex. Then, if it can attempt Completion in Africa, it makes the attempt, or it Passes. If *Widder* has already Completed or been Nabbed, treat this result as 'C'.

The End

The episode ends when there are no German Task Forces in play. They have either Completed **29** or been captured.

T5 Outcomes

Both German Task Forces Completed?

YES

Admiral Forbes demands a full report. How did the Germans elude the much faster cruisers? Churchill is also keen to know, and although he is devoting his energies as much to Parliament these days as to the Admiralty, he asks his secretary to compile a list of admirals who might serve as a suitable replacement for John Forbes.

NO

If the *Widder* Completed, Admiral Forbes can at least tell Churchill that a German tanker was bagged. If the tanker Completed, the First Lord of the Admiralty sends Forbes a congratulatory cipher. If neither Completed, Churchill sends him two cigars, one for each German ship.

T5 Example

1 The British performs a **37** Reorganize action in order to make a Reinforcement attempt. Two dice are rolled.....a **5**, and the attempt failed. Initiative changes hands and a Weather Check is made (a **3** is rolled so no change).

2 The German TF performs a Reorganize action **13 37** and splits into two TFs, and then each performs a Trajectory action **43**. Then, the Germans perform an All Pass **35**, and both TFs remove the two segments farthest from their respective ports, South America and Kiel (Time Lapse **19**). The Raeder counter is flipped over.

3 The British now have Initiative and the player rolls a die to check the Weather **25**...a **6**...and the Weather is now Bad.

4 The British performs a Reorganize action **37** in order to make a Reinforcement attempt. Two dice are rolled... ..a **9**, and the attempt is succesful. The two cruisers are shifted from the Reinforcement box to one of the Task Force boxes on the Task Force Display, and the corresponding TF Station is placed in the Halifax Port Box, replacing the Reinforcement Group marker.

German Task Force Display

AO na Tanker	AC o/o Widder
1	1
VS	S

Attempt Reinforcement...

2d6	result
2-6	fail IC
7-12	success reinforcement enters play

Player Aid

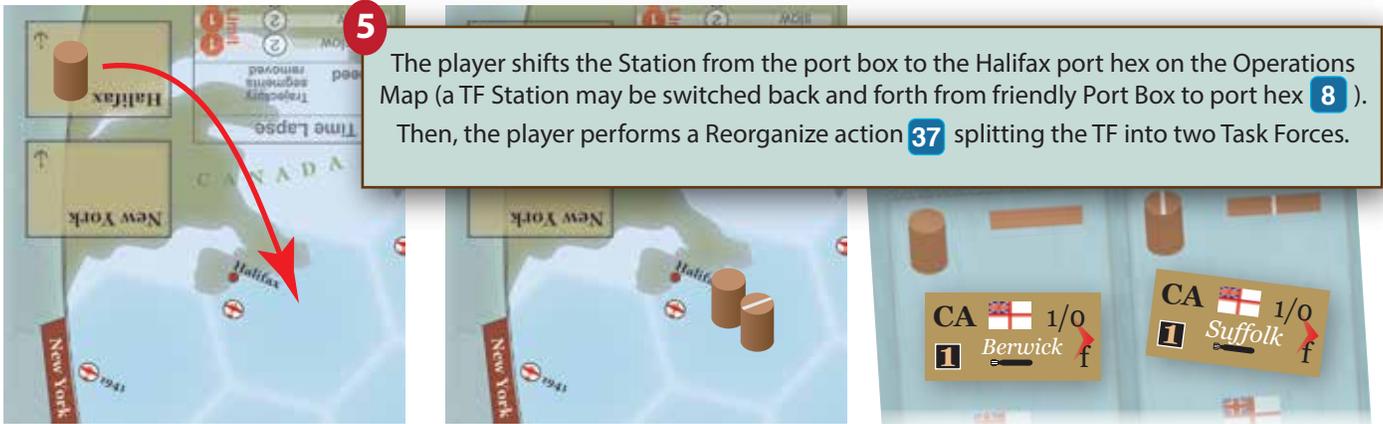
Weather Check

no change	1-5	BAD	1-4	5-6
change	6			

W BAD

all pass x2

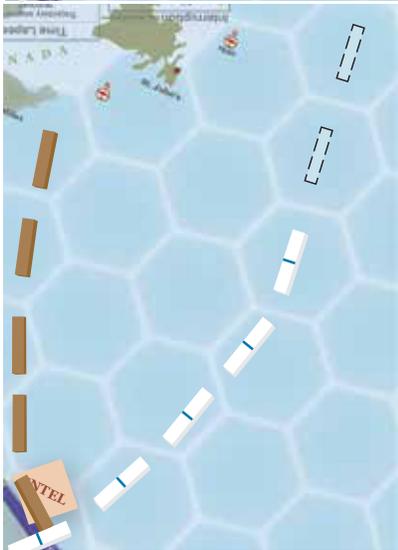
Halifax



5 The player shifts the Station from the port box to the Halifax port hex on the Operations Map (a TF Station may be switched back and forth from friendly Port Box to port hex **8**). Then, the player performs a Reorganize action **37** splitting the TF into two Task Forces.



6 Then, the player performs two Trajectory actions **43**, one for each TF. The *Berwick's* TF places a TF segment in a hex with an enemy port (South America), so it gets an Intel marker. The player then Passes **35**, and selects the *Suffolk's* TF for Time Lapse **21**. Because of Bad Weather, a die is rolled...a 6...so six segments are removed from the Trajectory. Initiative changes hands and a Weather Check **25** is made. A 2 is rolled, so it remains Bad.

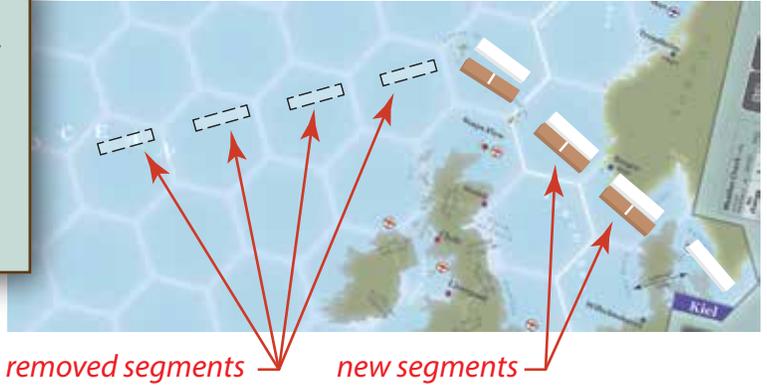


7 The Germans roll a 3, garnering an 'AP' result on the Action Table. Both German TFs perform Time Lapse, rolling a die for each, a 2 and a 5, removing that many Trajectory segments. Since this is the second All Pass **35**, Raeder is removed from play and any future 'AP' results should be treated as a 'P' result.

Raeder's counter is removed, since both All Passes have been used.



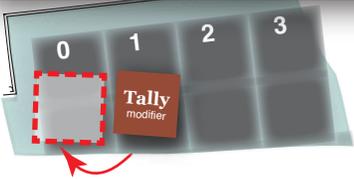
8 The player checks the Weather, rolling a **5**, so it changes to Good. Then, they perform a Trajectory action **43** to extend the *Suffolk's* Trajectory by two segments, and then performs a Pass action **35**. Four segments are removed due to Time Lapse **19**.



9 To determine what the Germans do next, the player rolls a die...a **4**...and looks up the result on the leftmost Action Table (both German TFs are eligible to perform Completion actions). The result is 'C' so the *Widder* will attempt a Completion action **29**. To determine if it succeeds, the British get a chance to Seize the Initiative **26**. The player rolls two dice...
...a **7** is the sum, so the Germans maintain Initiative and the Completion action succeeds. *Widder's* segments are removed and the ship marker is also removed from the Task Force Display.



10 The player rolls a die...a **2**...and checks the result on the German Action Table. It is a 'C' and so the tanker's TF will attempt a Completion action **29**. The player makes a Seize Initiative attempt **26** to stop it, rolling two dice...
...the sum is **8**, but **+1** is added because of the Initiative Tally marker is on the '1' space of the track. The Completion action fails and the German Task Force performs Time Lapse **19**, removing two segments. The British have Initiative (the player resets the Initiative Tally marker to the zero space on the track). **26**



11 The British have Initiative and a Weather Check is made **25** (a **2** is rolled so it remains Good). The player chooses to perform a Pass action **35** and selects the *Suffolk's* Task Force for Time Lapse **19**, removing four segments (it is fast). It has only three segments, so the Trajectory converts to a Station, and the player places the Station in the Bergen hex, thereby ending the episode.
As the tanker made for a neutral port, the British cruiser lobbed a round from its 8 inch guns. The warning was heeded and Captain Durnford of the Suffolk has his first prize.

T6: Contraband

New rules for this episode → 17 18 22 23 24 33 34 45 46

It is October, 1939. Bletchley Park notifies Admiralty that the *Cap Norte*, a 13,000 ton liner from South America, carries reservists back to Germany. The Royal Navy intends to intercept that ship, impounding its cargo and requisitioning the vessel for Britain's own merchant fleet.

Set-Up

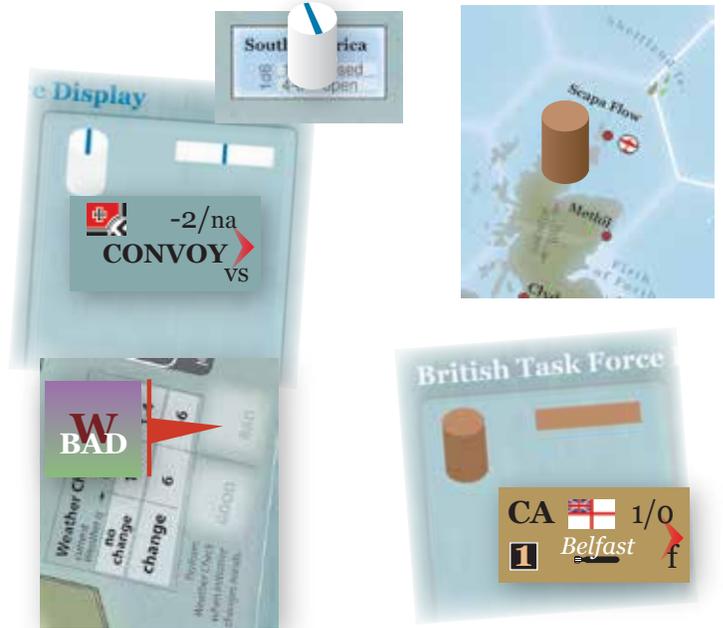
The *HMS Belfast* sets up on the British Task Force Display and its Task Force Station sets up in the Scapa Flow Port Box or the Scapa Flow port hex on the Operations Map. The *Cap Norte* is represented by the German Convoy, and its Task Force Station sets up in the South America Port Box, or you can place the Station in one of the two South America port hexes (choose either one).

How to play

The player assumes the role of the British in this episode, but the Germans have Initiative at start. The goal is to nab the German Convoy (*Cap Norte*) before it slips into Wilhelmshaven or Kiel, and you accomplish this by having both the German and a British Task Force Station in the same hex.

German Actions

To start the episode, roll a die and refer to the result on the "German Action Table: At Start" (see below). The next time the Germans have Initiative, use the "German Action Table: Second time..." table and apply the result connected by an arrow to the first table's result (the "At Start" table). No die roll is necessary for this second table. The German Task Force is trying to escape into a German port, or if necessary, Murmansk, so when performing Time Lapse, remove segments farthest from port. Unless noted otherwise, when it performs Trajectory actions, it will avoid British airbases, ports, and if possible, TF Stations.



25 Weather starts Bad



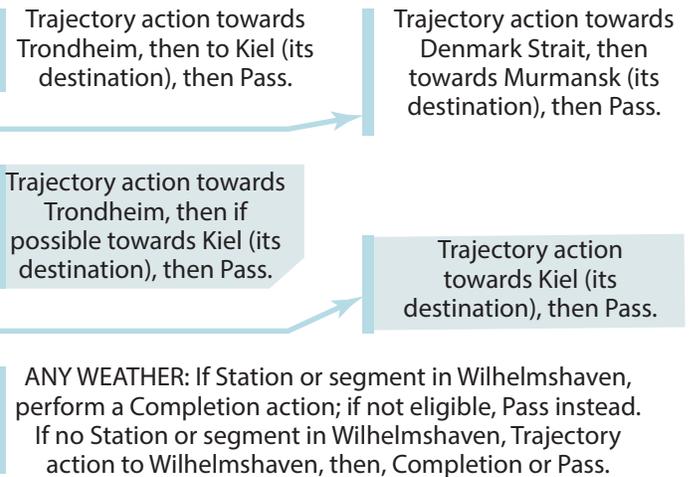
EVASIVE BEHAVIOR: In this episode, whenever the Germans have the choice between accepting an *Evasive Maneuvers* marker or attempting to *Seize the Initiative*, the Germans always choose to make the *Seize Initiative* attempt. Whenever the Germans have an *Evasive Maneuvers* marker, they opt to use it at the first opportunity.

German Action Table: Second time Germans have Initiative...

Bad Weather

Good Weather

1d6	German Action Table: At Start
1-2	Trajectory action to Azores (6 segments), then Pass.
3	Trajectory action to Azores (6 segments), then towards Hvalfjord (7 segments), then Pass.
4	Trajectory action to Denmark Strait (15 segments), then Pass.
5	Trajectory action towards Trondheim (15 segments), then Pass.
6	Trajectory action to Wilhelmshaven via English Channel (13 segments), then Pass. Wilhelmshaven is its destination.



German Action Table: Third time Germans have Initiative, or later...

Roll a die and find the result in the appropriate column below. The first or second Action Table established the German Task Force's "destination" (Kiel, Wilhelmshaven, or Murmansk). That destination remains the same unless changed by this table. Apply instructions below by creating or extending the German Trajectory to its destination.

British Task Force has Intel marker?

Yes		No	
1d6		Bad Weather	Good Weather
1-2	Trajectory action towards destination (if Kiel, via Denmark Strait or Trondheim). Avoid Intel triggers if possible. Then Completion action (if eligible; if not eligible, Pass instead).	1d6	1d6
3-4	Signals action, then if Germans have Initiative, same as though rolled a '1'.	1	1-4
5-6	Trajectory action towards destination, then Signals action. Then, if Germans still have Initiative, Completion action (or Pass if ineligible for Completion action).	2-4	5
		5-6	6

"Intel trigger"?
If the German Task Force is supposed to avoid "Intel triggers," that means you should not place one of its Trajectory segments in a hex with a British Task Force Station, air base, or port (which would require an Intel marker to be attached to the segment) **43**.

The End

When the German Task Force successfully performs a Completion action, the episode ends. It also ends the moment both Task Forces are Stations and they share the same hex (the *Cap Norte* is nabbed).

T6 Outcomes

Episode ended because...?

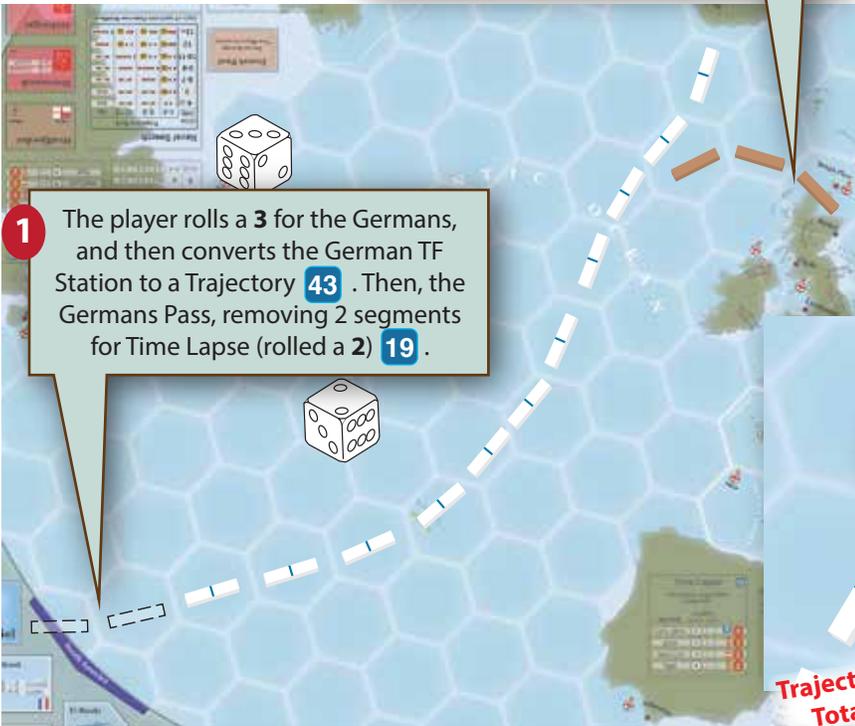
German TF Completed

The *Cap Norte* unloads its boisterous cargo. If in Murmansk, they will board again tomorrow after the ship refuels for its careful voyage disguised as a Norwegian liner south to Germany.

Task Force Stations in same hex

Captain Scott was suspicious of the Swedish markings, and sure enough, the officer leading the boarding party confirmed German papers. This will be Scott's third prize of October.

T6 Example



1 The player rolls a **3** for the Germans, and then converts the German TF Station to a Trajectory **43**. Then, the Germans Pass, removing 2 segments for Time Lapse (rolled a **2**) **19**.

2 The player rolls a **6** for the Weather, so it turns Good **25**. Then, the British TF performs a Trajectory action, converting the Station to a segment **43**.

Air Support		45
proximity to target hex	active player's	target player's
in hex	+3	-2
adjacent hex	+2	-1

Player Aid

3 The British TF will perform a Naval Search action **33**. The Trajectory Total is **14** (11 German segments and 3 British segments) **17**, and the only Common Modifier that applies is Air Support (+2 because the range is one hex) **33**.



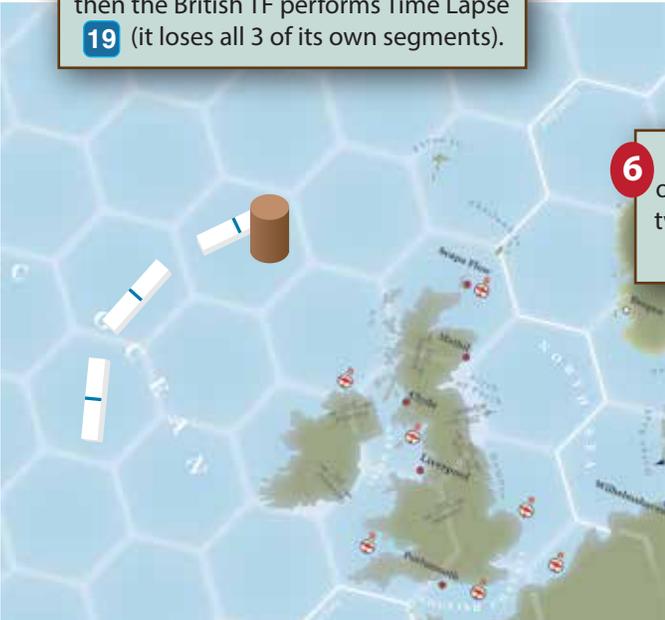
4 The player rolls two dice, and the sum is 7. After adding the modifier, the modified sum is **9**, and so the result is...

Naval Search	
dice (2d6)	Trajectory bar
4	0-4
5	5-9
6-7	10-15
8-9	
10-11	
12	
13+	

Apply all applicable Common Modifiers.

Shadow **53**

5 The player reduces the German Task Force Trajectory to 3 segments, and then the British TF performs Time Lapse **19** (it loses all 3 of its own segments).



6 The Germans get a Seize Initiative opportunity **26**, and so the player rolls two dice...a 6 and a 4...the sum is **10**, and so the Germans now have Initiative.

7 The player checks the Weather by rolling a die...a **6**...and now the Weather is Bad.

Weather Check	
roll	change
1-4	no change
5-6	change

W
BAD

T6 Example continued

8 This time, to see what the Germans do, the player does not roll a die. Instead, their eye follows the arrow connecting the previous result to the next column of the German Action Table (on the right – the “Second Time...” column).

German Action Table: At Start

1d6	
1-2	Trajectory action to Azores (6 segments), then Pass.
3	Trajectory action to Azores (6 segments), then towards Hvalfjord (7 segments), then Pass.
4	Trajectory action to Denmark Strait (15 segments), then Pass.
5	Trajectory action towards Trondheim (15 segments), then Pass.
6	Trajectory action to Wilhelmshaven via the Channel (13 segments)

ANY WEATHER: If station perform a Complete

9 The German Task Force performs a Trajectory action **43** to Trondheim/Kiel, and then Passes. Because the Weather is Bad, Time Lapse is determined by a die roll **20**...a **4**...so 4 segments are removed.

10 The Weather Check does not change the Weather (a **2** was rolled) **25**. The British TF performs a Trajectory action **43**.

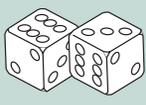
Naval Search

dice	0-4	5-9	10-15	16+
4	1	1	1	1
5	1	1	1	1
6-7	1	1	1	1
8-9	1	1	1	1
10-11	1	1	1	1
12	1	1	1	1
13+	1	1	1	1

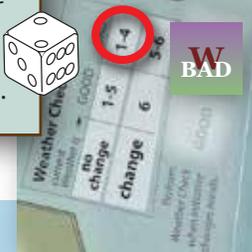
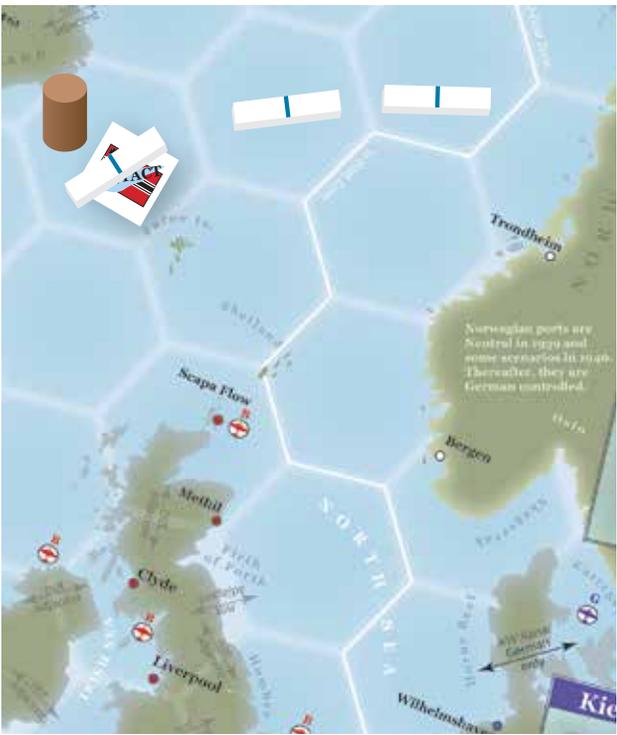
11 The British TF performs a Naval Search **33**. The Trajectory Total is **11** (3 British segments and **8** German segments) **17**. The Weather is Bad so the player may not use Air Support, and there are no other modifiers. The player rolls a **10**, so the result is **Shadow** and a **Contact**. The German TF is reduced to 3 segments and gets a Contact marker attached. After Time Lapse **19** the British TF becomes a Station.

T6 Example continued

12 The Germans get a Seize Initiative opportunity **26**, and so the player rolls two dice...a 3 and a 6...the sum is **9**, and the Germans now have Initiative.



13 The player checks the Weather by rolling a die...a **2**...and the Weather remains Bad.

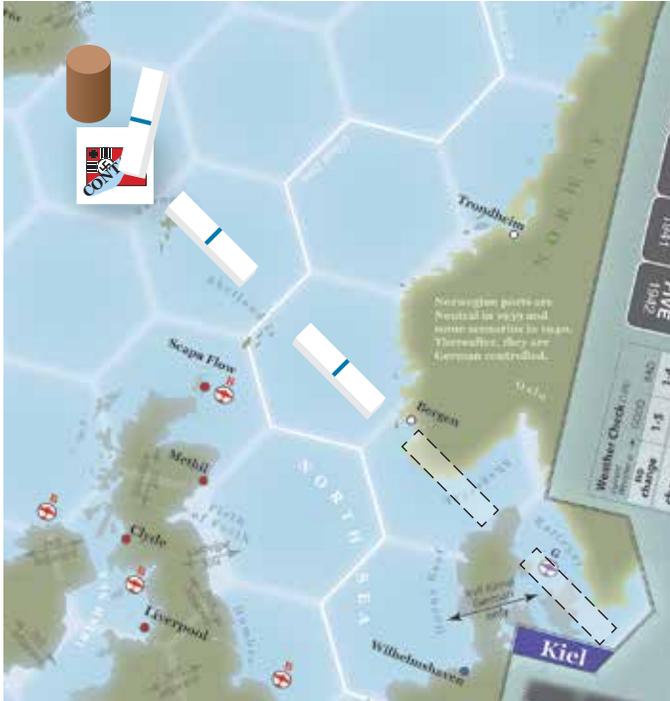
14 To determine the German action the player rolls a die...a **3**...and so the German TF performs a Trajectory action **43** to Kiel, adding four segments. It now has a Trajectory of 7 segments, which is one too many for a Completion action **29**, so the Germans Pass, performing Time Lapse **20**. A die is rolled to see how many segments are removed from the German Trajectory, a **2**, removing two segments.

15 The player checks the Weather by rolling a die...a **4**...and the Weather remains Bad.



A Trajectory does not have a direction, so when segments are added, they may extend either end, or both ends.

In this case, when the German Task Force extended the "back" of the Trajectory to Kiel, that move represented either a looping route by the Cap Norte as it doubled back on its course, or it represented false information or erroneous assumptions on the part of British Admiralty.



16 The British TF performs a Naval Search action **33**. The Trajectory Total is **5** (zero British segments and five German segments). The Contact marker earns the British a modifier (+4 because the German TF is very slow). The player rolls two dice and the sum is 5, modified to a **9**, so the result is...



...**Contact 50** and **Shadow 53**. The German Trajectory is reduced to three segments and the segment in the target hex gets a Contact marker attached. However, the TF already has a Contact marker attached in that hex. It can't have another there so the Contact result is ignored.



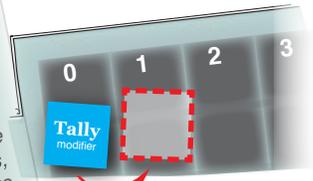
17 The Naval Search gives the Germans an opportunity to make a Seize Initiative attempt **26**. The player rolls two dice, a 6 and a 2, adding to **8**, so the attempt fails. The Initiative Tally is increased by **1** and the British maintain the Initiative.

Seize Initiative **SI**

dice (2d6)	result
8 or less	failure
9 +	success

Player rolls two dice and applies Initiative modifiers. If attempt fails, increase the Initiative Tally by 1. If it succeeds, Initiative changes hands, and reset track to...

Player Aid



18 The British TF performs another Naval Search action **33**, but this time the Trajectory Total is **3** (zero British segments and three German segments). Again, the Contact marker grants a +4 modifier (the Convoy is very slow) **46**. The player rolls two dice...

...a 4 and a 1, adding to 5. The modifier makes it a **9**, and so, the result is...



...**Contact and Sighted 54**. The German TF is converted to a station, and since it is in the same hex as the British TF Station, the episode concludes.

The *Cap Norte* is boarded.



T7: Rescue

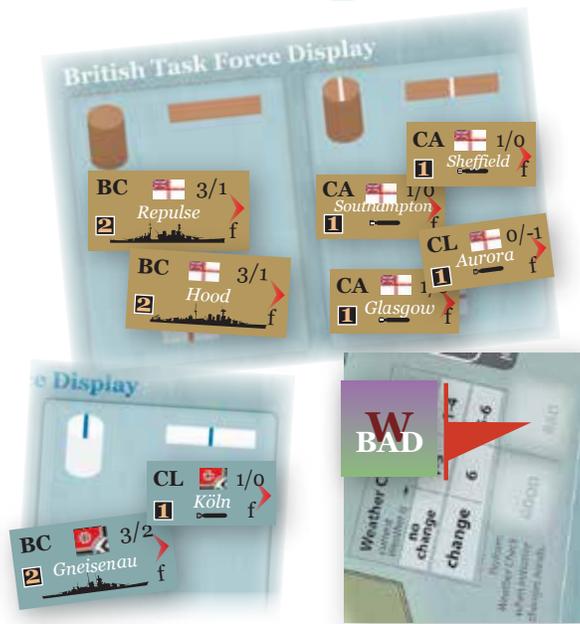
New rules for this episode → **31 32 47 48**

October, 1939. Operating off the Horns Reef, the British submarine *Spearfish* suffers mechanical problems and can no longer dive. Admiral Forbes despatches the 2nd Cruiser Squadron to escort it back to Rosyth (Methil), covered by battlecruisers.

Set-Up

Use the North Sea Inset Map. The *Southampton*, *Aurora*, *Sheffield*, and *Glasgow* set up on the British Task Force Display and its Task Force Station sets up in the mouth of the Humber as indicated. Place the *Hood* and the *Repulse* in another box on the Task Force Display and place their Task Force Station in the Scapa Flow hex on the Inset Map (or in the Port Box, your choice). The British Submarine force represents the *Spearfish* and sets up as noted. The *Gneisenau* and *Köln* set up on the German Task Force Display and their Task Force sets up as a Trajectory with an Intel marker, as shown.

The Weather starts Bad. **25**



How to play

The player assumes the role of the British in this episode, and has Initiative. The goal is to bring the Submarine home to Methil. When the Germans have Initiative, roll a die and refer to the German Action Table. It will tell you what the Germans do. Hint: get to the *Spearfish* before they do.

Bletchley Park: The British begin with information from their Secret Intelligence Service, giving them a good chance to complete this mission successfully.

The End

The episode concludes when an Engage action **31** results in a Battle (do not play the Battle), or, when the British Task Force with the Submarine force successfully Completes **29**. There is a third way: if a German Task Force Station is in the hex with the British Submarine force, and that Submarine force is on the map and not in a Task Force, the episode ends.

If the Germans have the choice between attempting **24** to Seize Initiative or take an Evasive maneuvers marker, roll a die: if the number rolled is EVEN or if they already have the marker, they make the attempt; if ODD, they take the marker. If they have an Evasive Maneuvers marker, they use it at the first opportunity.

Bletchley Park: The German TF starts with Intel marker here.

Tutorial Special Rule
For this episode, the Submarine force can't perform Recon or a Stealth attack, but it still triggers Intel when a German Trajectory segment is placed in its hex (Trajectory action **43**), and it can provide Coordination **47**. It also can operate as a ship: When a British TF Station in its hex performs a Reorganize action, the Submarine force can be transferred to the TF's box on the British Task Force Display. Once there, it no longer triggers Intel, nor perform Coordination, and it is considered a **slow** ship.

German Action Table

		1d6 →	1	2	3	4	5	6
Good	W		E	T	T	N	N	S
	W BAD		E	E	N	N	P	P

Legend of Action Table Results:

E ENGAGE. **31** If the German Task Force has a segment (or its Station) in a hex with a British Task Force Station, it performs an Engage action targeting that Station. If two or more British Stations are eligible as targets, select the one with the *Spearfish*.

If in a hex with a British Trajectory instead of a Station, treat as an 'N' result. If there is neither a British Task Force Station nor Trajectory in the German Task Force's hex, treat as a 'T' result.

T TRAJECTORY. **43 Step 1:** The German Task Force performs a Trajectory action. Add new Trajectory segments to form the most direct route, while avoiding British air bases. The end of the Trajectory must be the hex with the *Spearfish*. If the *Spearfish* is in a British Task Force, the Trajectory's new end must be in the nearest hex with the British Task Force's segment (or its Station). If already in the *Spearfish's* hex, skip to Step 2.

Step 2: The Germans do the following, depending on the state of the *Spearfish*:

in a Task Force that is currently a Station	in a Task Force that is currently a Trajectory	NOT in a Task Force
action → E	N	P

S SIGNALS. **39** The Germans perform a Signals action targeting any British Intel marker (if the British do not have an Intel marker attached, treat as a 'P' result instead). If the Germans maintain Initiative after the Signals action, determine what the Germans do next by rolling a die. Apply the result on the German Action Table.

N NAVAL SEARCH. **33 Step 1:** The German Task Force performs a Trajectory action. Add new Trajectory segments to form the most direct route to the nearest British Trajectory segment or Station, and that hex becomes the "target hex." If more than one hex is "nearest," choose one. If the German Task Force already has a segment or Station in the target hex, skip ahead to Step 2.

Step 2: The German Task Force performs a Naval Search action.

No Target? If there are no British Trajectories, treat as a 'T' result instead. If already in a hex with a British Station, treat as an 'E' instead.

P PASS. **35** The Germans perform a Pass action.

Time Lapse: 19 In this episode, when the Germans perform Time Lapse, remove segments farthest from the target hex. The exception is a Pass action, in which case, remove segments farthest from the *Spearfish*. However, you are welcome to role-play the Germans here, choosing which end of the Trajectory to remove segments.

T7 Outcomes

Episode ended because...?

Engage action results in a Battle

If the Battle involves only British cruisers (CAs and CLs), and no British battlecruisers (BCs), the *Gneisenau* severely damages one of the cruisers and possibly another, before they break off. If the submarine was in the Task Force, roll a die: if EVEN, the *Spearfish* escapes. If ODD, it scuttles and its crew is scooped up by the *Koln* after the cruisers are chased off by the *Gneisenau*. If the battle involved at least one British BC, the German ships break off after a brief salvo. And...if the *Spearfish* was not yet on the British Task Force Display, it is attacked by German aircraft and destroyed.

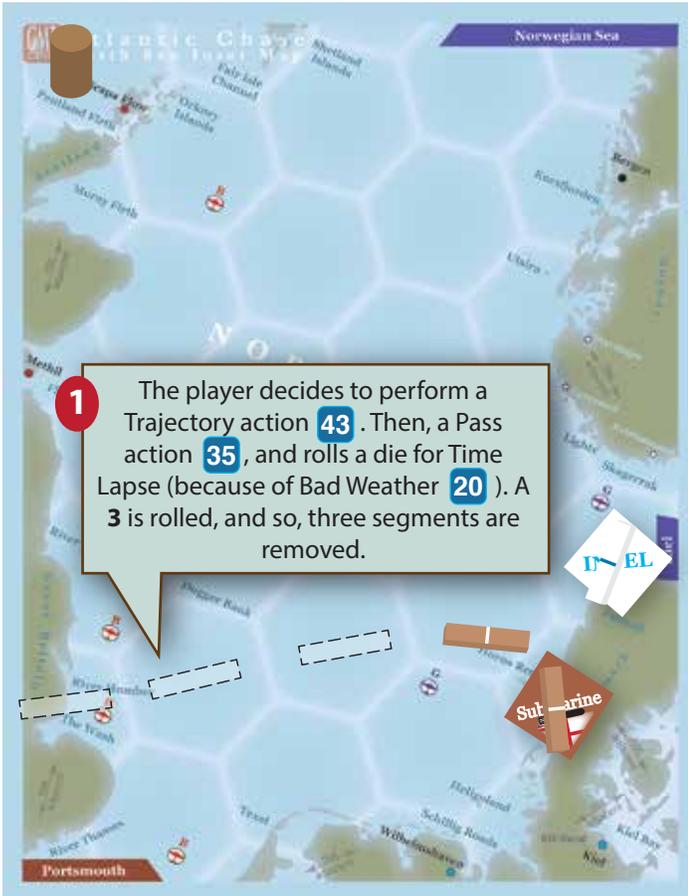
TF with Submarine successfully Completed

Admiral Forbes reads the message that the *Spearfish* was returned safely. *One less thing to worry about.*

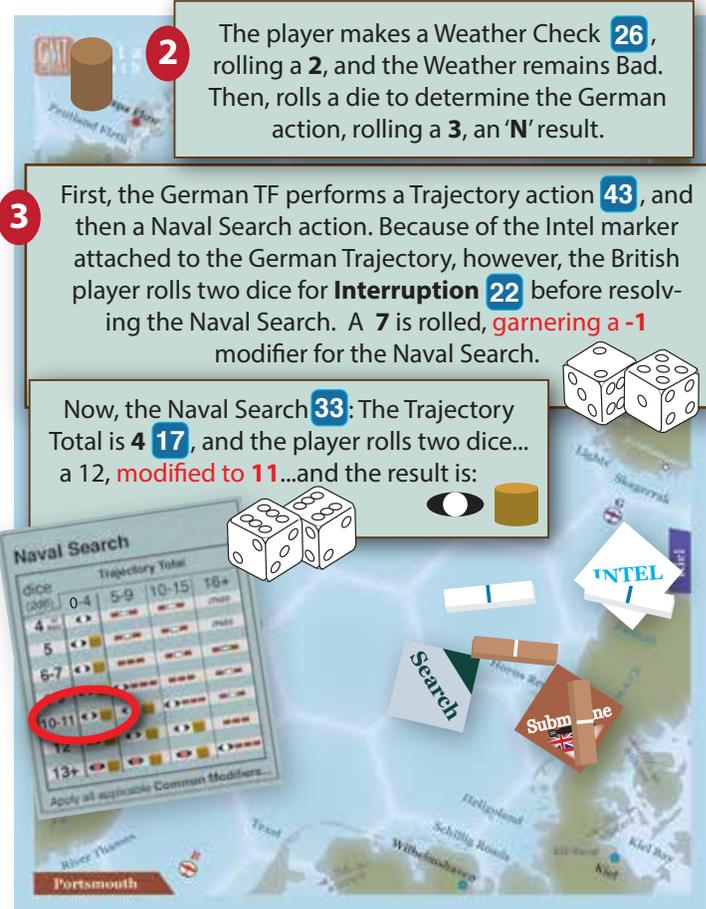
German TF Station in hex with Submarine (Submarine is not in a TF)

The German ships bear down on the *Spearfish*. If Good Weather, roll a die: if the number rolled is EVEN, the *Spearfish* scuttles and her crew is rescued by the Germans. If ODD, the German vessels appear too suddenly and the submarine is captured. If Bad Weather, the *Spearfish* is captured.

T7 Example



1 The player decides to perform a Trajectory action **43**. Then, a Pass action **35**, and rolls a die for Time Lapse (because of Bad Weather **20**). A **3** is rolled, and so, three segments are removed.

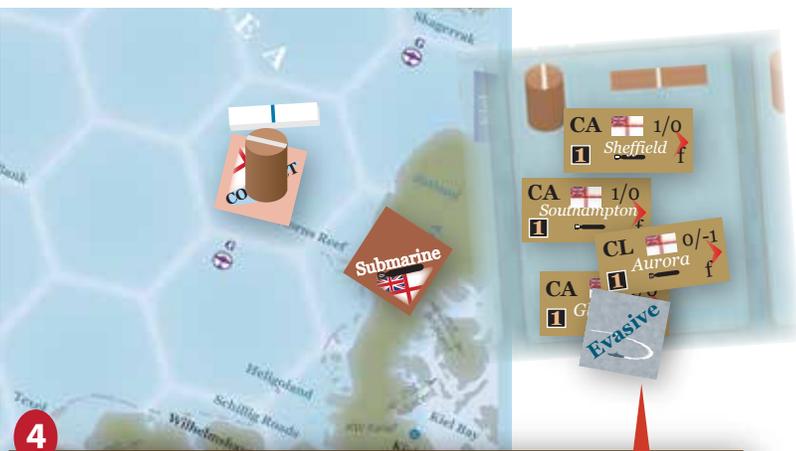


2 The player makes a Weather Check **26**, rolling a **2**, and the Weather remains Bad. Then, rolls a die to determine the German action, rolling a **3**, an 'N' result.

3 First, the German TF performs a Trajectory action **43**, and then a Naval Search action. Because of the Intel marker attached to the German Trajectory, however, the British player rolls two dice for **Interruption 22** before entering the Naval Search. A **7** is rolled, **garnering a -1** modifier for the Naval Search.

Now, the Naval Search **33**: The Trajectory Total is **4 17**, and the player rolls two dice... a **12**, **modified to 11**...and the result is:

dice (2d6)	0-4	5-9	10-15	16+
4	1	1	1	1
5	1	1	1	1
6-7	1	1	1	1
8	1	1	1	1
9	1	1	1	1
10-11	1	1	1	1
12	1	1	1	1
13+	1	1	1	1



4 This is the situation after the German TF performs Time Lapse **20**. A **1** was rolled, but the player elects to have the Germans invoke Intel Limit **19**, removing the segment with an Intel marker attached. The British now may attempt to Seize Initiative, but elects to take an Evasive Maneuvers marker instead **24**, attaching it to the Task Force.



5 A **1** is rolled for the German action, which is an 'E' result. And so, the German TF performs an Engage action **31**. The Trajectory Total is **1 17**, and the Contact marker grants a **+2** modifier **46**. The player decides to use the Evasive Maneuvers marker, removing it from the TF in exchange for a **-2** modifier **46**, and so the overall modifier is **+0**. The player rolls dice...an **8**...and the result is:

skirmish 54

Engage

Target must be a TF Station

dice (2d6)	0	1-4	5-9	10-13	14+
6 or less	miss	miss	miss	miss	miss
7	close	miss	miss	miss	miss
8	battle	close	miss	miss	miss
9	battle	close	miss	miss	miss
10-11				miss	
12					
13+	surp	surp	battle		

Apply all applicable Common Modifiers...

6 The target TF already has a Contact marker attached to the Station, it can't get another attached to that same Station. And, because the Active TF is not faster than the target TF (they are both fast), there is no other effect. The German TF must perform Time Lapse **19**, converting to a Station.



7 With the Engage action concluded, players must Vie for Initiative **26**. In this case, the player rolls two dice, one for the Germans (rolls a 3) and one for the British (rolls a 4). The British now have Initiative and the first thing that must happen is a Weather Check **25**. The player rolls a die, a 2, and so, the Weather remains Bad.

8 The player decides to have the cruisers perform a Trajectory action **43**, converting the TF Station to a segment (triggering Intel), and then extending the Trajectory by one segment.

Then, the other British TF performs a Trajectory action, and it too earns an Intel marker **21**, followed by an Engage action **31** targeting the German TF Station.

9 The player designates the TF with battlecruisers as the Active TF and the other TF as a Coordinating TF (they don't have to, but elects to use Coordination). The Trajectory Total is 6 (the length of the Active TF), and the Common Modifier is +1 for Coordination **47**.

INTERRUPTION: However, before resolving the action, the Germans perform Interruption **22**. This is triggered because at least one (in this case both) British TFs have Intel markers. The player rolls 2d6 and checks the result in the '2' column of the Interruption Table printed on the game board (Why two? Because the Active player's designated TFs have a total of two Intel markers).

The player rolls a 4, and the result is '-1', which means the Engage action must resume and a -1 modifier must be applied to its dice sum.

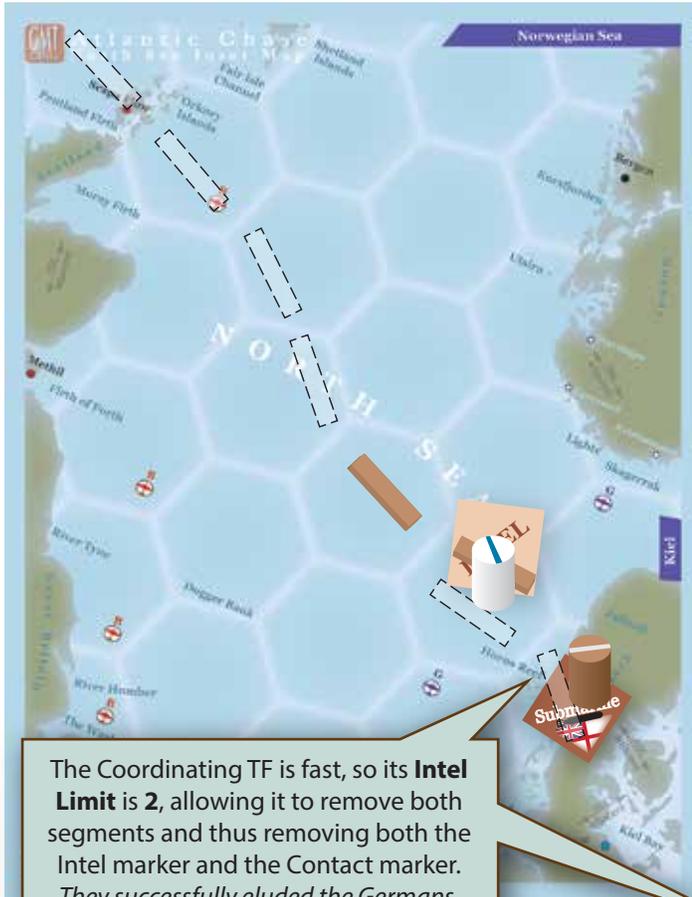


Interruption

dice (2d6)	1	2	3	4+
2-4	-0	-1	-2	S
5-6	-1	-2	S	VforI
7	-2	S	VforI	I C

10 Resuming the Engage action, the player rolls 2d6...a 7...modified by +1 for Coordination but modified by -1 for the Interruption. The result is: **miss**. **53** Because at least one of the designated Active TFs had an Intel marker attached, Initiative automatically changes hands.

T7 Example continued



The Coordinating TF is fast, so its **Intel Limit** is 2, allowing it to remove both segments and thus removing both the Intel marker and the Contact marker. They successfully eluded the Germans.

11 Before making a Weather Check, the Active TFs must perform Time Lapse **20**. Because the Weather is Bad, a die must be rolled for each. The player rolls a 4 for the long Trajectory, removing four segments, and a 6 for the short Trajectory, removing both of its segments and converting it to a TF Station. The player chooses to place the Station in the hex with the Submarine force.

12 A 5 is rolled for the Weather Check **25**, and so, the Weather changes to Good.

Player Aid

speed	weather		Intel Limit
	good	bad	
very slow	2	⚬	1
slow	2	⚬	1
medium	3	⚬	2
fast	4	⚬	2

If an Intel marker is removed, you may not remove more segments than this limit.



13 The player rolls a die to determine the German action, a 2, and the result on the German Action Table is 'T'. That's bad news for the British, because it means the German TF performs a Trajectory action **43** followed by a Pass action **35**, ending the episode. The Germans found the *Spearfish* first. *And...with the weather turning good, the British cruisers are in danger of air attack...but that's a story for the next episode.*

The German TF is fast, so its Intel Limit is 2, which means Time Lapse removes both of its Trajectory segments, as well as the attached Intel marker. **20**

Time Lapse **19**

Trajectory segments removed

speed	weather		Intel Limit
	good	bad	
very slow	2	⚬	1
slow	2	⚬	1
medium	3	⚬	2
fast	4	⚬	2

game board

T8: Escape

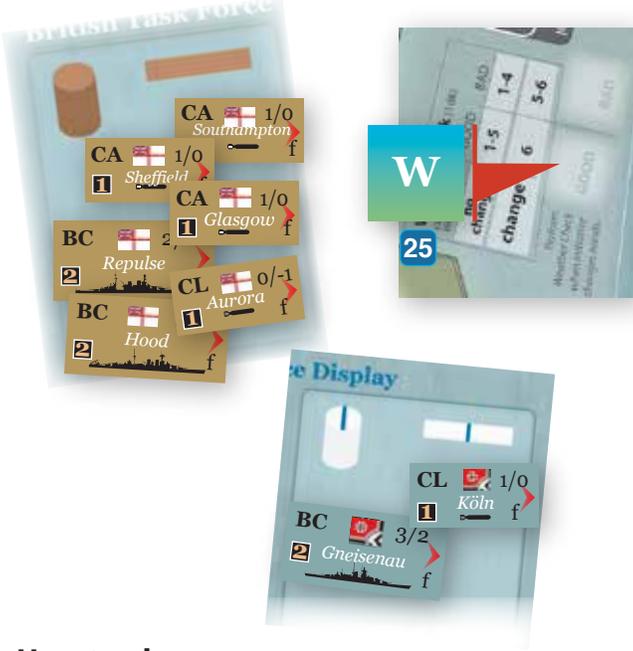
New rules for this episode → **27 28**

Even before war was declared, Admiral Forbes sketched a plan to sortie a squadron into the Skagerrak hunting for German ships. He longs for that decisive battle. In this hypothetical episode set in October 1939, he has ordered such a maneuver, only to find that the German ships are elusive and air power is not to be trifled with. He countermands his order, wanting the British Task Force to return to Scapa Flow (*of course, you may instead seek battle*).

Set-Up

Use the North Sea Inset Map. Place the German Task Force Station as shown here. It contains the *Gneisenau* and the *Köln*. Place four British cruisers (CAs and one CL) and two BCs in a Task Force on the Task Force Display, and arrange its Trajectory segments as shown. The segment in the German Station's hex has an Intel marker attached.

The Weather starts Good.



How to play

The player assumes the role of the British in this episode, but the Germans start with Initiative. Their first action is an Air Strike **27** targeting the Trajectory segment in the German Task Force Station's hex (the German Task Force will be designated as the Coordinating Task Force, or CTF) **47**.

After resolving that action, Vie for Initiative by rolling a die for each side, one for the British and one for the Germans. If the Germans retain Initiative, or if they regain it later, roll a die on the German Action Table to determine what they do.

The End

The episode ends when an Engage action results in a Battle (don't fight the Battle). It also ends when either side no longer has a Task Force in play (they have Completed in port or been destroyed). The player's goal is to initiate Battle, or to return to port. Above all, the British must not suffer a loss (that is, it is imperative that none of its ships sink).

German Action Table

		1d6 →	1	2	3	4	5	6
Good	W	E	A	A	A	T	C	
	W BAD	E	E	T	T	C	C	

Legend of Action Table Results:

AIR STRIKE. **27** The Germans perform an Air Strike action targeting a British Task Force. Select a hex with a British Task Force Station. If none, select a British Task Force segment. In either case, the selection must be in range of a German air base printed on the map (two hexes). If more than one target hex is possible, select one with a German Task Force in it (to gain the benefit of Coordination **47**), either a segment or a Station. If none, select any. If there is no eligible target in range, treat as a 'C' result instead.

If the Air Strike garners a Hit or Damage result, the Germans select one of the British BCs to suffer the result. If no BC is in the Task Force, they select any ship.

If the Germans retain the Initiative after the Air Strike action, roll again on the German Action Table to determine what the Germans do next.

COMPLETION. **29** The German Task Force performs a Completion action. If it is not eligible to perform the action, because it is not in a hex with Kiel or Wilhelmshaven (that is, it has neither Station nor segment in a port hex or prevented by Intel), it first performs a Trajectory action to the nearest of those two ports, and then performs the Completion action.

If the Completion action succeeds, remove the German Task Force from play (this ends the episode).

Time Lapse: **19** In this episode, when the Germans perform Time Lapse, remove segments farthest from the target or their Completion (port) hex.

ENGAGE. **31** If the German Task Force has a segment (or its Station) in a hex with a British Task Force Station, it performs an Engage action. If two or more British Stations are eligible as targets, select one of them.

E

If there is **no British Task Force Station** in the German Task Force's hex, treat as a 'T' result instead.

TRAJECTORY. **43** **Step 1:** The German Task Force performs a Trajectory action. Add new Trajectory segments to form the most direct route, while avoiding British air bases. The end of the Trajectory must be the hex with a British Task Force. Select the nearest British Task Force Station or segment (that is, make the shortest Trajectory). If the German TF already has its Station or one of its segments in such a hex, skip Step 1.

T

Step 2: Then, the Germans either perform an Engage action or a Naval Search action, depending on whether the target Task Force is a Station or a Trajectory segment:

	<i>Station</i>	<i>Trajectory</i>
action →	Engage 31	Naval Search 33

INTEL **Intel marker?** **39** If a British TF has an Intel marker attached, the Germans perform a Signals action after the Trajectory action.

After the Engage, Signals, or Trajectory action: If the Germans still retain Initiative, roll a die and check the result on the German Action Table to determine what the Germans do next.

T8 Outcomes

Episode ended because...?

Engage action results in a Battle

If the Engage action's active or target TF includes two British BCs, the Germans attempt to break off as soon as possible, not wanting to risk precious assets. However, if one of the British BCs is damaged or none are present, the Germans press the attack and Admiral Forbes is anxious to receive news of the result.

No British Task Forces in play

Admiral Forbes reads the message that the battle group has returned safely. If one or more British ships are damaged or were sunk, Forbes has an awkward conversation with both the First Sea Lord and Lord of Admiralty.

No German Task Force in play

Winston Churchill chomps on his cigar at the frustrating news that German raiders slipped free of the noose.

T8 Example



1 The player determines the Trajectory Total to be **6** (because the target Task Force is a Trajectory with 6 segments). The German Task Force will serve as Coordinating Task Force **47** (it is a Station and so contributes nothing to the Trajectory Total **17** since a Station has zero segments).

2 The player must add German Air Support as a Common Modifier **45**. The range is 1 hex, so the Germans gain a **+2** modifier for Air Support. (Had a British aircraft carrier (a CV) been in the target Task Force, it would also have provided Air Support.) Combined with Coordination, the total modifier for the Air Strike action is **+4**.

Air Support 45

proximity to target hex	active player's	target player's
in hex	+3	-2
adjacent hex	+2	-1
2 hexes away	+1	0

player aid →

3 The player rolls two dice...
 ...a 7...
 modified to an **11** (due to the Common Modifiers).
 The result is... and **S**
Contact 50 **Hit (slow) 52**

Air Strike Good weather only

dice total	0	1-4	5-9	10-15	16+
6					
7					
8					
9-10					
11-12					
13-14					
15+					

Apply all applicable Common Modifiers.

4 A **Contact** marker must be attached to the target segment. It will serve as a Common Modifier in subsequent actions. The Hit must be ignored because there are no slow ships in the target Task Force. **50**

23 46

5 After applying the Contact marker, players Vie for Initiative. Each rolls a die...

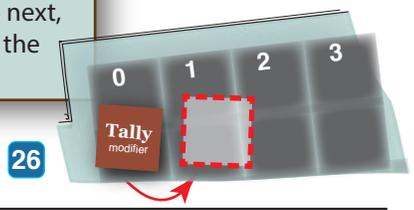
British

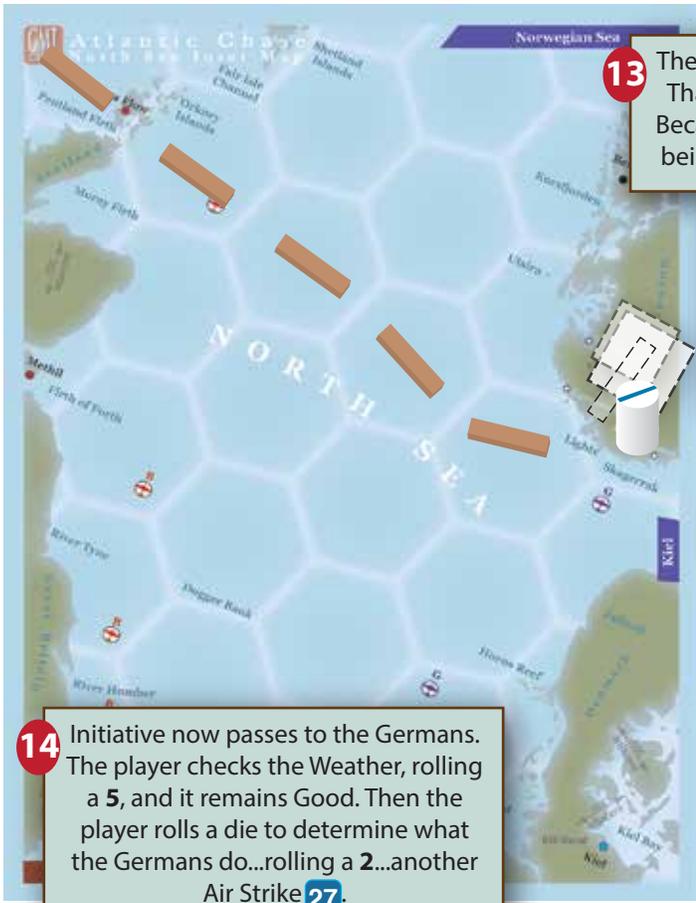
German

26

6 The Germans maintain Initiative. Because the British failed to gain the Initiative, increase the Initiative Tally by one, using the Tally marker on the Track.

To determine what the Germans do next, the player rolls a die and consults the German Action Table.





13 The British attempt to escape by performing a Pass action **35**. That allows the British Task Force to perform Time Lapse **19**. Because it is slow, due to the *Hood* which is now slow thanks to being Damaged, it may only remove two Trajectory segments.

However, the player very much would like to remove the segment with the Contact and Intel marker attachments, but the Intel marker imposes an Intel Limit **20**. Thus, if that segment is removed, it is the only Trajectory segment that may be removed in this Pass action.

speed	weather		Intel Limit
	good	bad	
very slow	2	⊘	1
slow	2	⊘	1
medium	3	⊘	2
fast	4	⊘	2

If an Intel marker is removed, you may not remove more segments than this limit.

14 Initiative now passes to the Germans. The player checks the Weather, rolling a **5**, and it remains Good. Then the player rolls a die to determine what the Germans do...rolling a **2**...another Air Strike **27**.

Air Support **45**

proximity to target hex	active player's	target player's
in hex	+3	-2
adjacent hex	+2	-1
2 hexes away	+1	0

15 The range is one hex again, the Contact is gone, and there is no Coordination, so the modifier is only **+2**.



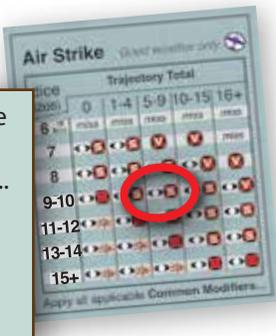
17 The result is...

Contact **50** and **Hit (slow)** **52**

BC **2/0**
Hood damaged

23 46

16 The Trajectory Total is **5** (because the target Task Force has five Trajectory segments). The player rolls two dice...
...a **7**, modified to a **9**.



T8 Example continued

18 Once again, players vie for Initiative. Each rolls a die...

British



German



British have the Initiative.

19 The player makes a Weather Check by rolling a die...
...a **5**, the Weather remains Good.



20 The player elects to perform a Completion action **29**. That gives the Germans a Seize Initiative opportunity, and so, the player rolls two dice...

...an **11**, so the **SI** succeeds.



The British Task Force performs Time Lapse, removing two Trajectory segments and the Contact marker. The Germans now have Initiative.

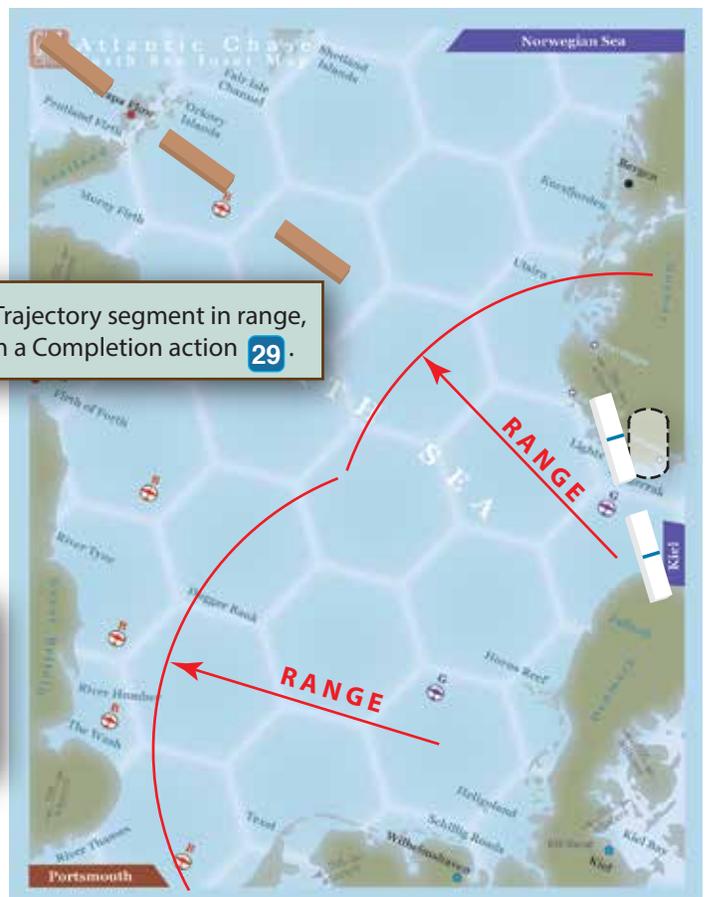
21 After rolling for the Weather again **25**, a **2** (it remains Good), the player rolls a die to see what the Germans do next. A **3** is rolled, so they perform another Air Strike action.



However, the British Task Force does not have a Trajectory segment in range, so instead of an Air Strike, the Germans perform a Completion action **29**.

22 The German Task Force is not eligible, because its Station is not in a port hex. It must first perform a Trajectory action to Kiel (the nearest German port), and then attempt to Complete.

The British player decides not to make an attempt to stop the Completion action, and so the episode ends with the German Task Force returning to port.



T9: In the Dark of Night

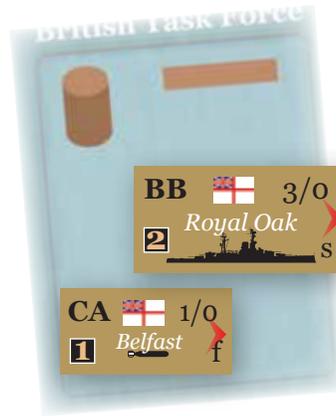
New rules for this episode → **10** Prien **41** **42**

October 1939: Gunther Prien is given 48 hours to analyze the problem and devise a plan of attack. The enemy's base in the Scapa Flow is imperfectly guarded and it is believed that a U-Boat can penetrate its defenses. Once inside the harbor, in the dark of night, a U-Boat captain might pick his target.

Set-Up

Place the British ships in a Task Force Box on the British Task Force Display. They are anchored in Scapa Flow. Place the corresponding Task Force Station on the Operations Map in the Scapa Flow hex and attach a Contact marker to it (this represents *B-dienst* information, and is unique to this episode). Place a single U-Boat force either in the U-Boat's Box or in the Kiel hex on the Operations Map. The player assumes the role of the Germans in this episode, and has Initiative.

The Weather is Bad.



How to Play

Your orders are to perform a Stealth Recon action, using the Prien leader attached to the U-Boat force, targeting a ship in Scapa Flow. Prien's ability **10** allows the U-Boat force to be placed in a hex with an enemy air base and/or port (Stealth Recon action **41**). Then, you must attack an enemy ship (Stealth Attack action **41**). It will probably be a short episode, since it may end before the British get the Initiative. If they do gain it, determine their actions by rolling a die and consulting the British Action Table.

Legend of Action Table Results:

P PASS: **35** The British perform a Pass action. If the British Task Force is a Trajectory, it performs Time Lapse. Remove segments farthest from Clyde/Liverpool. **19**

TRAJECTORY: **43** The British Task Force performs a Trajectory action to Clyde/Liverpool. Convert the Task Force Station to a Trajectory segment, and extend the Trajectory to the Clyde/Liverpool hex. REMINDER: If a segment is placed in a hex with an enemy Stealth force (such as a U-Boat force), that segment gets an Intel marker attached.

Tc

After the Trajectory action, the British Task Force performs a Completion action. If not eligible (because of an Intel marker), it performs a Pass action instead **35** and performs Time Lapse (remove segments farthest from Clyde/Liverpool).

British Action Table

		1d6 →	1	2	3	4	5	6
Good	W		X	X	Tc	Tc	Tc	P
	BAD		X	Tc	Tc	Tc	P	P

X Prien's U-Boat is detected by British ships and destroyed. Remove the U-Boat force from play.

Optional Rule: Scapa Flow Death Trap

Due to the unusual circumstances in Scapa Flow, for this episode, you are allowed a double Stealth attack. That is, after resolving a Stealth attack, perform a second Stealth attack immediately, before vying for Initiative. This is allowed ONLY in Scapa Flow, which was a veritable calamity waiting to happen for British sailors.

The End

The episode ends when the Germans no longer have a U-Boat in play (that is, it ends after resolving a Stealth Attack action). It also ends by an 'X' result on the British Action Table, or, when the British Task Force is no longer in play.

T9 Outcomes

How did the episode end?

Stealth Attack action

If a British ship was sunk, Gunther Prien's U-47 reports that *Operation P* was a success. Prien is awarded the Knight's Cross. If a ship was Damaged (flipped over), Prien is congratulated. In either case, Admiral Forbes' warnings that Scapa Flow required better protection against U-Boats and enemy aircraft, is finally heeded and resources diverted from other areas. If no ship was sunk or Damaged because the Stealth Attack result was a Hit or a Miss, Prien reports that his torpedoes failed.

U-Boat force destroyed

As his crew anxiously waits for the tide to rise high enough for the U-Boat to make its escape through the narrow passage, a British destroyer charges. For weeks U-47 will be listed as missing, its demise learned by Admiral Donitz only through information gleaned from captured British merchant marines.

British Completion action

His requests for additional air support from Coastal Command ignored, Admiral Forbes finally orders the remaining ships from Scapa to the temporary Home Fleet base in the Clyde estuary.

T9 Example



1 The player makes the only reasonable move and performs a Stealth Recon action **41**, using Prien's Leader ability to place the U-Boat force in the Scapa Flow hex **10**. Prien's ability may only be used once, so the Leader is removed from play (the U-Boat force can stay where it is, and attack later).

2 Now, players must Vie for Initiative **26**. The player rolls one die for the Germans and one for the British...

British **German**

The Germans roll higher, so they keep Initiative.

Because the British failed to gain the Initiative, increase the Initiative Tally by one, using the Tally marker on the Track.

3 The player now performs a Stealth Attack action targeting the Task Force Station. The Trajectory Total is **zero** (the target is a Station). The Contact marker affords a **+3** modifier. The player rolls two dice...

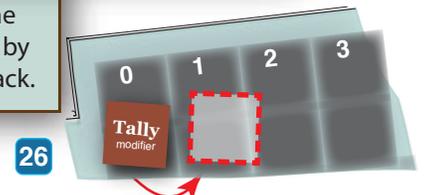


...a 5, modified to an **8** for the Contact marker, and the result is: **V**. No British ship is **very slow**, so there is no effect, except the U-Boat force is removed, ending this episode.

U-47 sneaks back home to report that its torpedoes are defective.

dice (2d6)	Trajectory Total				
	0	1	2-3	4-6	7+
7 or less	miss	miss	miss	miss	miss
8	V	miss	miss	miss	miss
10-11	S	miss	miss	miss	miss
12	S	S	S	miss	miss
13	S	S	S	S	S
14+	S	S	S	S	S

Target may not be a Trajectory unless it has an Intel or Contact marker.



26 Historically, Prien fired four torpedoes dead ahead and then swung about and fired three aft. The Royal Oak was sunk, and over 800 sailors killed by the surprise attack. That outcome is possible if you use the Advance Battle Rules Torpedo Attack Table **9**, or this episode's Optional Rule.

T10: Breakback

New rules for this episode → **10** Forbes & Marschall **55** to **62**

October 1939: While attempting to test the North Sea blockade, Admiral Marschall has just been confronted by an armed merchant cruiser, the *Rawalpindi*. No doubt its captain has signalled the Home Fleet, so now, Marschall is keen to return his two battlecruisers to Wilhelmshaven. His standing orders are to avoid engagement with equal or superior force.

Set-Up

Place the British ships shown here on the British Task Force Display, distributed into four Task Forces. Place British Task Force Stations as shown. The *Rawalpindi* is represented as a DD Squadron (one Hit sinks her), and starts in the Far zone on the Battle Board, as shown. Place a fifth British Task Force Station on the Operations Map (it is the *Rawalpindi*, but must be removed from play when (or if) the *Rawalpindi* is sunk). The two German BCs and the Leader Marschall also start on the Battle Board, in the Far zone, as shown (Marschall is attached to his flagship, the *Gneisenau*). Place their corresponding Task Force Station on the Operations Map, as shown. Place the German Mines and the British Submarine, both Stealth forces, as shown.

Your goal: Return German ships to port.

Damaged British ships: When a British TF is activated to perform an action, and it has one or more Damaged ships, remove those ships. They slipped to port. If that empties a Task Force, remove the Task Force.

The *Rawalpindi* has just successfully engaged the German Task Force, and this episode begins with a Battle. When Battle is complete, place a Contact marker on both Task Forces.

Neutral Norway: In this episode, Norwegian ports are not Intel triggers for either side.

However, if the *Rawalpindi* is sunk, remove the British Task Force (and its Contact marker); the German Task Force still gets a Contact marker attached.

DD o/na SQUADRON S
Ships start in their respective Far zones.

Battle Round

Last Round

The Weather is Bad, so there will only be two Rounds of Battle.

BC 3/2
Gneisenau f

BC 3/2
Scharnhorst f

BB 3/2
Nelson S

BB 3/2
Rodney S

CA 1/0
Devonshire f

CA 1/0
Newcastle f

CA 1/0
Glasgow f

CL 0/-1
Aurora f

British Task Force Display

In this episode, Forbes will use his Leader benefit at the earliest opportunity.

Weather is Bad **25**

Captain Kennedy, in command of the *Rawalpindi*, went down with the ship. He was later mentioned in despatches.

Weather Check (1 Hit)

GOOD	BAD
1-5	1-4
change	6
5-6	W BAD

When this marker changes, the weather changes.

How to play

The player assumes the role of the Germans in this episode. Begin the episode by resolving the Battle that the *Rawalpindi* initiated with its successful Engage action. The Battle will end either because the *Rawalpindi* successfully exited, was sunk, the German BCs exit, or at the end of Round Two. When it ends, commence the Action Sequence by having both sides Vie for Initiative. When the British have Initiative, roll a die and consult the British Action Table to see what they do. British ships on the Battle Board will move towards or into the Close zone whenever possible, and will attack using whatever Gunnery and/or Torpedoes they have available (*Nelsonian audacity*).

LIMITED FUEL: In this episode, the only ports that the German Task Force(s) may Complete in are Wilhelmshaven and Kiel.

The End

The episode ends when either side no longer has a Task Force in play.

Legend of Action Table Results:

AIR STRIKE. **27** The British perform an Air Strike action targeting a German Task Force. Select a hex with a German Task Force Station. If none, select a German Task Force segment. In either case, the selection must be in range of a British air base printed on the map (range is two hexes). If more than one target hex is possible, select one with a British Task Force in it (to gain the benefit of Coordination **47**), either a segment or a Station. If none, select any. If there is no eligible target in range, treat as an 'E' result instead. If the British retain Initiative, roll again on the British Action Table.

PASS. **35** The British perform a Pass action. The British Task Force with the longest Trajectory performs Time Lapse **19**. Remove segments farthest from the nearest German Trajectory segment or Station.

British Action Table

1d6 →		1	2	3	4	5	6
Good		A	A	E	E	E	P
Bad		E	E	E	E	E	P

ENGAGE. **31** The British perform an Engage action. Select a German Task Force Station as the target. The active Task Force will be the British Task Force with Forbes in it, or the *Warspite*, whichever is closer (that is, whichever will produce the smallest Trajectory Total). If neither has a Trajectory segment/Station in the target's hex, the British perform a Trajectory action first.

SIGNALS or NAVAL SEARCH INSTEAD? **39** **33**
E If the Germans do not have a Task Force Station, then the British perform a **Signals action** and then the Engage action (if they still have Initiative). If no Intel marker, the British Task Force containing the *Newcastle* performs a **Naval Search action** instead: It targets a German Trajectory (choose a German Trajectory segment closest to Forbes' Task Force). If the *Newcastle* does not share a hex with a German Task Force segment, it performs a Trajectory action first, to make a Naval Search action possible. If the *Newcastle* is Damaged or sunk, select another TF to perform this action.

T10 Outcomes

How did the episode end?

Completion action

Admiral Raeder is eager to receive Marschall's full report. If a German ship was sunk, Raeder considers the operation a dismal failure, and is not looking forward to his briefing with the Führer. If a German ship was Damaged (flipped), the news is less bad but still not good. It will mean the cessation of further operations involving surface raiders. If none were sunk or Damaged, and a British BB was Damaged or sunk, he recommends Marschall for commendation.

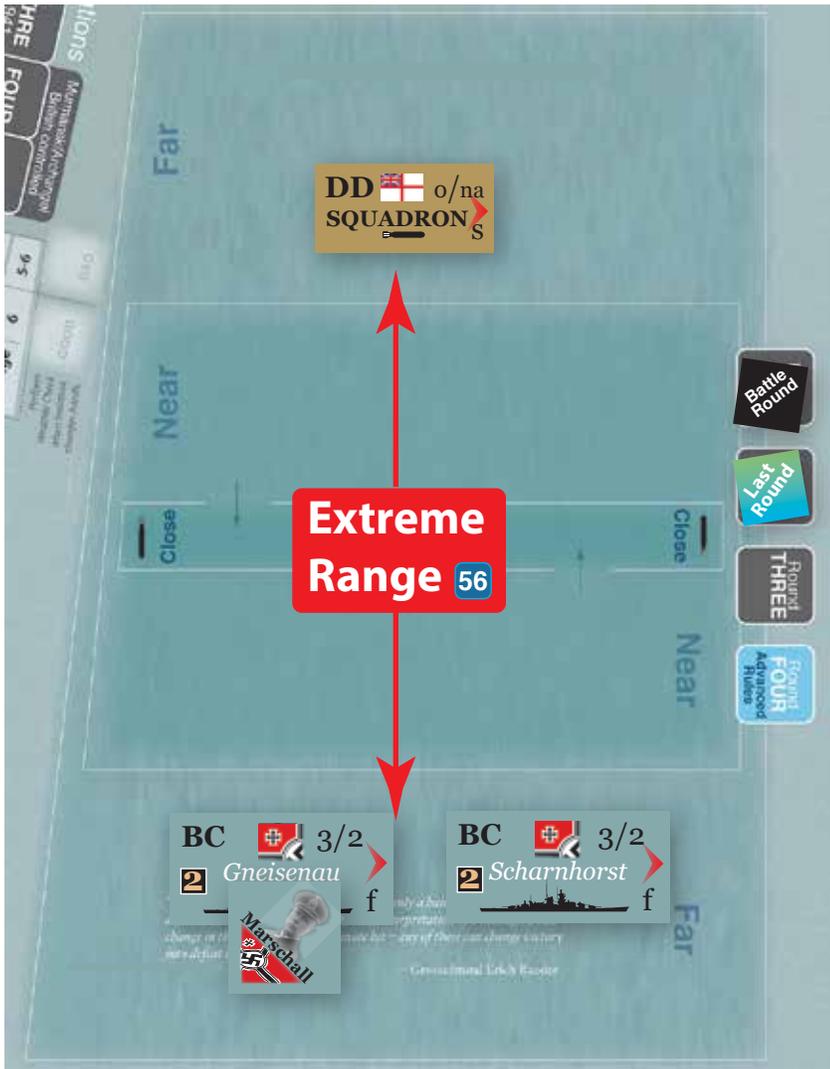
German ships sunk

Weeks after the operation, Admiral Donitz is not surprised to learn that he has replaced Admiral Raeder as Grossadmiral of the Kriegsmarine.

All British ships sunk

Admiral Marschall wakes up in Berlin. The dream was riveting but absurd: Every foe vanquished!

T10 Example



1 The first Battle Round commences with the Gunnery step. The DD Squadron's Gun Rating is 'na' at Extreme range, so it can't attack. The two German BCs each attack the DD Squadron.

2 The *Gneisenau's* Gun Rating is 2, for a +2 modifier, and the target is slow, which adds another +1 to the modifier. The player rolls three dice...

...a 6 is rolled (2+4 = 6; at Extreme range, the attacker is obligated to take the two lowest numbers rolled). After adding the modifiers, the result is 9, which scores a Hit. **52**

4 The German ships are returned to the German Task Force Display, and a Contact marker is attached to the German Task Force Station.

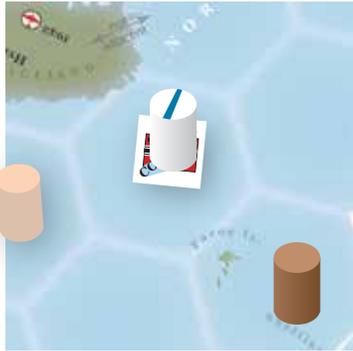


printed on the game board →

Gunnery Table	
dice (2d6)	result
8 or less	splash
9-12	Hit
13+	Hit

3 The DD Squadron suffers a Hit, and since it can only take a single Hit before it sinks, the Battle is over and the *Rawalpindi* is destroyed. Its Task Force Station is removed as well.

T10 Example continued



5 The player rolls a die for each side, to let them Vie for Initiative **26** ...

British **German**

British keep the Initiative.

6 Increase the Initiative Tally by 1.



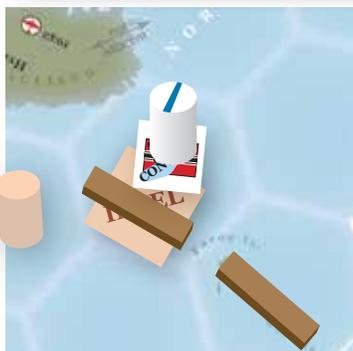
7 To determine what the British do, the player rolls a die and consults the British Action Table. A **2** is rolled, so the British are supposed to perform an Engage action. To do so, Forbes' Task Force must first perform a Trajectory action **43**.

8 Now the British perform an Engage action **31**. However, the Intel marker affords the Germans Interruption **22**. The player rolls a die and consults the '1' column on the Interruption Table (because there is one Intel marker).

A **9** is rolled, and so, the player opts to attach an Evasive Maneuvers marker to the German Task Force. **24**

21 When a Trajectory segment is placed in the German TF Station's hex, it triggers an **Intel attachment**. The Intel marker must be attached to the British Trajectory segment.

5-7	-1	-2	
8	-2	S	VforI
9	S	VforI	I
10-12	VforI	I	C



To see what the British do next the player rolls a die and refers to the Action Table. Another Engage action, and another chance at Interruption. The **Interruption** die roll garners a '-1' result, so the action proceeds.

Players Vie for Initiative:

British **German**

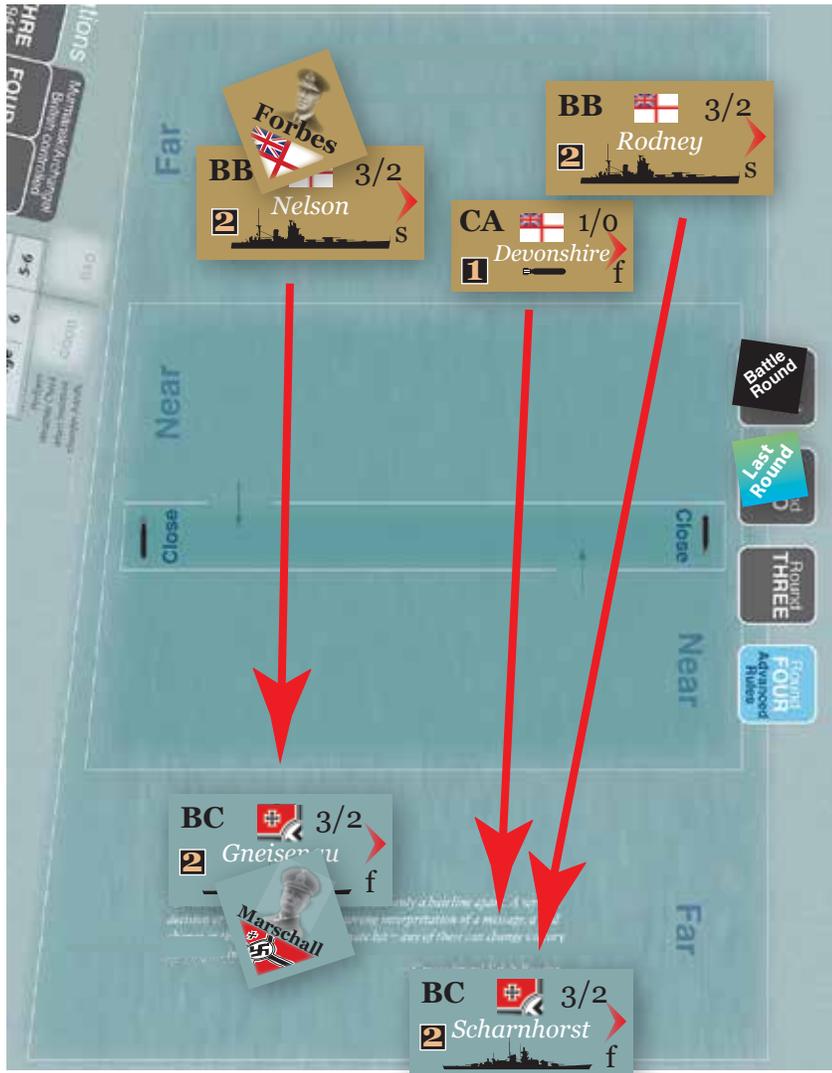
British keep the Initiative and the Initiative Tally increases by 1.

9 Resuming the Engage action, the Trajectory Total is **2** (because the British TF has two Trajectory segments **17**). The Contact marker affords the British a **+2** modifier (the target is fast, and **-1** for the Interruption). The player rolls two dice and consults the Engage Table printed on the game board... an **9**, modified to a **10**...and the result is **Battle**.

Engage	Trajectory Total				
dice (2d6)	0	1-4	5-9	10-13	14
6	miss	miss	miss	miss	miss
7	close	miss	miss	miss	miss
8	battle	miss	miss	miss	miss
9	battle	close	miss	miss	miss
10-11	miss	battle	miss	miss	miss



The player opted to hold on to the Evasive Maneuvers marker instead of spending it during the Engage action. Had they spent it, with Bad Weather, it would have imposed a -2 modifier on the outcome, and the Battle would have been averted.



10 Gunnery commences. The player will resolve all British attacks first, but will not apply results until the German attacks have been resolved.

11 The *Nelson's* Gun rating at Extreme or Long range is **2**, so that is a +2 modifier. Three dice are rolled...



...a **3** is rolled (1+2 = 3; at Extreme range, the attacker is obligated to take the two lowest numbers rolled). After adding the modifier, the result is **5**, which scores a **Splash** **53**.

Gunnery Table

dice (2d6)	result
8 or less	splash
9-12	Hit
13+	Hit

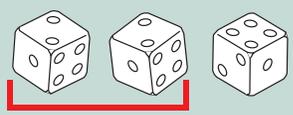
12 The *Rodney's* Gun rating is also **2**, so that is a +2 modifier. It will target the other BC. Three dice are rolled...



...a **7** is rolled, and after adding the modifier, the result is **9**, which scores a Hit . A Hit marker is attached to the target.

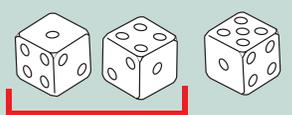


14 The *Gneisenau's* Gun rating at Extreme or Long range is **2**, so that is a +2 modifier. Three dice are rolled...



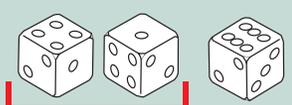
...a **4** is rolled, and after adding the modifier, the result is **6**, which scores a **Splash**.

The *Scharnhorst's* Gun rating at Extreme or Long range is **2**, so that is a +2 modifier. Three dice are rolled...



...a **5** is rolled, and after adding the modifier, the result is **7**, which scores a **Splash**.

13 The *Devonshire's* Gun rating is **0** (zero), so that is a +0 modifier. It will target the *Scharnhorst*. Three dice are rolled...



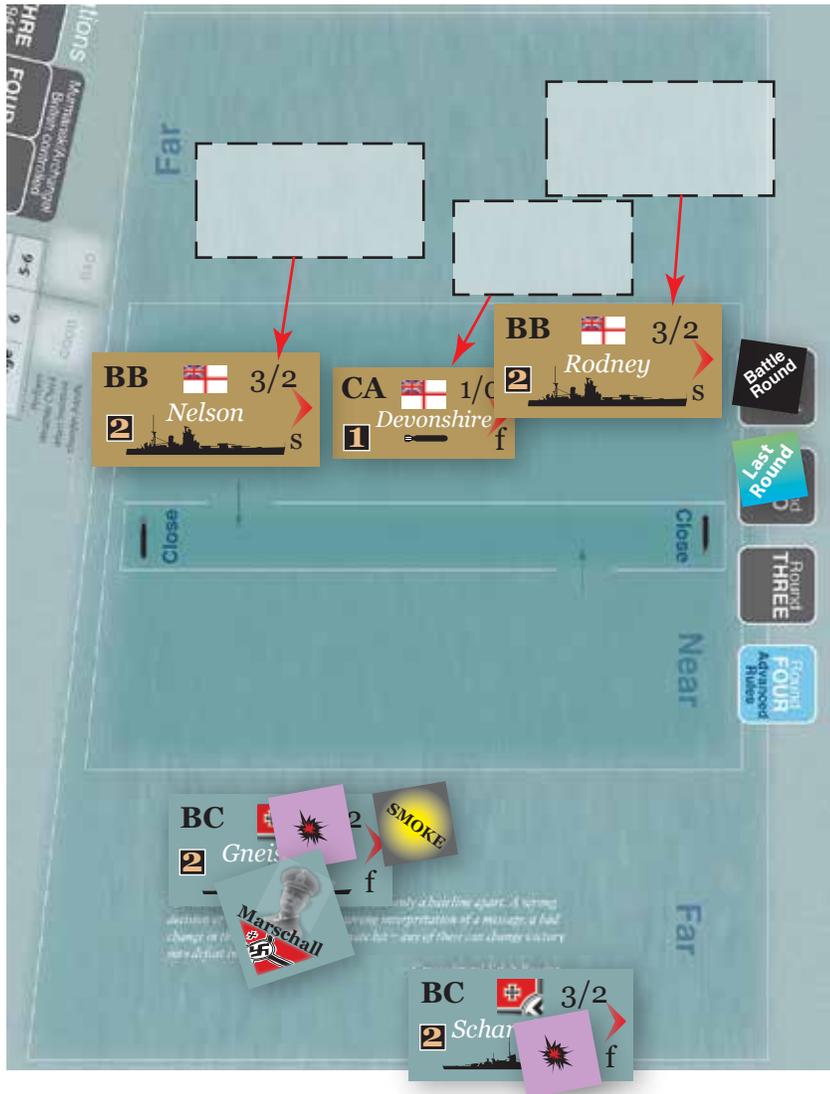
...a **5** is rolled, which scores a **Splash**.

Here, we waited to use the *Leader* ability until an improved outcome was possible.



Forbes' *Leader* benefit **10** is used, transforming the '1' to a '6', and the result is corrected to a **Hit**.

T10 Example continued



15 The slow ships move first during the Maneuver step, so the *Nelson* and *Rodney* both move to the Near zone.

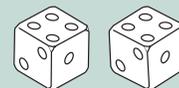
16 Fast ships now move, and since the British just moved ships, the Germans go first. The player opts to keep them both in the Far zone, but has one of them produce Smoke, placing a Smoke marker in the zone.

The British cruiser (*Devonshire*) moves into the Near zone.

17 The Germans would like to flee the Battle, and so, will make a Break Away attempt **61**. They are in the Far zone, so that gives them a +2 modifier, but at least one enemy ship is in the Near zone, which imposes a -1 modifier.

Break-Away (61)		9
enemy ship(s) in near or close zone	-1	
an enemy ship is faster	-1	
your ship(s) in far zone and no other zone	+2	
special Evade Maneuver marker and 1 ship (Far); Breaks Away automatically		

Two dice are rolled...



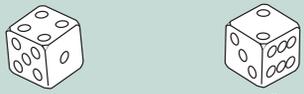
...an 8, modified to a **9**, and the attempt succeeds. The Battle is over.

18 All ships are returned to their respective Task Force Display Boxes, and the British TF gets a Contact marker attached to its Station (Battle automatically converted it to a Station, and that Station must be located in the Battle hex (Mutual Contact **62**)).



19 Now, players must Vie for Initiative **26**. The player rolls one die for the Germans and one for the British...

British **German**



+1 for Initiative Tally **+2 for Evasive Maneuvers**



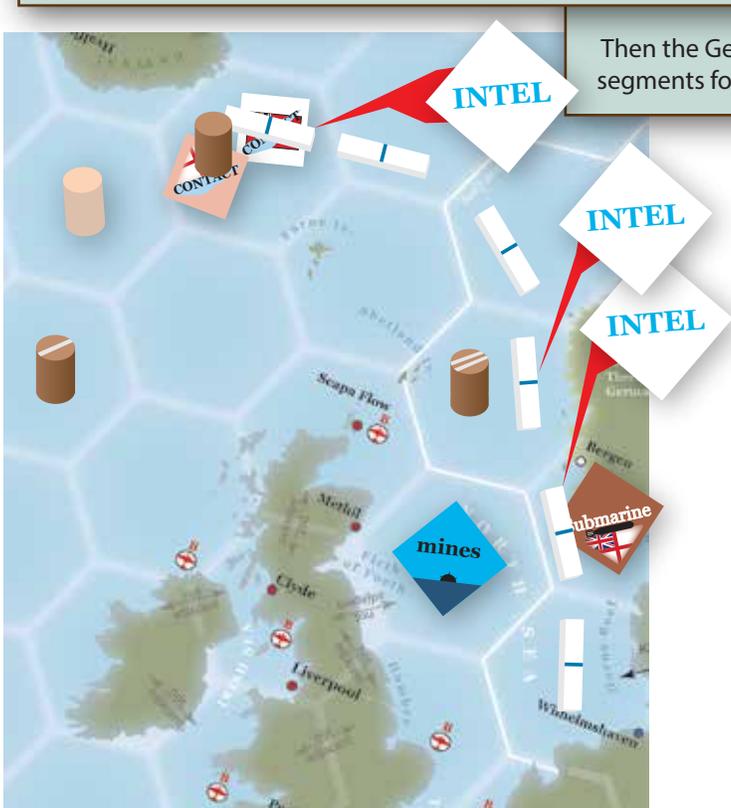

The player elected to spend the Evasive Maneuvers marker, removing it, affording the Germans a **+2** modifier in addition to the modifier for Initiative Tally. The Germans rolled a modified **5** to the British **4**. The Germans now have the Initiative.

20 The player resets the Initiative Tally to **zero** and then rolls a die to check the Weather...



...a **5**, so the Weather is now Good.

21 The player decides to perform a Trajectory action **43**. They convert the TF Station to a segment, placing the segment in the hex and attaching an Intel marker to it (because of the British TF Station in that hex **21**). Then they place another five segments plotting a course to Wilhelmshaven. *The Trajectory could have been shorter, but with Good Weather the player is concerned about Air Strikes.* Unfortunately, due to the British cruiser patrol (TF Station) and the British Submarine force, another two Intel markers must be attached to German Trajectory segments.



Then the Germans perform a Pass action **35**, removing two Trajectory segments for Time Lapse **19** (only two, because of the Intel Limit **20**).



T10 Example continued



23 The two German BCs are not slow, so none are Hit, but the Task Force now has a Contact marker attached. They must Vie for Initiative, each side rolling a die...

British	German

The Germans gain the Initiative.



22 To determine what the British do, the player rolls a die...

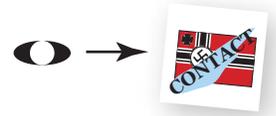
...a **2**, and so the British perform an Air Strike **27**. The nearest target is the hex adjacent to Scapa Flow, occupied by the British TF containing cruisers (it will provide Coordination **47**).

The Trajectory Total is **4** (the target TF has four segments and the Coordinating TF has none). The Air Support modifier is **+2** (the target is one hex from the Launch point), and Coordination gives the British another **+2**.

The player rolls two dice...
...a 5, modified to a **9**...
and the result is...



dice (2d6)	Trajectory Total					
	0	1-4	5-9	10-15	16+	
6	miss	miss	miss	miss	miss	
7						
8						
9-10						
11-12						
13-14						
15+						



Reminder: Intel marker prohibits Completion action.

24 The player checks the Weather **25**, rolling a **4**, and the Weather remains Good. Then they decide to Pass **35**, in order to allow the German TF to perform Time Lapse. The Intel Limit **20** allows the TF to remove two segments. *The Germans are almost through the blockade.*

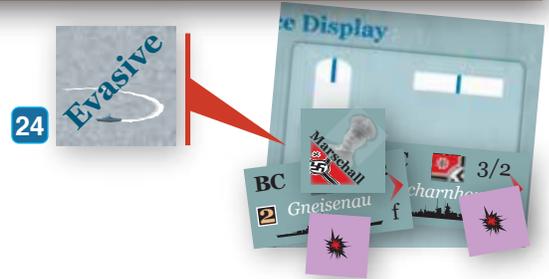
25 Now that Initiative changed hands, the player checks the Weather **25**, rolling a **2**, and the Weather remains Good. Then they roll a die to see what the British do, rolling a **5**...

...which means the British perform a Signals action (an 'E' result on the British Action Table).

Signals action: There is only one Intel marker to choose from, so the German TF becomes a Station in that hex. *A British submarine signals home.*



26 The Signals action affords the Germans an opportunity to make a Seize Initiative attempt **26**, but the player elects to take an Evasive Maneuvers marker instead, attaching it to the German TF.



27 That allows the British to continue with the previous British Action Table Result ('E'), and so, Forbes' TF performs a Trajectory action **43** and then an Engage action **31**.



28 Before the Engage action can be resolved, the Germans get an opportunity to Interrupt **22** (thanks to the Intel marker). The player rolls two dice and finds the result in the '1' column of the table (there is one Intel marker), rolling an **8**, garnering a **-2** modifier for the Engage action.

dice (2d6)	1	2	3	4
2-4	-0	-1	-2	S
5-7	-1	-2	S	VforI
8	-2	S	VforI	I C
9	S	VforI	I C	I C
10-12	VforI	I C	I C	I C

Resuming the Engage action, the British modifiers include Coordination (+2) and Air Support (+1 two-hex range), while German modifiers include Air Support (-1 one-hex range), -2 for Interruption, and -1 for spending the Evasive Maneuvers **46** marker (which the player now decides to do), for a total modifier of **-1**. The Trajectory Total is **4** (four segments). The player rolls two dice...

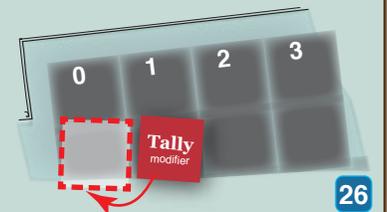
dice (2d6)	1-4	5	10-13	14
6	miss	miss	miss	miss
7	clos	miss	miss	miss
8	battle	miss	miss	miss
9	battle	clos	miss	miss
10-11	surp	battle	miss	miss
12	surp	battle	clos	miss
13+	surp	surp	battle	miss

...a 7, modified down to a **6**...
...and the result is **miss**.

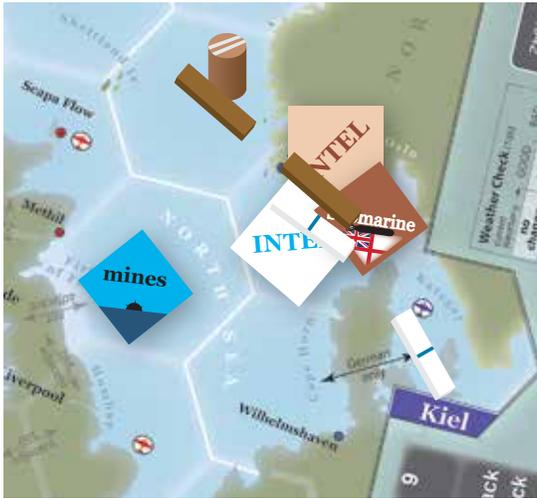
The British TF performs Time Lapse **19**, removing two segments.



29 Because of the Intel marker, the **miss** hands initiative to the Germans. A Weather Check must be performed (a die is rolled but there is no weather change).

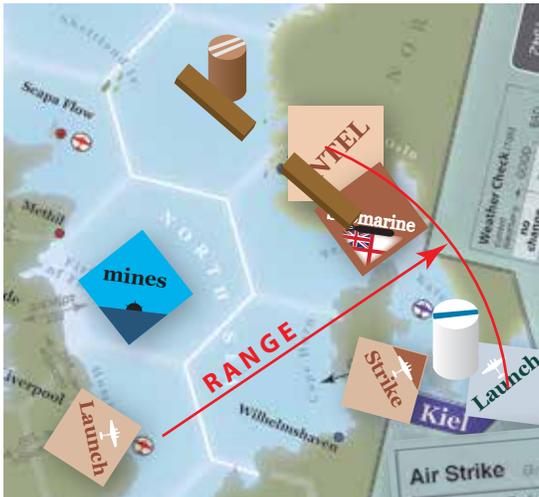


T10 Example continued



30 The Germans perform a Trajectory action **43**, replacing the TF Station with a Trajectory segment (it gets an Intel attached, thanks to the British Submarine force in the hex), and then the player extends the Trajectory to Kiel.

The player now Passes **35**, in order for the German TF to perform Time Lapse **19**, removing both Trajectory segments (Intel Limit for a fast TF is **2** **20**).



31 The Initiative changes hands, so the Initiative Tally must be reset to zero and a Weather Check must be made **25**. The player rolls a die for the Weather...



...a **5**, so the Weather remains Good. Now the player rolls a die and consults the British Action Table, rolling...



...a **2**, so the British perform an Air Strike action **27**. The German TF is two hexes from a British air base, so it is in range.

32 To resolve the Air Strike, each side gets Air Support, +1 for the British and -2 for the Germans **45**. The Trajectory Total is zero **17**. The player rolls two dice...

...a 6, modified to a 5, which is a **miss**.



Air Support **45**

proximity to target hex	active player's	target player's
in hex	+3	-2
adjacent hex	+2	-1
2 hexes away	+1	0

Air Strike (Good weather only)

dice	1-4	5-9	10-15	16+
6	miss	miss	miss	miss
8	S	S	S	S
9-10	S	S	S	S
11-12	S	S	S	S
13-14	S	S	S	S
15+	S	S	S	S

Apply all applicable Common Modifiers...

33 The player rolls a die for each side, to let them Vie for Initiative **26** ...

British



German



British keep the Initiative.

34 The player decides to invoke Marshall's ability, replacing the '1' with a '6', giving the Germans Initiative. **10**



8



That ends the episode, because the German TF may automatically shift to the Kiel Port Box. Even if it fails its Completion attempt, the British can't touch it while in the box, so the outcome is inevitable.

Design Notes

Sources & Design Choices

There is a wealth of good information available on the war at sea in the Atlantic, with incredible detail on ships and operations. In terms of tactics, those epic battles between ships, this game is not detailed, preserving emphasis on operations rather than their culminating moments. To that end, ship markers are fairly simple, perhaps to the consternation of some enthusiasts who would prefer to see more information, such as armor or a more refined classification of armament. Some may balk at the classification of some British cruisers, or the absence of torpedoes on the *Gneisenau*. In the former case, cruisers were classified using S.W. Roskill's *The War at Sea*, published by Her Majesty's Stationary Office in 1954. I preferred a source closer to the events portrayed rather than a more recent publication, and gunnery ratings were kept independent of ship class. In terms of omissions or modifications, such as the German battlecruiser's lack of torpedoes, that reflects the designer's choice about doctrine, not technical specifications. Smaller ships might plunge ahead to fire torpedoes, but such precious German vessels would shy from that tactic unless the outcome was assured, usually against a lesser foe, in which case the Gun Ratings can be assumed to include torpedoes at point blank range (should a rash German player ever find their battlecruiser at point blank range).

Besides Roskill, many sources informed this design. One of the most useful was James Levy's *The Royal Navy's Home Fleet in World War II*, published in 2003. Others include Friedrich Ruge's *Sea Warfare* (1957), the English translation of the *Chronik des Seekrieges, 1939-1945* (1972), and the *Fuehrer Conferences on Naval Affairs, 1939-1945* (1990). There were others.

U-Boats

When I approached GMT with this game, enthusiasts at GMT's bi-annual convention in Armona, California, asked: "Is this a U-Boat game?" Everybody seemed to know that the most effective German weapon trained on British convoys was the submersible vessel. Not wanting to disappoint but not wanting to fib either, I fished for what I thought was a snappy response. "This is a *Sink the Bismarck* game!" That produced only a halting response. "So, there's gonna be U-Boats?" I knew I was in trouble but one must forge ahead even in the most arduous storm.

Some folks were tenacious enough to beg a thorough response, pushing me to the rails as I grasped at rationale for why I had designed a game about convoys in the Atlantic while omitting the most important feature. Some folks were genuinely puzzled, and for them I just had to say, "No, sorry, it's not a U-Boat game."

Yes, U-Boats were effective, and yes they scared Winston Churchill, but they were not enough to turn the tide. They needed help. U-Boats were effective enough to push Britain to the brink of catastrophe, but some other element was needed to give the final shove. Churchill's memoirs were instructive on this point. Although many passages and claims in that text conflict with reliable sources, making some factual statements dubious, I take the mood and intent as he expressed them at face value. He expressed an anxiety about the *potential* threat to Great Britain, and for him, as deadly as the U-Boat was, the real threat was elsewhere. Had Germany's surface fleet, particularly its modern battleships and battlecruisers, mounted a series of forceful sorties through the blockade, they could have tipped the balance. Or so he thought. By itself, the Kriegsmarine's surface fleet was a mere footnote of WW2, but combined with other weapons, the U-Boat arm in particular, it could have elbowed Britain over the precipice. That's what makes the subject of surface operations in WW2 so interesting. Unlike the U-Boat war, which waxed about as far as it could before waning, Germany's surface raiders could have made a greater impact than they did historically. A wargame presents the sort of history that allows the player to explore a range on the fringe of the historical event, in a way that conventional historical narratives don't allow.

U-Boats appear in *Atlantic Chase* as an effect rather than as a fleet of machines. The U-Boat arm operated independently (and invisibly) of surface vessels, for the most part, but because they hunted the same waters, this game presents opportunities for their operations to overlap with those of the surface arm. The player should understand that Admiral Donitz and his fleet of Steel Wolves are busy throughout this game, but that activity is not particularly visible. The game presumes the U-Boat's savagery against allied shipping remains consistent with its historical progress, but the German player is not awarded VP for Donitz's victories. The

U-Boat force marker represents U-Boat activity, or, the information generated by such activity, which can be taken advantage of by Raeder. That information is not necessarily coming from U-Boats themselves, however, it could be coming from distress signals or other communications generated on the British side. The marker might also represent rare coordination between U-Boats and surface vessels.

Inspiration

Occasionally I get asked about this game's premise, its origins. "How did you come up with the idea?" There is a long answer to that, one as deep as the rabbit hole in Wonderland, but I will gingerly skirt the mouth of that chasm to provide an abridged version.

In the 1990s, I was very much interested in the problem of command and control on the battlefields of the American Civil War. At the operational scale, I found it fascinating how a leader could see through the "fog" of war to turn a calamitous situation into fortune. Puzzled, I started to tinker and came to a few hesitant conclusions. It boiled down to this: As long as we see a wargame map as a representation in miniature of a distant battlefield, the fog can only be imperfectly modeled.

There were (and are) several methods for imposing fog or "moonshine" as Clausewitz put it, in wargames, hiding enemy information. For example, Stratego-like games where a block only indicates an enemy unit's location and not its identity, morale, or strength. Another method, from Reisswitz, is a system of hidden movement where a third-party referee knows the actual disposition of force but players are kept in the dark about the enemy's doings. Other methods involve an artificial test, such as the roll of dice or the pull of a chit randomly from a cup, in order to interfere with the player's omnipotence. You can order that brigade to attack the enemy line, but if you don't roll high enough, the brigade won't actually make the attack.

The Reisswitzian double-blind system played with a team of gamers on each side, each team member in command of only a portion of their team's forces and prohibited from seeing or communicating directly with fellow team members, can genuinely impose fog. But even there, it allows a nearly perfect vision of each player's own forces. More importantly, the time it takes for a squad of umpires to shuttle info back and forth between players while also resolving combat actions

and juggling the true situation alongside the parallel and foggy world of information known to players, makes for some very long games in which most players are waiting for information most of the time. As much as I am fascinated by that Kriegsspiel system, I do not own the patience for it.

Here is a case study in brief that should help explain why it is worthwhile inserting fog between a player and their own forces on the game map. It's one of the case studies I started with.

In the summer of 1862, in Virginia, General Pope had cornered half of Lee's army near a town called Centreville. He was pushing several brigades against it, holding it in place until his Ninth Corps commenced an assault sure to bring ruin to the Confederate army. Hours before, Pope had sent a rider to the commander of that Ninth Corps, instructing him to envelope the Confederate position. But now it was the afternoon, and no attack could be heard from that quarter. Why? Because the 20,000 soldiers and horses of that corps were not located where Pope thought. They were farther away, much farther, and when its commander finally received the order, he scratched his head and gave orders to move towards the sound of the guns. Meanwhile, reports of the other half of the Confederate army marching on his flank trickled in all day. Pope dismissed that information until the hammer of Longstreet's assault landed. Confederates swept the field. Consider how remarkable this is: Pope managed to lose track of an entire corps, one of his own corps, while misreading intelligence about enemy positions. Incredibly, Pope lost track of his *own* troops. How can that be modeled without resorting to the impractical system of Kriegsspiel?

The crux of the problem is the map and the pieces on the map. Put abstractly, the intersection of space (the map) with time (a unit's location on the map), presents incontrovertible information. When asked the question, "Where is the Ninth Corps?", a wargame will always provide a ready and reliable answer. "Right here, in this hex, at Dawkins Branch" (or wherever). How to make the answer unreliable, without making the game unplayable, entirely random, or immensely irritating to play?

Let's set that question aside for the moment. It's a tough one. There was a second design problem I was tinkering with: the speed of play. There were several

good games on the Civil War, but the really good ones took a long time to play. A *really* long time, which is not unusual for wargames (I'm not complaining; sometimes I really savor the long game, but it is also nice to fast forward the action without dumbing down the model). That genre enjoys game times measured not in minutes or hours but in days or weeks. Was there a way to speed things up? Was there a way to design a two-hour long game without losing depth? I hoped there was, and just maybe it could also answer the fog of war question

The solution's premise was simple enough, but difficult to squeeze a system out of. Instead of looking at the wargame map as a battlefield, let's see it as a map. That is, instead of a game board representing a battlefield, let's see it as a representation of a general's map. (This may seem an empty distinction, but stay with me.) When a player moves the Ninth Corps (or *HMS Nelson*) from one hex to another on that map, in their mind's eye the player can't help but see soldiers stomping along a dusty Virginia road (or a battlewagon steaming across the North Sea).

Implications? As long as a Union corps is represented as a cardboard square and situated inside a hexagon on the map, the information it presents is certain. Certitude is comforting, yet problematic. How to cloud that information? The answer was movement. If the Ninth Corps (or *HMS Nelson*) could be kept moving, then the player would not quite know where it is. They would know where (and when) it started its march, and where it had been ordered to finish its march, but not necessarily where it was at a particular moment. Of course, that's all fine in the abstract, but is the motto "keep units moving" actionable in a boardgame?

In the nineteenth century, when soldiers marched, the only officers who knew their precise whereabouts were the officers marching with them (assuming they knew the locale). The commanding general had his map and his couriers, and rarely was his information up to date. On a map, lines were often more useful than points. A line is an interesting formal entity: A line of march, the line of a road, the line of a trail through dense woods, etc. Consider the definition of a line: If a point represents the intersection of a single moment of time with a particular location in space, a line is a series of points (a series of moments). What if we represent the Ninth Corps as a series of moments? In that case, the "unit" on our wargame map no longer presents certitude about

location. Instead, it presents a starting point and a finishing point. If the enemy wants to attack it, it will need to clarify its position first. Likewise, if its commanding officer wants to give it new orders, he too must clarify its position. That is, the line must first be reduced to a point. To return to Pope's dilemma, the Ninth Corps could be represented as a line, but Pope wanted to transform it into a point on Jackson's flank. In game terms, at the moment when Longstreet was commencing his own attack, the trajectory of the Ninth Corps remained a trajectory. Put another way, the trajectory representing Longstreet's corps coalesced as a point before the Ninth Corps' trajectory did the same. Whomever is first to render information certain has the advantage. *Atlantic Chase* was born of that premise.

A Civil War game was designed on this solution, but I was not striving to publish designs back then. More importantly, I was not confident trajectories worked. It felt like a viable direction, and to explore its potential I ported the idea into a simpler context. I wanted a situation that was not troubled by woods, mountains, rivers, fords, and bridges. I thought of the *Scharnhorst* in 1943, and the ocean. The map was easy to make, a hexagon grid representing water (or, more properly, a *map* that represented nautical maps). That 8.5x11 operational game board was drawn back in the year 2000 or maybe 2001 (hard to remember). Since then, the experiment expanded as I gave it time, and by 2008 the Operations Map grew to a 17x22 mapsheet with a dizzying array of "trajectory markers." That's what I took with me to Armona, to pitch it to Andy Lewis of GMT Games. "How about a *Sink the Bismarck* game!" He listened and looked, and asked some questions: "Why a small map?" "Why so many markers?" "Why no scenarios?" Back to the drawing board. I returned in 2017 with a 22x34 map, wood bits, ten scenarios and a campaign game. Told that it had to have solitaire scenarios, I spent the next year and a half hammering a solo-system into the game, and by then playtesters were telling me they needed help understanding how to play.

They understood the rules but not how to apply them with confidence. *Back to the drawing board!* Twelve months crafting a series of "episodes" designed to explain the game bit by bit. Hatched two decades ago, this *Tutorial* was the last element of the "solution" of *Atlantic Chase* (maybe "thesis" is more apt). Despite publication, *Atlantic Chase* still feels to me as a work in progress; a pot boiling or an engine hoisted onto blocks. Yet, here it be, warts and all.

Doing & Knowing

Atlantic Chase is designed on the premise that the player is removed from the battlefield. What sits before you on the game board and on your Task Force Display? Information. When you look at a Trajectory stretching from Halifax to the Clyde ports, you are not seeing a Task Force. All you see is information *about* a Task Force. This is not semantics. If you are the British player, by performing a Trajectory action that plots those segments across the Atlantic Ocean, you are revealing information to your opponent, and to yourself. It means you know that the Task Force launched from Halifax and will (hopefully) reach Scotland. The scale of the game is large enough that certain details can remain vague, such as the precise moment of launch. That's good, because it means we don't need to bother with hiding information from the German player. We can even let them see what's in that Task Force. A battleship? A convoy? A battleship escorting a convoy? German intelligence garnered from spies, captured prisoners and maybe captured charts, and intercepted signals, along with educated guesses, allow that sort of information to pass freely from one player to the other. It improves realism.

Neither you nor your opponent know when the Task Force will arrive. For the German player, it means they have the opportunity to decide where interception will happen. They will plot their own Trajectories to a point of interception, with the intention of making contact. The Naval Search and Engage actions, coupled with skilled and maybe lucky use of information from U-Boats, will allow that interception to take place. The German player only knows the approximate line of a convoy route, however, and once their own Task Force (or Task Forces) launch towards the point of interception, they can't be certain contact will take place. A Trajectory is not certain information, so it is not surprising if interception fails to happen, or happens in an unexpected manner.

There is a tendency by new players to fill the ocean with Trajectory segments. Each one represents in their mind a potential interception. "My opponent will have to cross my lines in multiple places, affording me the opportunity to ensnare him wherever I wish. Bwahahaha!" They are then annoyed when their opponent makes the gamey move of tracing their own Trajectory gingerly around all the danger spots, or watches in consternation as Time Lapse allows the enemy to slip through the net. "This game is broken!" What the player

fails to realize is that a Trajectory is information the opponent can use. Information is best kept away from the enemy, which means keeping it off the map. It also means that the ships represented by all those Trajectories stretched across the game board are now occupied, and they may now be out of position to operate effectively when your opponent finally reveals their own information to you. It is often best to leave a Task Force in port, and wait for your opponent to provide you with information you can use. You don't require an entire network of crisscrossing lines to ensnare your opponent, just a single intersection of two lines will suffice.

If an Intel marker or a Contact marker enters the picture, it means usable information is at hand. Often the outcome of an Air Strike garners nothing but a Contact marker, but that could be information that seals the target's fate. To be seen, to be known to the enemy, puts a Task Force in a vulnerable position. It is hoped that once players are familiar with the system in *Atlantic Chase*, they will make decisions based on how best to produce knowledge about the enemy's forces. They should come to appreciate that possessing the most ships and the most lethal arsenal is not necessary when all you really need is to be in the right place at the right time.

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