

Total Germany

September 3rd, 1939. War has been declared. The British Admiralty have received definite word that the German pocket battleships Graf Spee and Deutschland (soon to be renamed Lutzow) have left their docks at Willhelshaven for the open sea. What they don't know is, this news is now over two weeks old.

German

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Lutzow	☐	☐	☐	☐	☐

May be located on any square adjacent to the Greenland coast.

British

Home Fleet Located at D7a. May not depart until definite word has been received about the whereabouts of Lutzow.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	☐	☐	☐	☐	☐
Rodney	☐	☐	☐	☐	☐
Repulse	☐	☐	☐	☐	☐
Courageous	☐	☐	☐	☐	☐
Dorsetshire	☐	☐	☐	☐	☐
Manchester	☐	☐	☐	☐	☐
Birmingham	☐	☐	☐	☐	☐
Aurora	☐	☐	☐	☐	☐
Galatea	☐	☐	☐	☐	☐

Hunting Group 1 Starts game at D7a. Must move south for South Atlantic to hunt Graf Spee. If Lutzow is located before this group leaves the south edge of the map, they can be used in the hunt for Lutzow. Otherwise they are out of the game.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Ark Royal	☐	☐	☐	☐	☐
Sheffield	☐	☐	☐	☐	☐
Hermione	☐	☐	☐	☐	☐
Arethusa	☐	☐	☐	☐	☐

Hunting Group 2 Located at B5d

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Hood	☐	☐	☐	☐	☐
Renown	☐	☐	☐	☐	☐

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Norfolk	☐	☐	☐	☐	☐	B5d
Suffolk	☐	☐	☐	☐	☐	B6c
Kenya	☐	☐	☐	☐	☐	C7a
Edinburgh	☐	☐	☐	☐	☐	C7d
Rawalpindi	☐	☐	☐	☐	☐	A5c
Jervis Bay	☐	☐	☐	☐	☐	A5b

Encounter Table	
Die Roll	Result
1	Freighter encountered and sunk.
2	Freighter sunk, but reports Lutzow's location.
3	Freighter escapes, reports Lutzow's location.
4,5,6	No result.

Time Line

Sept. 3	
13:00	
17:00	
21:00	
Sept. 4	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Sept. 5	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Sept. 6	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Sept. 7	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Sept. 8	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Sept. 9	
01:00	
05:00	
09:00	
13:00	
17:00	

- The game ends when the Lutzow is sunk or reaches any one of the squares D8b, D8d or E8b.
- Convoys have not yet been organized, so Lutzow will search for single ships using the Encounter Table above.
- Lutzow gets 1 point for each freighter sunk, plus 2 points per light cruiser sunk, 3 points per heavy cruiser sunk and 10 points for each battleship, battlecruiser or aircraft carrier sunk.
- Lutzow gets 15 points for returning home.
- If the Lutzow is not sunk by the end of Sept. 9 the British capital ships must return to base for refuelling and the Lutzow is free to roam where she will - 10 points to Lutzow.
- The British player gets 25 points for eliminating permanently the threat to her lifelines (sinking Lutzow.)

Twin Sortie

With two battleships now operational, the Kriegsmarine decides to strike a blow at the Royal Navy. The German ships are ordered to attack the British patrol line.

German

Six U-Boats deployed anywhere except on coastal squares.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Scharnhorst	☐	☐	☐	☐	☐
Gneisenau	☐	☐	☐	☐	☐

The German fast battleships start on square D8b and move 4 squares on their first turn.

British

Home Fleet Located at E7a. May not depart until definite word has been received about the whereabouts of Scharnhorst and Gneisenau.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	☐	☐	☐	☐	☐
Rodney	☐	☐	☐	☐	☐
Warspite	☐	☐	☐	☐	☐
Devonshire	☐	☐	☐	☐	☐

Hunting Group 1 Starts game at D6b.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Sheffield	☐	☐	☐	☐	☐

Hunting Group 2 Located at D7c

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Manchester	☐	☐	☐	☐	☐
Birmingham	☐	☐	☐	☐	☐
Dorsetshire	☐	☐	☐	☐	☐
Arethusa	☐	☐	☐	☐	☐

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Alcantra	☐	☐	☐	☐	☐	B7d
Norfolk	☐	☐	☐	☐	☐	B5d
Suffolk	☐	☐	☐	☐	☐	B5d
Kenya	☐	☐	☐	☐	☐	C7a
Edinburgh	☐	☐	☐	☐	☐	C7d
Rawalpindi	☐	☐	☐	☐	☐	B5b
Jervis Bay	☐	☐	☐	☐	☐	C6b
Aurora	☐	☐	☐	☐	☐	A5a
Galatea	☐	☐	☐	☐	☐	A5c

Plus 4 submarines deployed anywhere in the North Sea D7-8, E7-8

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Repulse	☐	☐	☐	☐	☐
Renown	☐	☐	☐	☐	☐

Repulse and Renown are up north chasing a wild goose. They will appear in zone A7b as soon as German ships are spotted.

Time Line

Nov. 24	
13:00	
17:00	
21:00	
Nov. 25	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Nov. 26	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Nov. 27	
01:00	
05:00	
09:00	
13:00	
17:00	

- The German battleships receive 2 points per AMC, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier they sink, plus 1 point for any submarine sunk.
- The Germans receive 5 points for each of their battleships that arrive back at D8b, D8d or E8b before 17:00 Nov. 27.
- The British player receives 12 points for each of the German battleships that do not return to port by the end of the game.
- The British player receives 1 point for every U-Boat sunk.

Scenario 2 - Twin Sortie

Solo Game

As an offensive operation, the twin sortie lends itself quite nicely to being a solo game. The player must play the Germans and take the place of Admiral Marshall aboard Scharnhorst. Every turn, while in areas A5-6, B5-7, C6-7 or D6-7 he rolls 3d6 and consults the following table:

Die Roll	Resultant Contact
3	Submarine
4	Submarine
5	<u>Alcantra</u>
6	Norfolk
7	Suffolk
8	Kenya
9	Edinburgh
10	No Contact
11	No Contact
12	Rawalpindi
13	Jervis Bay
14	<u>Aurora</u>
15	Galatea
16	Hunting Group 1
17	Hunting Group 2
18	Repulse & Renown*
19	Home Fleet*
20	Submarine
21	Submarine
22	Submarine

1. For each day out of port, add 1 to the dice roll;
2. If you roll an encounter for a ship that has already been encountered and sunk or damaged, the result is No Contact;
3. If you roll Repulse & Renown or Home Fleet before your presence is known it becomes a No Contact;
4. If you contact a single ship, roll d6: if a 1 or 2 their contact report is jammed by your radio interference; otherwise your presence at sea has been reported.

The Great Escape

March 29, 1940. The Kriegsmarine plans to put three auxiliary cruisers into the sea lanes of the British Empire. They hope to sneak them past the British cruiser patrols. Initially they will be escorted.

German

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Hessen	□□	□□	□□	□□	□□□□
Atlantis		□□	□□		□□
Orion		□□	□□		□□
Widder		□□	□□		□□

4 Destroyers (Actually 2 minesweepers & 2 torpedo boats)

Seven U-Boats deployed anywhere except on coastal squares.

The German forces start on square D8b and move 4 squares on their first turn.

The German player may deploy 4 neutral ships anywhere on the right-hand column of zones. If the British player demands to search the neutral ships, the German player receives 1 point for each time.

British

Home Fleet Located at D7a. May not depart until definite word has been received about the whereabouts of the German ships.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	□□□□□□□□	□□	□□	□□□□	□□□□□□□□
Hood	□□□□□□□□	□□	□□	□□□□	□□□□□□□□
Repulse	□□□□□	□	□	□□	□□□□□
Valiant	□□□□□	□□□	□□□	□□□□□	□□□□□□□□
Ark Royal	□	□	□	□	□□□□
Sheffield	□□	□	□	□□	□□

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Norfolk	□□	□	□	□□	□□	B5d
Suffolk	□□	□	□	□□	□□	B5d
Kenya	□□	□	□	□	□□	C7a
Edinburgh	□□	□	□	□	□□	C7d
Rawalpindi	□	□	□	□	□□	B5b
Jervis Bay	□	□	□	□	□□	C6b
Aurora	□□	□	□	□	□□	A5a
Galatea	□□	□	□	□	□□	A5c

Plus 4 submarines deployed anywhere in the North Sea D7-8, E7-8

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Ramillies	□□□□□	□□	□□	□□□□□	□□□□□

Merchant Convoy



- Located at E4

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Revenge	□□□□□	□□	□□	□□□□□	□□□□□

Merchant Convoy



- Located at D3a

Convoys must dock at E6a or F7a by the end of the game. The battleships may leave the convoys at the British player's discretion once the presence of German ships at large has become known.

1. The German player receives 2 points per AMC, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier sunk, plus 1 point per submarine or destroyer sunk.
2. The German player receives 15 points for each AMC at large in the Atlantic at the end of the game.
3. The German destroyers must accompany the AMCs as far as the top row of C. The Hessen is needed to break ice for the AMCs if they go north of Iceland, so must accompany them as far as A4c.
4. German auxiliary cruisers (AMCs) rely on disguise and surprise for best effect. All combat involving German AMCs starts at closest range unless Hessen is present.
5. The British player receives 12 points for each AMC sunk or turned back, plus 5 points for sinking the Hessen and 1 point for each destroyer or submarine sunk.

Time Line

March 28

21:00

March 29

01:00

05:00

09:00

13:00

17:00

21:00

March 30

01:00

05:00

09:00

13:00

17:00

21:00

March 31

01:00

05:00

09:00

13:00

17:00

21:00

April 1

01:00

05:00

09:00

13:00

17:00

The Invasion of Norway

For the invasion of Norway the Kriegsmarine must deploy at least three groups of ships. Each group must have at least 18 points for it to be successful, with destroyers counting as 2 points, light cruisers as 4, heavy cruisers as 6, Scheer as 8 and the fast battleships as 10 each. All ships in these three groups that have not yet unloaded add 1 to all die rolls in combat as they are encumbered by excess troops *and vehicles* on their deck. All German destroyers must refuel after moving 8 squares or they may not move further. All German light cruisers must refuel after moving 12 squares or they may not move further. Each turn 2 ships may refuel from Scharnhorst, Gneisenau, Hipper or a German AOE.

Any German ship or boat passing through the British minefield in C7b & d and C8a & c must roll 2d6; a result of 5 means she has hit a mine and incurs damage - roll d6; odd result is 1 point of damage; even result is 2. Any British ship passing through the same minefield must roll 2d6; a result of 2 means she has hit a mine, as above.

German

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Scharnhorst	□□□□	□□	□□	□□	□□□□
Gneisenau	□□□□	□□	□□	□□	□□□□
Lutzow	□□	□	□	□□	□□□□
Hipper	□□	□	□	□□	□□□□
Blucher	□□	□	□	□□	□□□□
Konigsberg	□	□	□	□□	□□
Karlsruhe	□	□	□	□□	□□
Koln	□	□	□	□□	□□
Leipzig	□	□	□	□□	□□
Nurnberg	□	□	□	□□	□□
Emden	□	□	□	□	□□
14 Destroyers					

Nine U-Boats deployed anywhere including coastal squares.

The German forces start on square D8b and move normally their first turn. Their objectives are Bergen (C8a), the fjord at B8b and Narvik (A8b).

German AOE's

	Floatation
Altmarck	□□
Nordmarck	□□
Kurmarck	□□
Germania	□□

The German player may also start 2 neutral ship counters at D8d and one at C8d.

British

Home Fleet Located at D7a. May not depart until definite word has been received about the whereabouts of Lutzow.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	□□□□□□	□□	□□	□□□□	□□□□□□
Rodney	□□□□□□	□□	□□	□□□□	□□□□□□
Repulse	□□□□	□	□	□□	□□□□
Courageous	□	□	□	□	□□□□
Dorsetshire	□□	□	□	□□	□□
Manchester	□□	□	□	□□	□□
Birmingham	□□	□	□	□□	□□
Aurora	□□	□	□	□	□□
Galatea	□□	□	□	□	□□

Hunting Group 1 Starts game at D7a. Must move south for South Atlantic to hunt Graf Spee. If Lutzow is located before this group leaves the south edge of the map, they can be used in the hunt for Lutzow. Otherwise they are out of the game.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Ark Royal	□	□	□	□	□□□□
Sheffield	□□	□	□	□□	□□
Hermione	□□	□	□	□	□□
Arethusa	□□	□	□	□	□□

Hunting Group 2 Located at B5d

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Hood	□□□□□□	□□	□□	□□□□	□□□□□□
Renown	□□□□	□	□	□□	□□□□

Hunting Group 3 Located at A4d

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Warspite	□□□□	□□	□□	□□□□	□□□□□□

Hunting Group 4 Located at C8a (Plus 2 destroyers and 2 minelayers - treat as DD w/out torpedoes)

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Repulse	□□□□	□	□	□□	□□□□

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Norfolk	□□	□	□	□□	□□	B5d
Suffolk	□□	□	□	□□	□□	B6c
Kenya	□□	□	□	□	□□	C7a
Edinburgh	□□	□	□	□	□□	C7d
Rawalpindi		□	□	□□	□□	A5c
Jervis Bay		□	□	□□	□□	A5b
Alcantra		□	□	□□	□□	B7d

Time Line

April 7	
21:00	
April 8	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 9	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 10	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 11	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 12	
01:00	
05:00	
09:00	
13:00	
17:00	

1. The German player receives 2 points per AMC, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier sunk, plus 1 point for each submarine sunk.
2. The German player receives points for each group of ships of 18 points or more that successfully lands their troops at their objective. The ships must remain stationary on their objective zone for 2 full consecutive turns without interruption to land their troops. The rewards are: Bergen - 5 points; Fjord - 10 points; Narvik - 20 points.
3. The British player receives 2 per AOE or DD, 3 points per light cruiser, 4 points per heavy cruiser, 10 points per battleship and 1 point per submarine sunk.

4. The British player also receives the points the German player would have received for any of the landings that are not accomplished in full force by the end of the scenario. i.e., if the German player is stopped from getting 18 points of warships to Narvik and remaining stationary there for 2 full consecutive turns, the British player gets 20 points.

Save Norway

June 7, 1940. The invasion of Norway, where the Luftwaffe and Wehrmacht have risked little but the Kriegsmarine has staked everything, has been successful in the south. In the north General Deitl in Narvik is hard pressed. To relieve the pressure on him the German navy has gathered together everything that can float to attempt to stop British reinforcements from arriving. Their job is to bombard the British base and - more importantly - find and destroy any troop convoys heading for Norway.

Unknown to them, the British are pulling out, under pressure from the French whose homeland is being invaded. The troop convoys are sailing away from Norway with the remains of the expeditionary force.

German

Seven U-Boats deployed anywhere except on coastal squares.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Scharnhorst	□□□□	□□	□□	□□	□□□□
Gneisenau	□□□□	□□	□□	□□	□□□□
Hipper	□□	□	□	□□	□□□□
4 Destroyers					

The German forces start on square D8b and move 4 squares on their first turn.

British

Home Fleet Located at E7a. May not depart until definite word has been received about the whereabouts of Scharnhorst and Gneisenau.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	□□□□□□	□□	□□	□□□□	□□□□□□
Rodney	□□□□□□	□□	□□	□□□□	□□□□□□
Sheffield	□□□	□	□	□□	□□

Hunting Group Starts game at E6b.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Hood	□□□□□□	□□	□□	□□□□	□□□□□□
Repulse	□□□□	□	□	□□	□□□□

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Norfolk	□□	□	□	□□	□□	B5d
Suffolk	□□	□	□	□□	□□	B5d
Kenya	□□	□	□	□	□□	C7a
Edinburgh	□□	□	□	□	□□	C7d
Rawalpindi	□	□	□	□	□□	B5b
Jervis Bay	□	□	□	□	□□	C6b
Aurora	□□	□	□	□	□□	A5a
Galatea	□□	□	□	□	□□	A5c

Patrol ships may not be used as escorts.

Plus 4 submarines deployed anywhere in the North Sea D7-8, E7-8

Evacuation Ships

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	
Devonshire	□□	□	□	□□	□□	- A7a Carrying King Haakon of Norway, gov't and gold reserves
Southampton	□□	□	□	□□	□□	
Coventry	□□	□	□	□	□□	Located at A8a
Ark Royal	□	□	□	□	□□	
7 Troopships	□□□□□□□					

Glorious
2 DD

□ □ □ □ □□ - Located at B7b Carrying extra Hurricanes evacuated from Norway. Takes 2 full turns to clear her decks before beginning air operations once German ships are encountered.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Valiant	□□□□	□□	□□	□□□□	□□□□□□
6 Troopships	□□□□□□□				

- Located at B6d

Empty Troopships

- - Located at B8c
- - Located at A7d

Repulse □□□□ □ □ □□ □□□□ - Located at C6a

Time Line

June 7	
13:00	□
17:00	□
21:00	□
June 8	
01:00	□
05:00	□
09:00	□
13:00	□
17:00	□
21:00	□
June 9	
01:00	□
05:00	□
09:00	□
13:00	□
17:00	□
21:00	□
June 10	
01:00	□
05:00	□
09:00	□
13:00	□
17:00	□

- The German player receives 1 point for sinking an empty troop ship, 2 points for each AMC or loaded troopship, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier sunk, plus 1 point for any submarine sunk.
- The German player receives 25 points if they can catch and sink the Devonshire.
- The German player receives 5 points for each battleship and 2 points for the Hipper if they arrive back at D8b, D8d or E8b by 17:00 June 10.
- The British player receives 12 points for each of the German battleships and 6 points for the Hipper if they do not make it back to port by the end of the game.
- The British player receives 1 point for each destroyer or submarine sunk.
- The British player receives 12 points for the Devonshire and 2 points for each troopship that arrives at D7a, E7a, E6a, F7a or F8a by the end of the game.

Breakout!

Oct 30, 1940. The German pocket battleship Admiral Scheer is ordered to attempt a breakout into the Atlantic to perform commerce raiding. Two supply ships are to try to break out at the same time, using the commotion caused by the Scheer's threat.

German

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation		Floatation
Scheer	☐ ☐	☐	☐	☐ ☐	☐ ☐ ☐ ☐	Altmarck	☐ ☐
						Germania	☐ ☐

Nine U-Boats deployed anywhere except on coastal squares.

German ships and 2 neutral freighters start at Bergen and move their regular movement first turn

British

Home Fleet Located at E7a. May not depart until definite word has been received about the whereabouts of Scharnhorst and Gneisenau.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Hood	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Repulse	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Devonshire	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Southampton	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Coventry	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	Located at
Norfolk	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	B5d
Suffolk	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	B6c
Kenya	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	C7a
Edinburgh	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	C7d
Rawalpindi	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	A5c
Jervis Bay	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	A5b
Alcantra	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	B7d

Plus 5 submarines deployed anywhere in the North Sea D7-8, E7-8

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	
Valiant	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	- Starts at F7b

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	
Ark Royal	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	
Renown	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	
Sheffield	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐	☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐	

Stationed at Gibraltar. Will appear at H6c 05:00 turn Oct. 31.

Time Line

Oct. 30	
13:00	
17:00	
21:00	
Oct. 31	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Nov. 1	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
Nov. 2	
01:00	
05:00	
09:00	
13:00	
17:00	
Nov. 3	
01:00	
05:00	
09:00	
13:00	
17:00	

1. The German player receives 2 points per AMC sunk, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier sunk, plus 1 point for each submarine sunk.
2. The German player receives 15 points if the Scheer ends the game in the Atlantic not in contact with any Allied ship, and 5 points for each of the AOE which make it into the Atlantic without ending in contact with any Allied ship.
3. The German player receives 1 point for each time the British player stops and searches a neutral vessel.
4. The British player receives 15 points if the Scheer is sunk or 10 points if she does not make it into the Atlantic undetected at the end of the game. This player also receives 5 points for either of the AOE's that have been sunk or do not make it into the Atlantic.
5. For purposes of this scenario the Atlantic is defined as that area of the Bismarck strategic map south of row B and west of column 6.

One-Two-Three Punch

Scharnhorst and Gneisenau are both ready for sea. Their objective is to break out into the Atlantic and attack the British sea lanes. Hipper is also just recently ready for action again. Her objective is to follow on the coat-tails of the two fast battleships into the Atlantic, then arrive at Brest as quickly as possible. Short-ranged, her best tactic is to sortie from Brest in short punches.

German

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation	
Scharnhorst	☐	☐	☐	☐	☐	Scharnhorst and Gneisenau start at Bergen and move 6 zones their first turn. Hipper starts at E8B on Apr 4 05:00 turn and moves normally.
Gneisenau	☐	☐	☐	☐	☐	
Hipper	☐	☐	☐	☐	☐	German AOEs
						Floatation
						Kurmarck ☐ Anywhere in H5 or H6
						Germania ☐ Anywhere in C1, 2 or 3

Four U-Boats start anywhere except on United Kingdom coastal zone

British

Home Fleet Located at D7a. May not depart until definite word has been received about the whereabouts of the German ships.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	☐	☐	☐	☐	☐
Hood	☐	☐	☐	☐	☐
Repulse	☐	☐	☐	☐	☐
Ark Royal	☐	☐	☐	☐	☐
Sheffield	☐	☐	☐	☐	☐

To be rolled by the German player each day turn he is in rows D or E west of Great Britain.

Patrol Cruisers

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation	Located at
Norfolk	☐	☐	☐	☐	☐	B5d
Suffolk	☐	☐	☐	☐	☐	B5d
Kenya	☐	☐	☐	☐	☐	C7a
Edinburgh	☐	☐	☐	☐	☐	C7d
Rawalpindi	☐	☐	☐	☐	☐	B5b
Jervis Bay	☐	☐	☐	☐	☐	C6b
Aurora	☐	☐	☐	☐	☐	A5a
Galatea	☐	☐	☐	☐	☐	A5c

Plus 4 submarines deployed anywhere in the North Sea D7-8, E7-8 as well as 4 additional submarines anywhere east of column 5.

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	* Floatation
Nelson	☐	☐	☐	☐	☐
Rodney	☐	☐	☐	☐	☐
Berwick	☐	☐	☐	☐	☐
Dorsetshire	☐	☐	☐	☐	☐

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Ramillies	☐	☐	☐	☐	☐
Merchant Convoy	☐	☐	☐	☐	☐

- Located at E1

	Main Arm. Forward	Starb. Second.	Port Second.	Main Arm. Aft	Floatation
Revenge	☐	☐	☐	☐	☐
Merchant Convoy	☐	☐	☐	☐	☐

- Located at D5a

Encounter Table	
Die Roll	Encounter
1	Solitary merchant ship
2	Convoy with AMC guard*
3	Convoy with 4 DD guard
4,5,6	No contact

If contact roll d2 - 1,2 sighting report jammed
3,4 report area location of ship
5,6 Falsly report adjacent area as location of ship

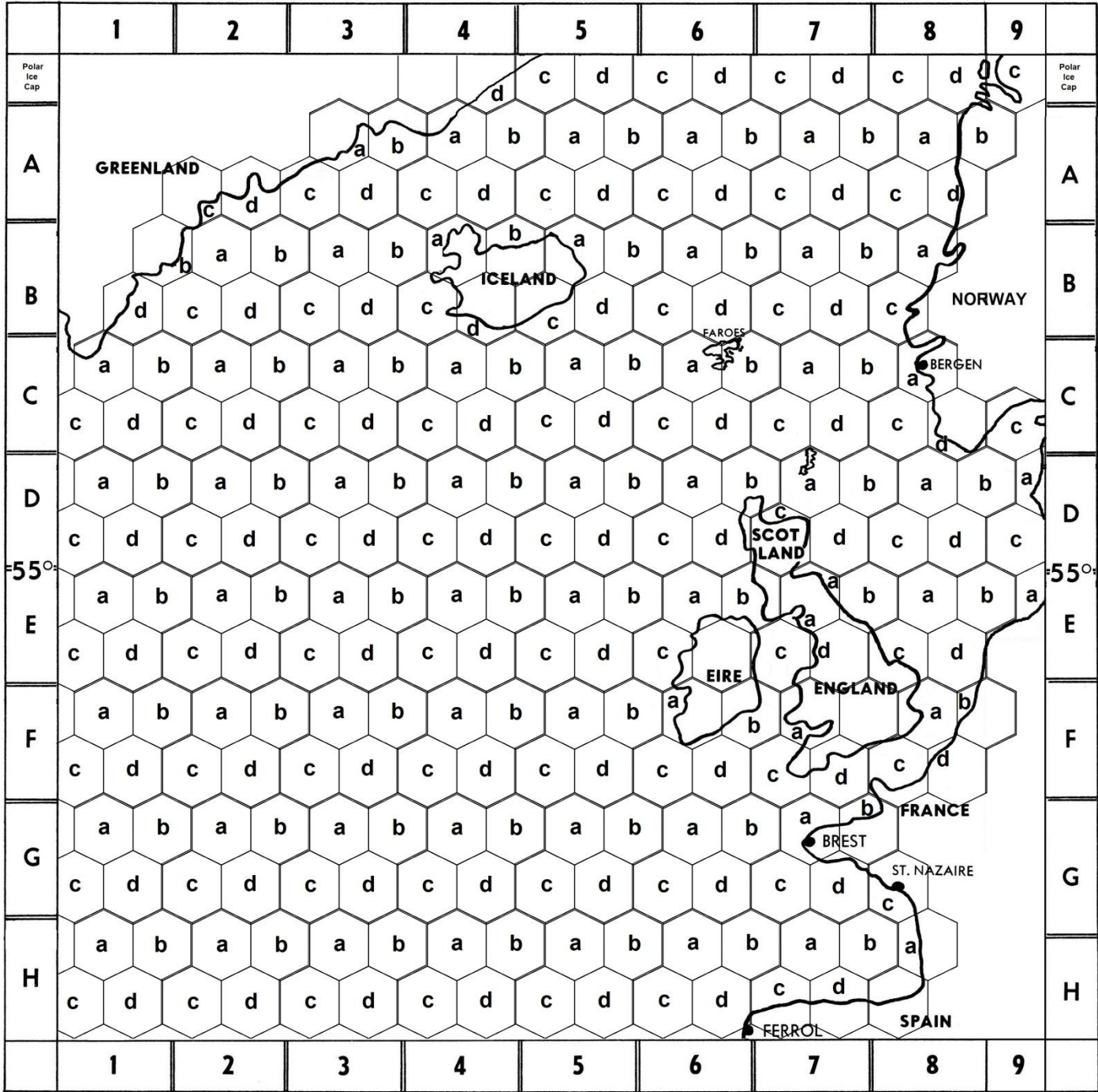
*Roll d6 - on 1 or 2 it's nearest BB convoy (Ramillies or Revenge.) The British player will move the convoy to it's new location.

Time Line

April 3	
21:00	
April 4	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 5	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 6	
01:00	
05:00	
09:00	
13:00	
17:00	
21:00	
April 7	
01:00	
05:00	
09:00	
13:00	
17:00	

1. The German player receives 2 points per AMC, 3 points per light cruiser, 4 points per heavy cruiser and 10 points per battleship/battlecruiser/aircraft carrier sunk, plus 1 point per submarine or destroyer sunk.
2. The German player receives 10 points for each of the fast battleships (Scharnhorst and Gneisenau) undetected in the Atlantic at the end of the game, as well as 2 points for each of these ships that manage to spend a turn undisturbed with one of the AOEs anywhere west of the 7 column.
3. The German player receives 12 points if the Hipper is able to reach Brest by th 01:00 April 5 turn. Deduct a point for each turn after that that she is late in arriving.
4. The German player receives 1 point for sinking each merchant ship.
5. The British player receives 12 points for sinking each of the Scharnhorst and Gneisenau, and 6 points for sinking the Hipper
6. The British receives 6 points each if the German ships have not reached their relative objectives but remain unsunk.

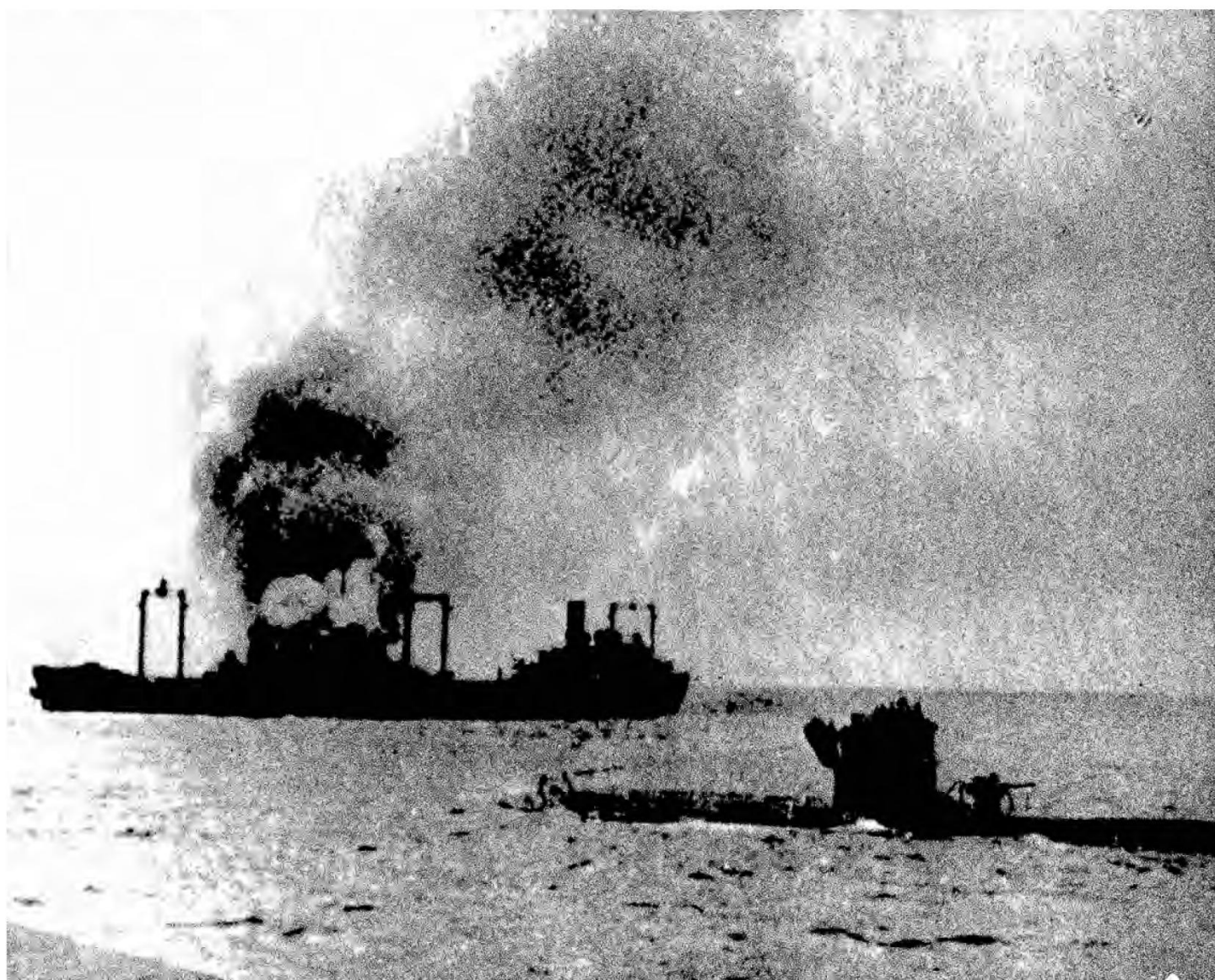
SEARCH BOARD



SEARCH BOARD

	1	2	3	4	5	6	7	8	9		
I	GREENLAND				A	B	A	B	A	B	I
A					C	D	C	D	C	D	A
B											B
C											C
D											D
E											E
F											F
G											G
H											H
	1	2	3	4	5	6	7	8			

Submarines and Destroyers



Submarines at Midway

by Richard Gutenkunst

Fortunately, the Japs have an advantage in the present Midway game. How come I'm so pleased? My personal opinion is that the U.S. player suffers from a dearth of tactical variations that he can successfully use, while, judging from the greater space given to Japanese tactics in the General, the Japanese have a relatively richer repertoire.

Now, if one will trouble to consult Samuel Eliot Morison's massive History of United States Naval Operations in World War II, one will notice that the U.S. had eleven submarines in the area represented by Avalon Hill's search board, while the Japs had only the I-168. I add the submarines to the game, with the consequence that each side has another variable to consider and the U.S. player can use some hairy Midway - Carriers - Submarine co-operation plans.

The above hint should allow a lot of you to evolve your own submarine inclusion plan, but I will now outline mine in case you don't feel like taking the trouble.

The U.S. submarines are divided into three groups, represented by three blank blue counters, labeled 1, 2, and 3. Groups 1 and 2 have four submarines each, while group 3 has three. These

counters may start on any zone square east of the E column inclusive at the start of the game. Movement is limited to one zone square per turn. The counters can be found by air search, but cannot be attacked by air.

I ignore the presence of the Japanese submarine for reasons that will become obvious.

The presence of one or more of the submarine counters in an area square allows the U.S. player to search it. If at any time the U.S. player finds a Japanese ship on the same or adjacent zone square as one of his submarine counters, he rolls the die. If he rolls an even number, he must attack the Japanese ship of his choice. If he rolls an odd number, no submarine attack takes place. If he does get an attack, he rolls the die again, getting as many hits as the number on the die shows, except if he rolls a five or a six, which are misses. If he rolls an even number, one of the U.S. player's subs is sunk and the value of the counter involved is reduced accordingly. There are two exceptions to the hit results. When attacking the Atago, only one hit maximum is allowed per turn. A cripple, if the U.S. player rolls an attack, is sunk automatically.

The Japanese player gets one point for every two submarines sunk, so one

needs to keep a record of the strength of the sub groups. Besides, once a group is reduced to two submarines it is not allowed to search an area square and is not able to attack enemy ships. However, two or more understrength sub groups may function together as one counter in the same search area so long as they total at least three submarines.

Gross Injustice to Submarines

By Richard Gutenkunst

In the early afternoon of June 6th, 1942, the humble Japanese submarine I-168 sank the destroyer Hammann and finished off the heavily damaged but savable Yorktown. Thus the Japanese Navy was saved the humiliation of suffering a complete skunk in the Battle of Midway. Earlier in the battle this same stunt was pulled by the American submarine Nautilus on the unfortunate Soryu which had just barely survived a dive-bombing attack. By contrast, the B-17's based on Midway did not make one bomb hit on any Japanese ship during the entire battle.

So what optional rule does Avalon Hill use in their game? Why B-17 attack, of course! This is a gross injustice to the Submarine Service!

If the submarines are included in the game, the Americans stand to gain, as the U.S. had 11 submarines on patrol in the area represented by Avalon Hill's mapboard, while the Japanese had only the I-168.

Okay, so how does one put submarines into the game?

The following is the system I use to cut my Nip opponent down to size. He doesn't like it, but I own the game.

First of all, take three blank blue counters from the extras included in the game and number them as follows: SS 1, SS 2, SS 3. These represent Submarine group centers. These are moved like surface ship counters except that they can only move one square per

turn. However, on the first turn they can be moved out up to 15 squares.

Due to slowness and small field of view, I require at least 3 submarines to search a search area. Each of the three sub group counters represents at least 3 submarines, and therefore is allowed to search areas in the same manner as a surface ship counter. These sub group counters can also be found by air or sea search (mainly to keep the American from cheating), but they cannot be attacked by air. Ship v. s. sub engagements will be outlined below.

In addition to the counters, the American adds the following to his Hit Record:

SS 1 2

--	--	--	--

 SS 3 2

--	--	--

SS 2 2

--	--	--	--

Each box represents one submarine. Note that each group is worth 2 points to the Japanese player if completely wiped out.

If a sub group counter finds itself on the same square as a Japanese ship or ships, the Japanese player must put these ships on the battle board. The American then picks out which ship he wishes to attack, rolls the die, and checks the results on the Submarine Battle Table. Hits on Jap ships are recorded, and if a sub sunk is rolled, one box is checked off on the appropriate sub group. If there are no air attacks or surface combat play then continues as before.

Now then, as the submarine counters represent centers of sub groups covering more than one square, there is a chance for sub battle on squares adjacent to the sub counter - and also that roving screen destroyers will catch a sub and sink it. Consequently, when a Jap ship group is found adjacent to a sub counter, the American player rolls the die and consults the following table. If a sub battle is rolled, the players go through the procedure outlined in the preceding paragraph.

SUBMARINE BATTLE TABLE

DIE	1	2	3	4	5	6	
HITS:	0	0	1	2	3	4	Sub v. s. Warship
SUB IS:		sunk		sunk		sunk	
HITS:	0	0	0	1	1	1	Sub v. s. ATAGO
SUB IS:		sunk		sunk		sunk	
HITS:	1	1	1	1	1	1	Sub v. s. cripple (Ship other than Atago that is sunk if it sustains one more hit.)
SUB IS:				sunk		sunk	

DIE ROLL

1	No contact
2	Sub sunk
3	Sub battle
4	Sub battle
5	Sub battle
6	No contact

The American player is required to go through the above procedure for every adjacent square with Japanese ships on it. Also he must fight any ships that are on the same square as the sub counter. However, he may not be in more sub battles in one turn than he has submarines. If a Jap ship group is adjacent to two or more sub counters, the American player has his choice of which sub group to use. A Jap ship group on a single square may not be in more than one sub battle per turn. Two or three sub counters in one stack count as a single counter. Since three subs are needed to search an area, the American player may find it profitable to stack his counters when sub losses bring the individual counters below three subs. When a sub group is down to one sub, it loses its ability to do battle on adjacent squares and may only fight ships on its own square.

It makes little difference if you add the Japanese submarine or not (I bet the original Yorktown wishes it could say that!). If you do, give it the same abilities as an American sub group with only one remaining sub. Also, let it move out 15 squares on the first move.

As I mentioned before, I developed the submarine game balancing method because of my dislike of the B-17 method. However, I must warn you that you have to develop a little skill to use it properly. I believe I can guarantee a more interesting game than with the B-17's and if you think the Japs have an unbearable edge with either method, you can combine the two.

This submarine system does not give the American a way to get a sure win.

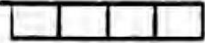
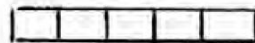
What Next?

Destroyers at Midway

by Steve Marston

In the Jan. '67 issue, Richard Gutenkunst's article on "Gross Injustice to Submarines", told of a way to put submarines in Midway. I have found a way to add destroyers to the game.

First, take a mess of blank counters from the box. Then select three blue counters from the pieces you have next to you, and label them DesDiv 1, 2 and 6. (DesDiv stands for Destroyer Division). The factors (surface and screening) are determined by the amount of hits needed to destroy the entire division. Example: DesDiv 1 requires 4 hits to sink it, so it has defense factors of 4-4.

DesDiv 1		3
DesDiv 2		4
DesDiv 6		4

Now, take 8 red counters and label them DesDiv 2, 4, 8, 10, 11, 9, 17 and 19.

On the hit record pad, credit DesDiv 2 with four hits, 4 with four hits, 8 with two hits, 9 with three hits, 10 with three hits, 11 with four, 17 with

four, and 19 with four hits. Every Jap destroyer division, when destroyed, is worth three victory points.

All American destroyers are present at start, but on the Jap side, only divisions 4, 10 and 17 appear at start. DesDiv 8 comes in with Mogami, Suzuya, Kumano, and Mikuma.

The next batch of Jap destroyers comes in with the Kongo-Hiei-Zuiho group. These are the 2nd and 9th divisions. The last group of destroyers appears with the main body, the Yamato-Mutsu-Nagato group. These last "cans" are the 11th and 19th divisions.

Naturally, there must be a different way to record battle damage. Each little square in the destroyers hit record section represents 1 destroyer. Hence, if one hit is registered, one destroyer is sunk. Since a destroyer is sunk, naturally firepower is decreased, so, say if DesDiv 2 of blue sustained one hit, it has three destroyers left, so it now has defense factors of 3-3.

Each destroyer has two gunnery boxes. Destroyers may fire at short range only, and only at light cruisers, destroyers, submarines and other, smaller craft, using the gunnery chart.

Each destroyer also has four torpedo boxes. When a gunnery hit is achieved on a destroyer, roll d6: a 1 or 2 indicates the forward gun position; a 3 or 4 indicates the torpedo mount was hit; a 5 or 6 means the aft gun position was hit. If the torpedo mount is hit, all torpedoes are out of action permanently. As usual, if a position that was already hit is hit again, the damage goes to floatation instead.

If a destroyer ends a turn unsunk and with working torpedo boxes within one square of enemy warships, after all firing has taken place, the destroyer may fire 1 to 4 torpedoes. Mark off the number of torpedo boxes for the number of torpedoes fired.

For each torpedo fired roll d6 - a 1 indicates a hit on the target ship. To determine damage roll a second d6. A 4, 5 or 6 means 1 floatation hit inflicted on the target. A 1, 2 or 3 means that many floatation hits inflicted on the target.

Destroyers have a chance of detecting a submarine approaching ships they are screening - a roll of 1 or 2 on a d6 means they have detected the submarine. Add 1 to the die roll if there are more than 4 destroyers in the screen. Subtract 1 if it is night time.

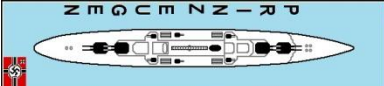
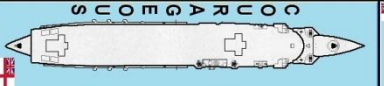
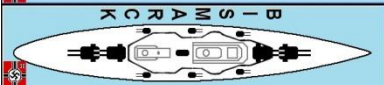
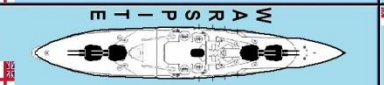
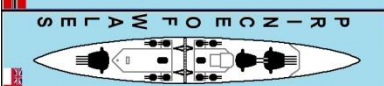
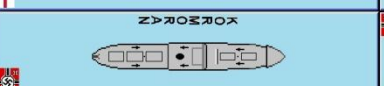
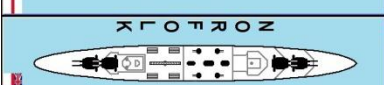
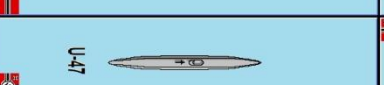
If a destroyer is attacking a submarine, the submarine may not attack any other ship. It may fire a single torpedo at the attacking destroyer; 1 on a d6 means a hit as above; however, if the submarine does attack the destroyer unsuccessfully, add one to the destroyer's die roll to sink the submarine.

Each turn a destroyer attacks a submarine, roll a d6 - 1 means the submarine is sunk. After the attack, the submarine may roll d6 to see if it evades further attacks.

Roll d6 - in the first turn of combat a 1 means the destroyer loses contact with the submarine. For each turn of combat, add 1 to the chances of the submarine breaking contact, but never higher than 5.

If two destroyers work together to attack a submarine, add 1 to the chance of sinking the submarine and subtract 1 from the submarine's chance of breaking contact. In case there are other submarines in the offing, remember that the number of screening destroyers is reduced by the number engaged with other submarines while they are busy attacking another submarine. However, you may add 1 to the chance of the other screening destroyers of detecting another submarine - they are on the alert!

Mark up blank counters to represent the ships you need, or you can order the extra counters and more from louisxiv_miniatures@yahoo.ca

	 Prinz Eugen CA 2		 Courageous CV 2
	 Bismarck BB 2		 Warspite BB 2
	 Prince of Wales BB 2		 Kormoran AMC 1
	 Norfolk CA 2		 U-47 SS 1