Rule Book

Atlantic Chase

reprint 2022

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INTRODUCTION

"We must regard the Battle of the Atlantic as one of the most momentous ever fought in all the annals of the war." -- *Winston Churchill, March 18, 1941*

Churchill addressed the nation by radio, but he was in a glum mood. March 18, 1941 marked a dark hour for Great Britain. For the past two months the Royal Navy had chased two German battlecruisers back and forth across the Atlantic Ocean, only to watch them escape into French ports. Twenty-two British merchant ships, nearly 120,000 tons worth, had been sent to the bottom by the *Scharnhorst* and *Gneisenau*. Now those two raiders were refitting for their next operation, a coordinated action intended to link forces with the German battleship Churchill feared most of all, the *Bismarck*. In May that ship would slip through the Skagerrak to Norwegian fjords before skirting around Iceland to the open Atlantic. This was turning into a terrible year. On land the Afrikakorps blitzkrieged through the Libyan desert and the Wehrmacht smashed Greece, ultimately pinning the remnants of a British army on the island of Crete. Beneath the waves, in increasing ferocity, German U-boats were preying on Britain's shipping in the Atlantic. It was a grim hour indeed for Churchill, as he ordered the Royal Navy to give chase and engage the *Bismarck*. This time, however, Admiral John Tovey, the Commander in Chief of the Home Fleet, would personally see to it that the German raider would be brought to battle.

NEWBIE If you are entirely new to wargaming, you should start with the *Tutorial* book. The player aid will also help untangle the knot of *Atlantic Chase*.

Atlantic Chase presents the naval operations fought between the surface ships of the British Royal Navy, primarily the Home Fleet, and the German Kriegsmarine between 1939 and 1942. It utilizes a system of trajectories to model the fog of war that characterized events and bedeviled commanders of this period. Operational in scope, ships are organized into Task Forces which are represented on the game board or inset map as either a point (Station) or a line (Trajectory). Rather than see points and lines as a representation of ships, players should see them as representing information about those ships. On the high seas in 1941, information was usually old.

SCENARIOS: *Atlantic Chase* provides a variety of scenarios, as well as a campaign system. If you are just starting out, having just opened the box, begin with the tutorial episodes in the *Tutorial* book. Each "episode" presents a fraction of the overall rules, while telling the story of the first month of the war. They are designed for a single player. The *Solitaire Scenarios* book contains fifteen scenarios specifically designed for solitaire play. All of the scenarios and the Campaign in the *Two-Player Scenarios* book are designed for two players, but they too can be played solitaire, if you are willing to role-play both sides of the contest (in his youth, the designer spent many engrossing afternoons playing *Victory in the Pacific* that way). Each of the scenarios in *Atlantic Chase* is designed to be finished in one to three hours. The mini-scenarios (in the *Two-Player Scenarios* book) are even shorter, played entirely on the Battle Board, and can also be played solitaire if you are willing to control both sides.

SALTY GROGNARD If you are an experienced wargamer but new to *Atlantic Chase*, the Trajectory system and its implications may prove elusive at first. The episodes in the *Tutorial* book are miniature scenarios intended to explain not only the rules of play but also how you use those rules to achieve operational objectives. Each episode is also rendered in entirety as an illustrated example of play (which is why that book is so long). Start there.

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When you're ready to start, your game space should look something like this.

For some scenarios, you will use an inset map instead of the hexagons on the game board (you will still need the port boxes, track, and the battle board, however).



If playing solitaire, sit anywhere.

Component Manifest

- Game board: 22"x34"
- Two 8.5"x11" Inset Maps
- Two 11"x17" double-sided bi-fold player aids
- One 11"x17" double-sided bi-fold Advanced Battle Rules player aid
- Two 8.5"x11" double-sided Campaign player aids
- Two 8.5"x11" Task Force Displays
- 1.5 sheets of counters
- 225 wood sticks (Trajectory segments)
- 15 cylinders (Task Force Stations)
- Four six-sided dice (two red, two blue)
- *Rule Book* (64 pages)
- *Advanced Battle Rules* (24 pages)
- *Tutorial* (56 pages)
- *Solitaire Scenarios* (72 pages)
- *Two-Player Scenarios* (60 pages)

Credits

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Publishers:
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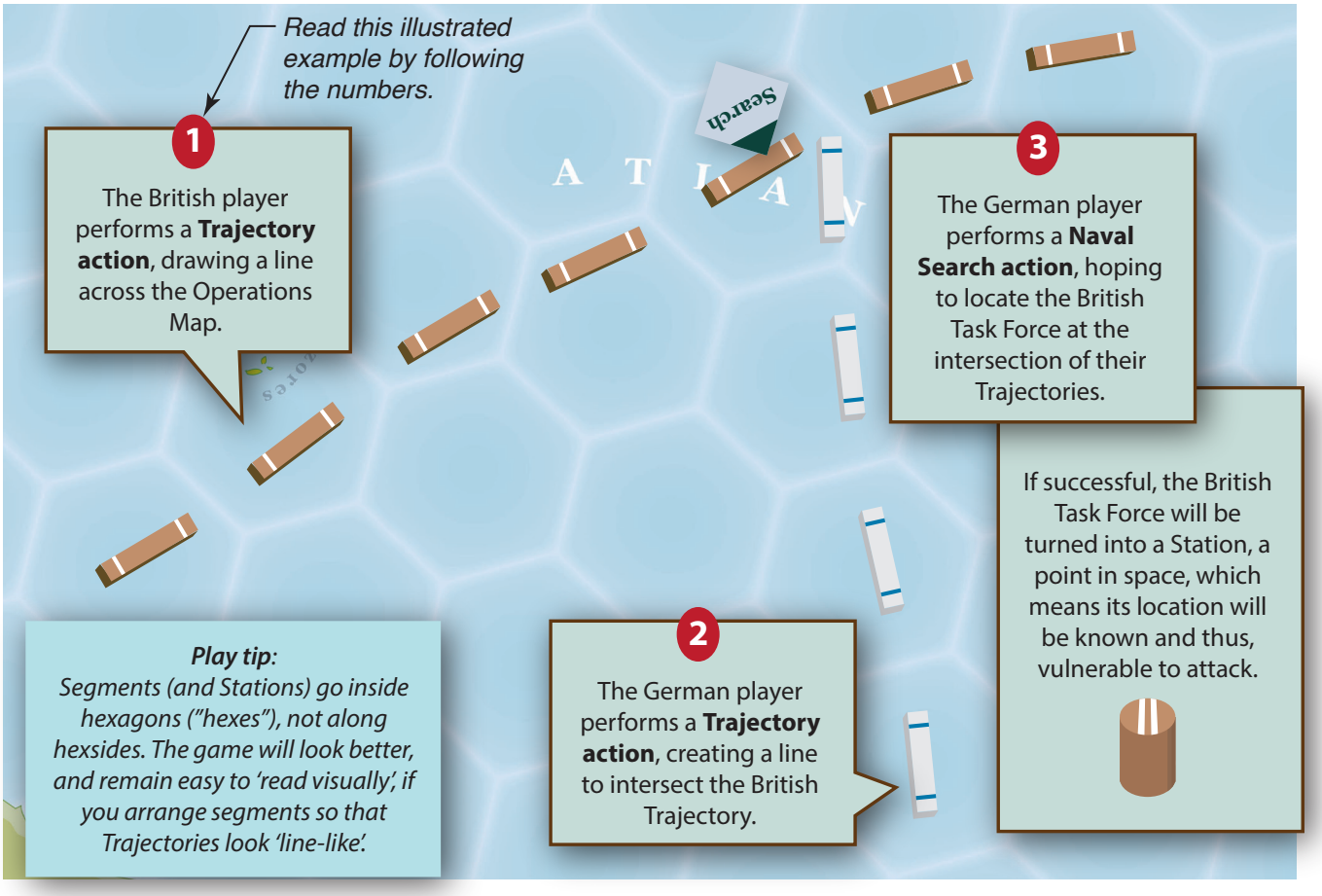
Core Concept

The core concept of the game is the Trajectory.

What is a "Trajectory"?

A ship or group of ships operating together, called a Task Force in this game, can be represented as a line, called a Trajectory. It can also be represented more conventionally as a point, in this game called a "Station." As a Trajectory, a Task Force is not in one place on the Operations Map, it is somewhere along a line, and that line represents information you and your opponent have about the Task Force's location.

Instead of moving units from one space to the next, you draw a line across the map; a line made of Trajectory segments. There are no "movement points" in this game, only information about where forces are, and usually that information is old. Then, at some point in the game, you or perhaps your opponent will attempt to locate that Task Force somewhere along the line. That is, you will want to reduce that line to a point (reduce the Trajectory to a Station). You may want this to happen in a safe port but your opponent is keen to make this happen where your Task Force can be attacked.

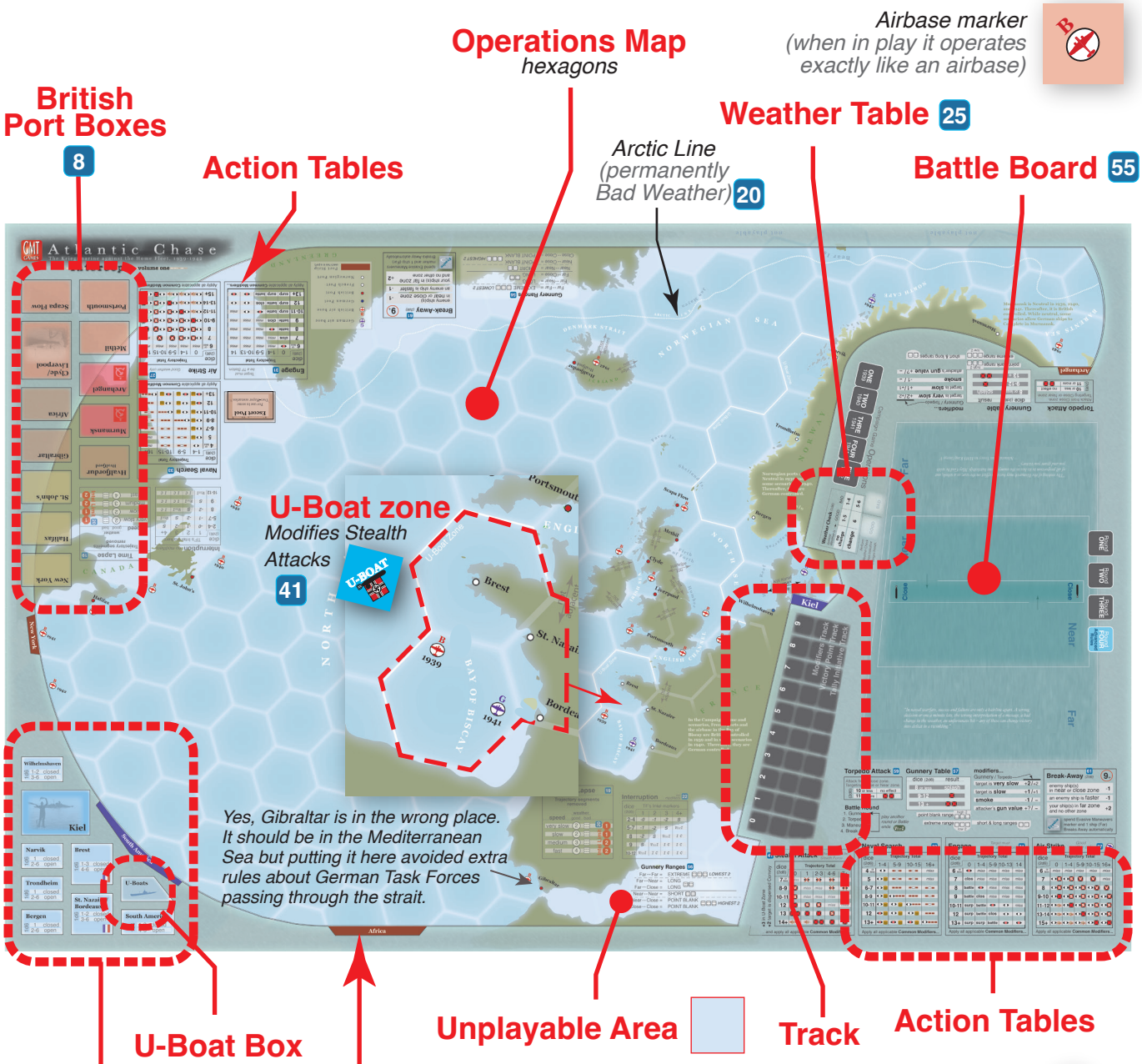


The game engine is the Action Sequence.

How do we play?

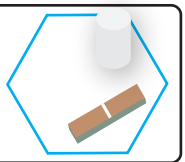
Scenario instructions in the *Solitaire Scenarios* and *Two-Player Scenarios* books tell you who has the Initiative. That player (or "side" if playing solitaire) is the "Active player" 26, and gets to perform "actions." Actions are the chess-moves a player makes to push the game along in pursuit of victory (the player aid has a "menu" of Actions for quick reference). Eventually, or maybe quickly, Initiative will change hands and the other player will perform Actions. This back and forth continues until the scenario or operation ends.

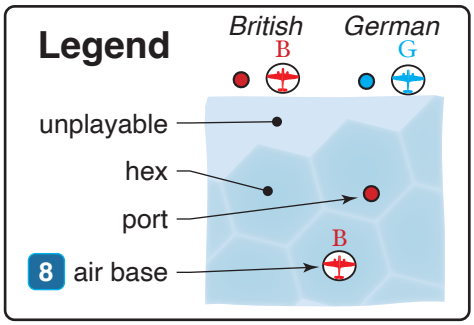
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in

A Task Force (TF) is "in" another TF's hex if it has a Station or Trajectory segment in a hex with that other TF's Station or Trajectory segment.







KW Kanal

For Trajectory actions, the two hexes connected by arrow are adjacent to each other for the German player only. 43

not adjacent

A Trajectory is not allowed across "not adjacent" hexes. Air support is allowed.



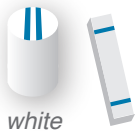
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Players & Components

British or German?

How many players?

Atlantic Chase can be played solitaire or as a two-player game. In either case, one "side" is the British naval command and the other "side" is the German naval command.

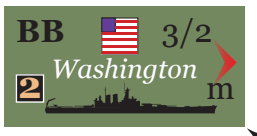
British		***German***
 *brown, red, light tan*	**Task Forces** 13 *Stations & Trajectory segments* color and stripes identify the Task Force	 *white*
	**Intel & Contact markers** 21 23 back of Contact markers have a variety of uses	
	**Stealth forces** *these are not "ships" but they are "forces"* 41	
	**Leaders** *attach to ships or keep nearby* 10	

Ships

these go in their respective Task Force Boxes on the Task Force Display, until Battle when they are transferred to the Battle Board; they never go in a hex on the map

9 13







French
usually British controlled

United States
British controlled







Reinforcement Group markers 13 37

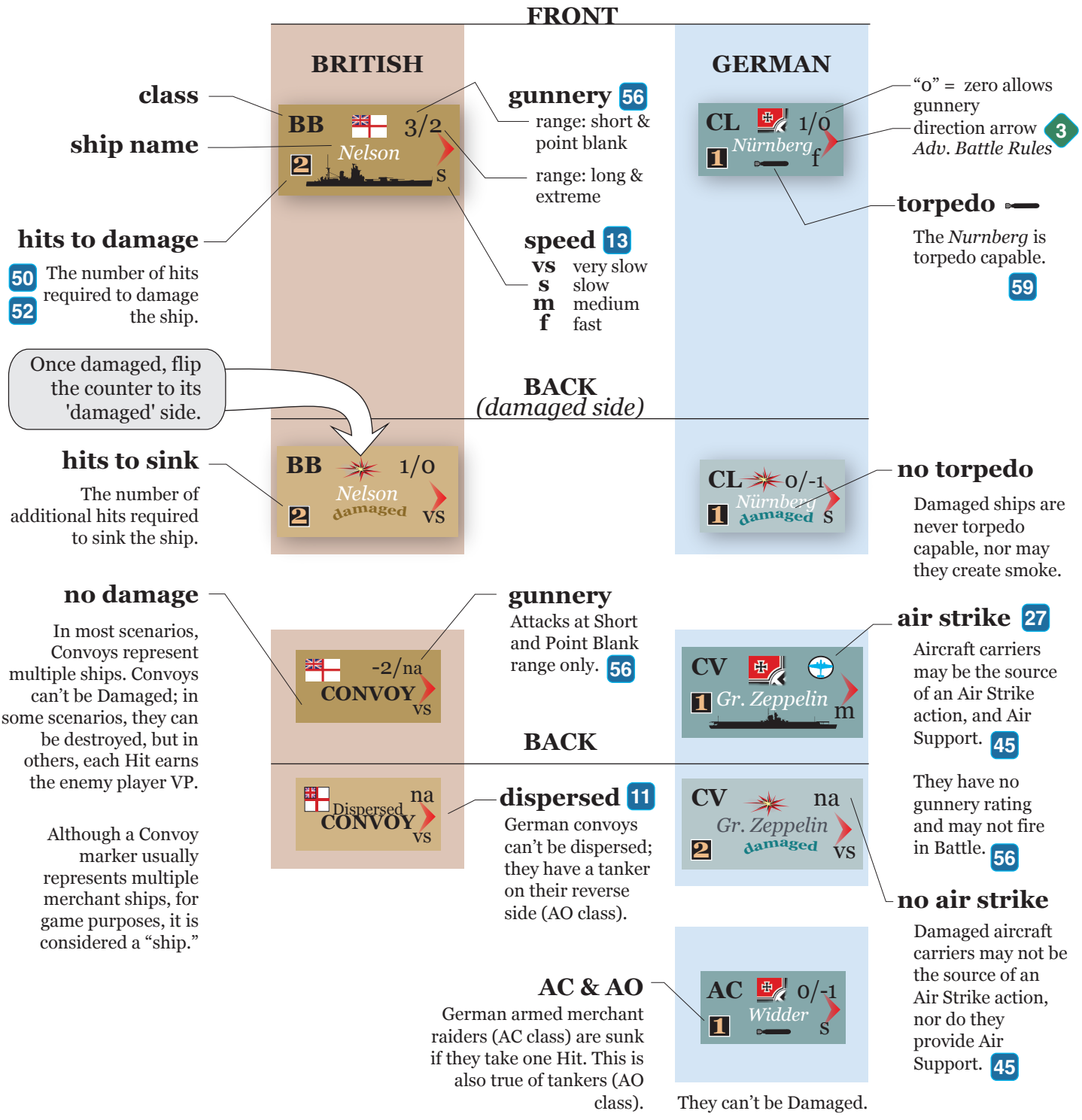


these go in Port Boxes on the game board but they refer to ships in Reinforcement Boxes on the Task Force Display



The Dice. This game uses six-sided dice. Some game functions use two or three dice, indicated by the symbol "2d6" and "3d6", while other game functions will use only one die, indicated by "1d6".

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SHIP CLASS

AC	armed merchant raider	**CA**	cruiser	**CV**	aircraft carrier
AO	tanker	**CL**	light cruiser	**DD**	destroyer squadron 11
BB	battleship	**Convoy**	merchant ships 11 (& maybe destroyers)	**PB**	pocket battleship/heavy cruiser
BC	battlecruiser				

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Task Force

Every ship must be in a Task Force.

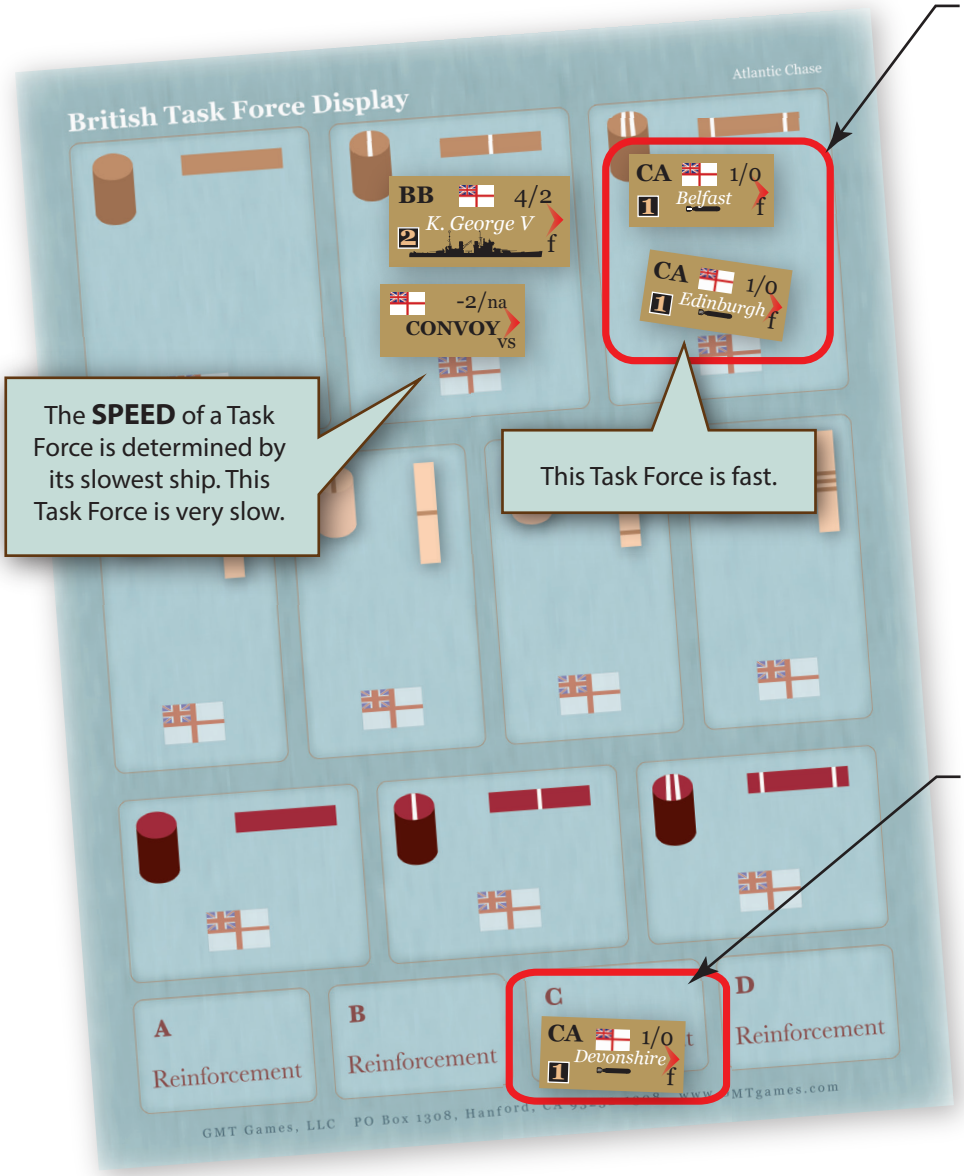
What is a Task Force?

A Task Force (TF) is a group of ships operating together in the same place. Put as many ships in a Task Force as you like. A single ship operating alone is considered a Task Force.

Organize your Task Forces.

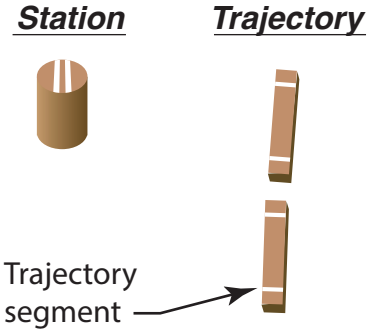
Where do I put ships?

Place ship markers on the Task Force Display card. Set that card to the side of the game board. Do not hide that card from your opponent (if you have one).



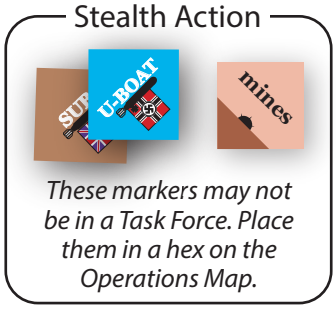
These two cruisers are operating together in this Task Force.

On the Operations Map, this TF is represented by either its Task Force Station or its Task Force Trajectory: 14



Reinforcements.

This cruiser is not yet in play. It is in Reinforcement Group C and can enter play if the British player performs a Reorganize action 37.



Merging and Splitting Task Forces

How do I move ships from one box on the Task Force Display to another?

A Task Force represented as a Station may merge or split. To do so, perform a Reorganize action 37. Trajectories can't merge or split.

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A port in a hex is connected to a Port Box.

What is the purpose of a Port Box?

A port printed on the Operations Map, in a hex or on the border of a hex, is "connected" to a Port Box (in either case, the port is considered to be in the hex). The Port Box provides room for placing Task Force Stations and Reinforcement Group markers. It is also "safe" (see below).



ships of Reinforcement Group 'A' will enter play at Kiel

A Station can move from hex to box, and box to hex.

What does "connected" mean?

A Task Force Station in a friendly port hex may transfer to the Port Box. The Active player may do this automatically when they have Initiative, and there is no "cost" or "penalty," nor is a particular Action required. Likewise, a Task Force Station in a Port Box may transfer automatically to the hex of its corresponding port on the Operations Map, at no cost or penalty (only the Active player may do this).

Pass action: *In a Pass action, Time Lapse ends the action, which means a Trajectory may not simultaneously be reduced to a Station AND transfered to a Port Box.*

A Port Box is safe.

Why put a Station in a Port Box instead of a port's hex?

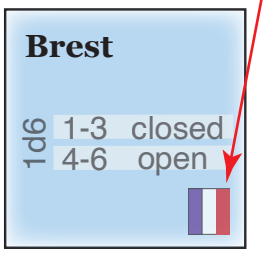
While in a Port Box, a Task Force Station may not be targeted by an Air Strike, Engage, or Stealth Attack action. However, while in a Port Box, the Task Force may not be designated for Coordination or Air Support, nor may it be designated as the Active TF for an Air Strike, Engage, or Naval Search action.

A port may be Neutral, depending on the scenario.

What is the effect of a Neutral port?

Depending on the date of the scenario played, some ports are "neutral," controlled by neither side. Unless scenario instructions say otherwise, ignore the port (it is not an Intel trigger 21 43).

indicates a French port



French ports and Norwegian ports.

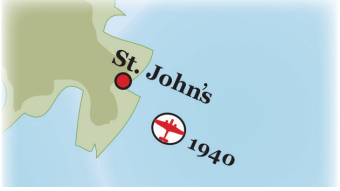
What do the tables in the Port Boxes do?

Unless playing the Campaign Game, ignore the tables printed inside Port Boxes. They are Port Check tables and they determine the status of a port at the start of the next Operation. The check procedure and consequences are explained on p.57 of the *Two-Player Scenarios* book.

Airbases.

What do the dates mean?

Prior to the year of the printed date, ignore the airbase (it is not in play). When in play, an airbase serves as an Intel trigger for enemy Task Forces, and may serve as the source of an Air Strike and Air Support. 27 45



ignore this airbase in 1939

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Inset Maps

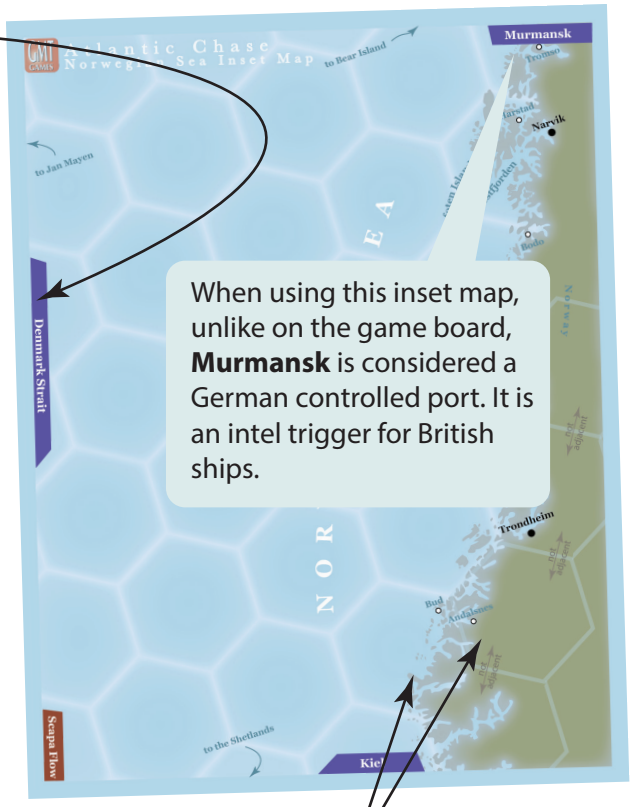
Scenario instructions will indicate when one of these is used instead of the Operations Map on the game board. When using an inset map, you still need to have access to Port Boxes, the track, and the Battle Board on the game board.

OFF-MAP PORTS

Murmansk, like Kiel and Scapa Flow on the Norwegian Sea inset map, are represented as ports. That means they trigger Intel when an enemy Trajectory segment is placed here 43.

MURMANSK & DENMARK ST: On the Norwegian Sea inset map, Murmansk is considered a German port, as are the two hexes representing the Denmark Strait. They are not connected to Port Boxes, however, which means a German TF Station may not be shifted to such a Port Box and German Reinforcement Group markers may not be placed in those nonexistent boxes.

SCAPA FLOW & METHIL: On the Norwegian Sea inset map, both ports share the Scapa Flow/Methil port box. Keep the TFs from each port separate. *When it moves from Port Box to map, a TF should not magically jump from Methil to Scapa Flow or vice versa.*



POINTS OF INTEREST

These points have no effect on game play, except to orient the player. *For example, in Scenario N1, the player must strive to place mines in the hexes with Bud and Aandalsnes.* They do not trigger Intel attachment 43.



THE CANAL

Kiel is in this hex, and in this other hex too. Both hexes are linked to the Kiel Port Box. Unlike Scapa Flow/Methil for the British, a German TF Station may transfer to either hex from the Port Box, regardless of how it entered that Port Box. No action is required to do this.

NOT IN PLAY

The Kiel Bay hex is not in play. No TF Station or Trajectory segment may be in this hex.

PORTSMOUTH

Both hexes have a British port in them, and are connected to the Portsmouth Port Box.

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Attach a Leader to a ship.

Where do I place Leader counters?

Each Leader in play must be attached to a ship. Place it on the ship counter. **Raeder** and **Pound** are exceptions: Instead of attaching to a ship, place them in Kiel or Clyde/Liverpool (or just keep them close at hand). **Prien** is another exception: Attach him to a U-Boat force. Scenario or Operation instructions will tell you which leaders are available in each scenario and operation.

Ship casualties affect leaders.

What happens to a Leader attached to a sunk ship?

If their ship is sunk, the Leader transfers automatically to another ship in the Task Force. If no other ship, the leader is killed or captured (remove from play).

Leaders have benefits.

Can a Leader's benefit be used more than once?

No, each Leader's unique effect (explained below) may be used once each scenario or operation. Remove the Leader after use. Exception: Raeder and Pound's benefit may be used twice.

GERMAN



Krancke: When Krancke's TF is the Active TF or the designated target, you may roll 2d6 and add or subtract the sum to the Trajectory Total 17. You may roll the 2d6 before deciding to use this benefit (if you don't use it, roll again later).



Lutjens: When you make a Seize Initiative attempt 26, it succeeds automatically and Lutjens' TF gets an Evasive Maneuvers marker (if it does not have one already). Lutjen's Task Force must then be the Active TF in a Completion, Engage, Naval Search, or Trajectory action.



Marschall: When you just rolled one or more dice during an Action or Battle, and Marschall's Task Force is the Active TF or on the Battle Board, you may replace one of the numbers rolled with a '**6**'. You may also use this during a Weather Check or Initiative roll (any type) (Marschall's TF must be designated in the next Action).



Prien: Attach to a U-Boat force. That force may perform Stealth Recon 41 in a hex with an enemy air base or port. Once in the hex, even though Prien is no longer attached, the U-Boat may perform a Stealth attack in that hex (the German player must have the Initiative to do this).



Raeder: When you perform a Pass action, you may declare it an All Pass action 35.

BRITISH



Forbes: When you just rolled one or more dice during an Action or Battle, and Forbes' Task Force is the Active TF or on the Battle Board, you may replace one of the numbers rolled with a '**6**'. You may also use this during a Weather Check or Initiative roll (any type) (Forbes' TF must be designated in the next Action).



Gensoul: When his Task Force is designated as the Active TF, one Intel marker may be removed from any British or French TF. That TF must be designated in the current Action.



Pound: When you perform a Pass action, you may declare it an All Pass action 35.



Somerville: Add +2 to any die or dice roll involving this Leader's TF. "Involving" here means the Task Force is designated in an action. This benefit may not be used during a Weather Check or an Initiative roll (any type).



Tovey: When Tovey's TF is the Active TF or the designated target, you may roll 2d6 and add or subtract the sum to the Trajectory Total 17. You may roll the 2d6 before deciding to use this benefit (if you don't use it, roll again later).



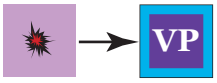
Walker: When his Task Force is the Coordinating Task Force, the Common Modifier for Coordination is +4 47.

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Convoy special rules.



Do Convoys operate differently?
Yes, since Convoys denote multiple ships. They have four special features:



1) PRECIOUS CARGO: A Convoy may not be Damaged in Battle. In most scenarios, it may not be destroyed (sunk). In most scenarios and in the Campaign, each time it suffers a Hit, that Hit is converted to Victory Points (VP) for the attacker. Scenario instructions explain the particulars.



2) NO SMOKE 60: During Battle, a Convoy may not produce Smoke. It may benefit from Smoke (that is, the Smoke modifier applies to the Convoy).



3) DISPERSE: Scenario instructions may allow dispersal. When allowed, dispersal is a choice the owning player makes when they have Initiative, and this choice is signified by flipping the Convoy marker to its "dispersed" side. This may also happen during the Maneuver step of Battle. Once dispersed, a Convoy may never become un-dispersed during the scenario or operation (Convoys begin each scenario and operation un-dispersed).

DISPERSED EFFECTS: A dispersed Convoy is easier to attack via Stealth attack, providing a positive modifier (as noted on the Stealth Attack Table). During each Round of Battle, a dispersed Convoy may only suffer one Hit when it is attacked by Gunnery or Torpedo. *Thus, if two enemy ships attack it during the Gunnery step, and each scores two Hits, the dispersed Convoy only suffers one Hit each attack; in this example, suffering two Hits total instead of four.* This Hit-limit also applies to Air Strike actions and Stealth Attack actions.

4) LIMITED ACTIONS: A Task Force with a Convoy is prohibited from performing an Air Strike, Engage, or Naval Search action. The Task Force may be the Coordinating Task Force in those actions, however, and if there is an undamaged CV in the Task Force, it may provide Air Support. *Of course, a Task Force with a Convoy may be the target of those actions.*

DD Squadron special rules.



Are there special rules for the DD Squadron?
Yes, like the Convoy, the DD Squadron usually represents multiple ships. It may not be Damaged but it can suffer Hits. Scenario instructions will indicate how many Hits it can take before being destroyed. Also, unlike the Convoy, it may produce Smoke 60. In the Advanced Battle Rules, it may Pursue 10.

Shore Battery special rules.



How does the Shore Battery work?
It comes into play only on the Battle Board, and only in scenario MS5. Scenario instructions will indicate its set-up zone. The Shore Battery has limitations and benefits: During Gunnery, it attacks like a ship, but it can't be attacked (it is not affected by Hits and is never Damaged). During Maneuver it can't move, and during Break Away it can't exit until the scenario ends, nor does it modify your opponent's Break Away attempt. It is immune to Torpedo attack.

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Components for Advanced Battle Rules

The Advanced Battle Rules have their own book, and add more detail to surface combat between ships on the Battle Board. You may use them when playing any scenario or the Campaign. They also require additional markers (included on the large countersheet), as well as their own player aid.

Snafu Check result markers 2





Attitude markers 3

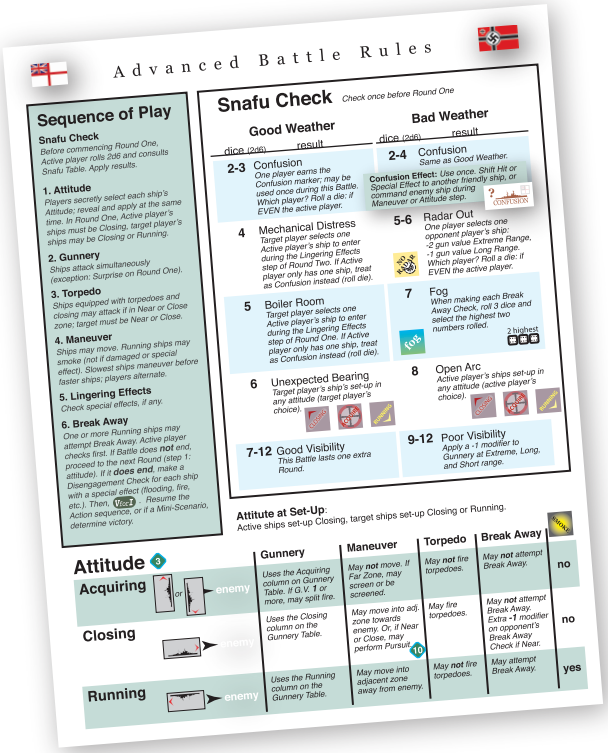












Special Effect markers 11

















Advanced Battle Rules *add the kind of detail that might satisfy an old school Grognard. What's an "old school Grognard"? Picture a Baby Boomer wearing a T-shirt that says "Keep Calm and Game On." He is most likely a he, owns at least one dice tower and multiple pairs of tweezers, can explain varying grades of plexiglass, and is fond of saying the word 'see-are-tee." He is friendly enough, as long as you keep open beverage containers a good distance from the game map.*

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Glossary...

- **Action Sequence** 25 — The string of Actions, or "moves," players make in pursuit of their victory conditions. It continues until the game ends, occasionally interrupted by Battle 55.

- **Contact** 23 

A marker attached to a Task Force Station or Trajectory segment denoting that the enemy has sighted the Task Force. In that hex, it makes the Task Force easier to find and bring to battle. It is generated by an Air Strike, Engage, or Naval Search action. *Contact is usually fleeting.*

- **Designate** — An Action usually requires you to designate an "Active TF" and other TFs that will be involved in the Action, including a Target TF in some cases.

- **Evasive Maneuvers** 24 46 

A marker attached to a Task Force and kept on the Task Force Display. *The Task Force knows the enemy is near or comprehends that the enemy endeavors to make contact.* The marker has many uses, mostly to foil the enemy.

- **Initiative** 26 

Allows a player to activate Task Forces and Air Bases to perform Actions. Either one player or the other has it and it changes hands frequently (check for Weather when Initiative changes).

- **Intel** 21 

A marker attached to a Task Force Trajectory segment denoting that the enemy has information about the Task Force's whereabouts or route. It is generated by a Trajectory action 43 or by a Stealth Recon 41 action.

- **Interruption** 22 — A check the Inactive player makes on their opponent's Task Forces as they attempt an Air Strike, Engage, Naval Search, or Stealth Attack action. This check can cancel the Action but it usually imposes a modifier influencing the Action's result. It is only allowed when one or more of the Active player's designated Task Forces has an **Intel marker** attached. 21

- **Station** 24  *Information that a Task Force occupies a point in space and time.* A Station can be the target of an Engage action, and thus, brought to Battle.

- **Time Lapse** 19 — The mechanism that shortens a Trajectory, triggered at the conclusion of many Actions. When both sides perform it, Active player does Time Lapse first.

- **Trajectory** 24 43  *Information that a Task Force is traversing a route.* It is a line consisting of one or more segments. As a line, a Task Force is immune to an Engage action.

TRAJECTORY TOTAL: An aggregate of Trajectory segments for determining the outcome of Air Strike, Engage, Naval Search, and Stealth Attack actions. See the player aid for how to calculate Trajectory Total, or 17.

Pins and Strings (historical note)

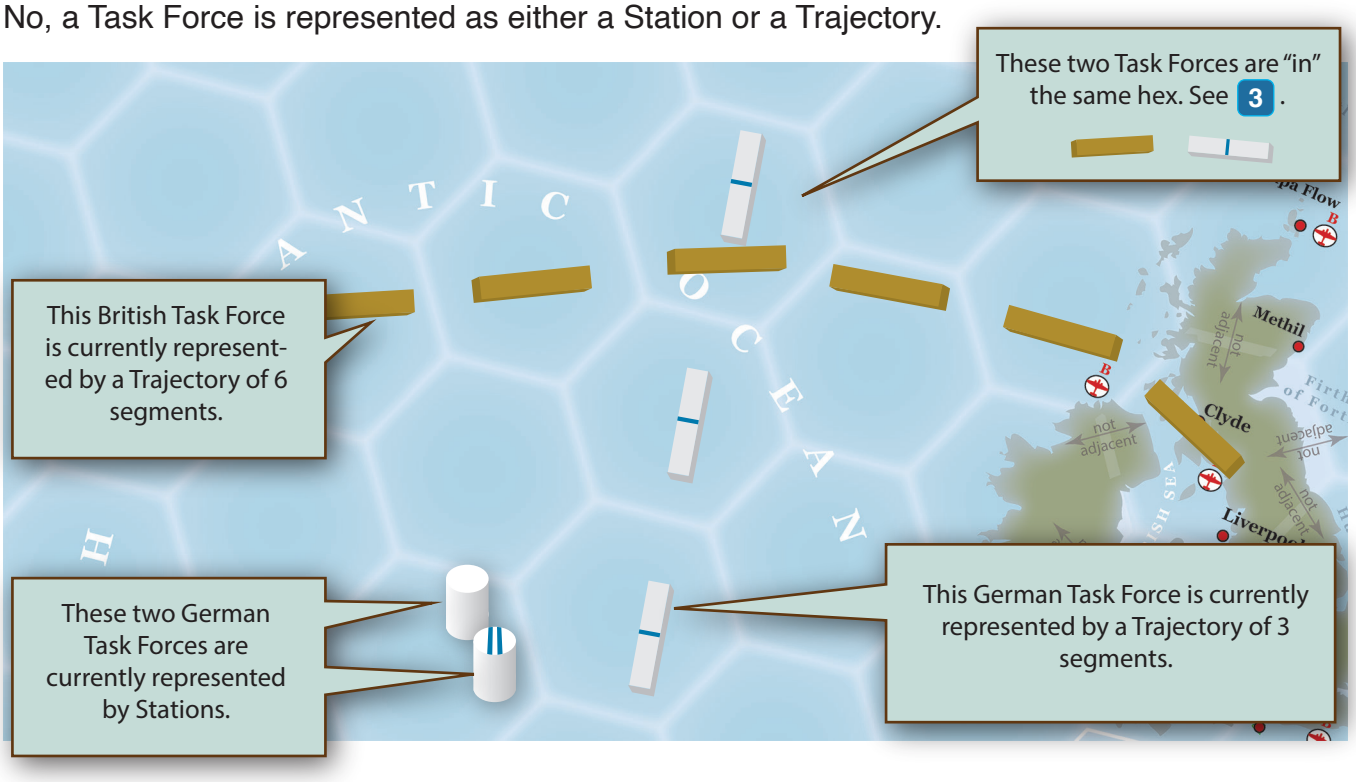
What do "Stations" and "Trajectories" represent?

They represent a Task Force's position on a nautical chart. During the war, information at headquarters was rarely up to date, and often the position of even a friendly Task Force was only known approximately, its position represented as a string (Trajectory) rather than a pin (Station). If a Task Force is represented as a Station (a pin stuck in the chart), it indicates to both players that the information about its location is very good. It is (probably) where it seems to be on the map. A Trajectory, however, offers only fuzzy or partial knowledge. The Task Force is somewhere between the ends of the line of Trajectory segments. Generally, to engage an enemy Task Force with your battleships and cruisers, you need to reduce it to a Station by performing a Naval Search 33.

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Station or Trajectory, not both.

Can a Task Force be a Station and a Trajectory at the same time?
No, a Task Force is represented as either a Station or a Trajectory.

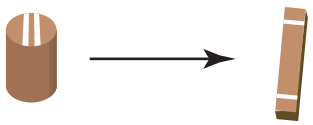


More than one in a hex.

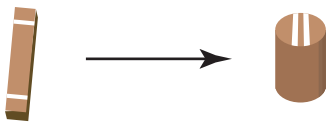
Can more than one Task Force share a hexagon?
Yes, there is no limit to how many Task Force Stations can be in the same hex, and British and Germans may also share the same hex. Trajectory segments from different Task Forces may also share the same hex. Stations and segments may share the same hex.

Station to Trajectory and vice versa.

How does a Station become a Trajectory, or a Trajectory become a Station?
A Task Force Station can be transformed into a Trajectory by performing a Trajectory action 43. A Trajectory becomes a Station when it no longer has Trajectory segments. This can happen as the result of a variety of Actions, including those performed by your opponent (Naval Search) 33 but most often it will happen as a result of **Time Lapse** 19 (when you remove all of a Trajectory's segments, its Station may be placed in ANY hex that just had a segment removed).



A Station can be transformed into a Trajectory by performing a Trajectory action 43.



A Trajectory can be transformed into a Station by performing a Naval Search action 33, or the result of Time Lapse 19.

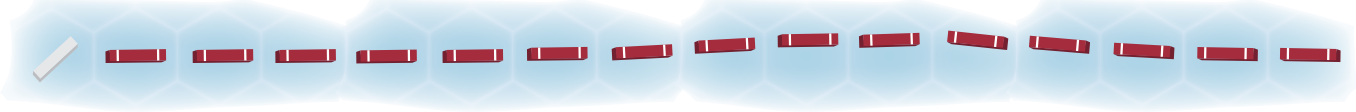
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Trajectories

Fifteen segments maximum, one segment minimum.

How long can a Trajectory be?

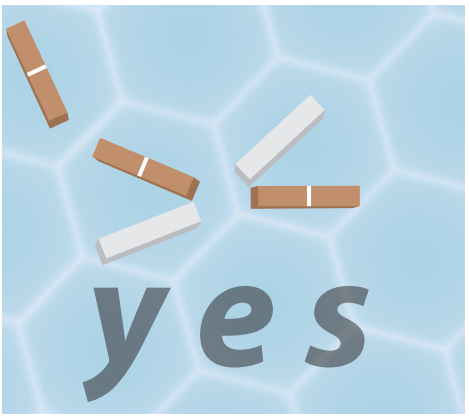
A Task Force may have as many as 15 Trajectory segments. It may be as short as one segment. If it has less than one segment, it is a Station and not a Trajectory.

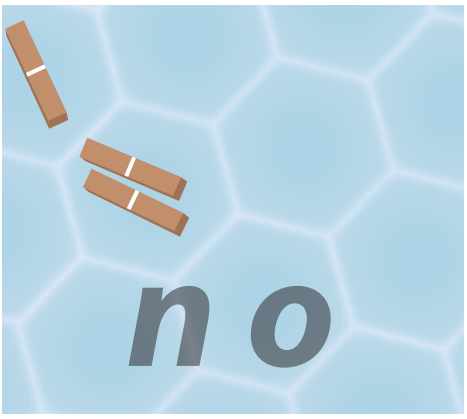


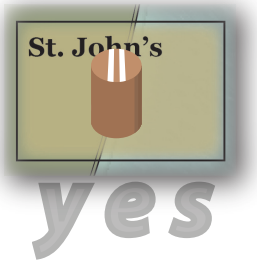
One segment per hex; segments prohibited in Port Boxes.

How many segments can be in a hex or a Port Box?

A Task Force may have only one segment in each hex of its Trajectory. Segments from other Task Forces, including enemy Task Forces, may share that hex. A Trajectory segment may not be in a Port Box (but a Task Force Station MAY be in a Port Box).





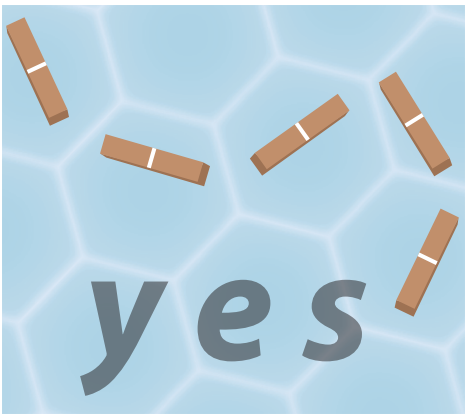


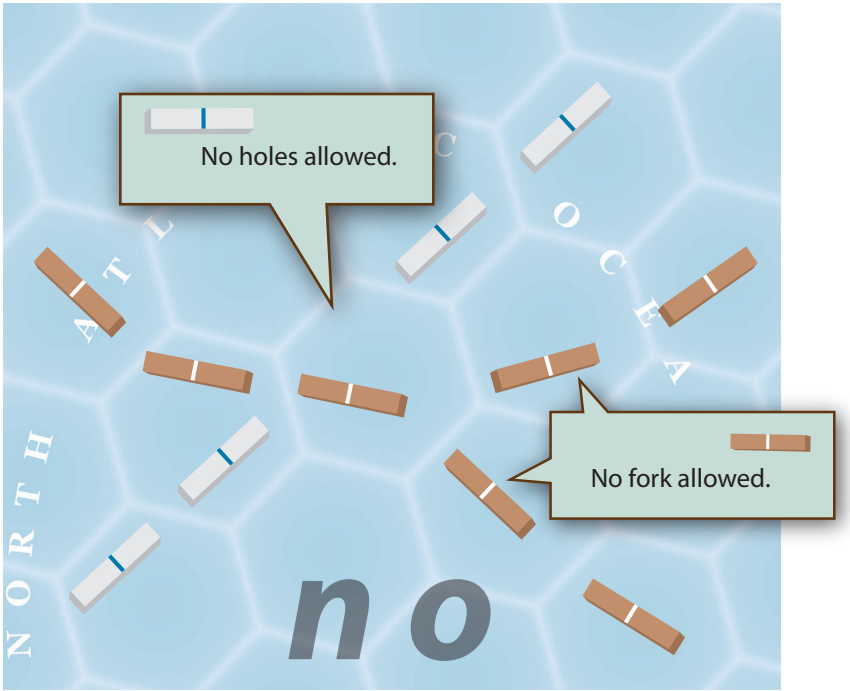


No holes, no forks.

What shape may a Trajectory take?

A linear shape. A Trajectory may only be a single line with a total of two ends. No gaps or holes allowed, and no branching allowed.



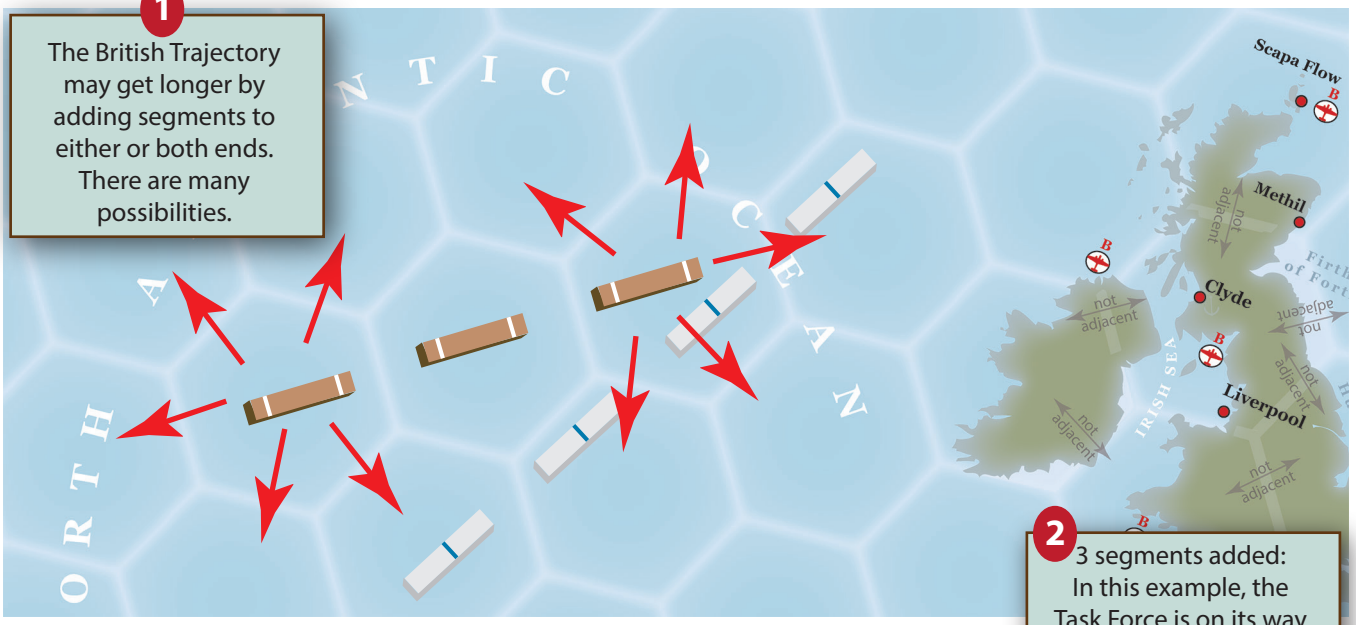


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Add segments to either end, or both ends.

When are segments added to a Trajectory?

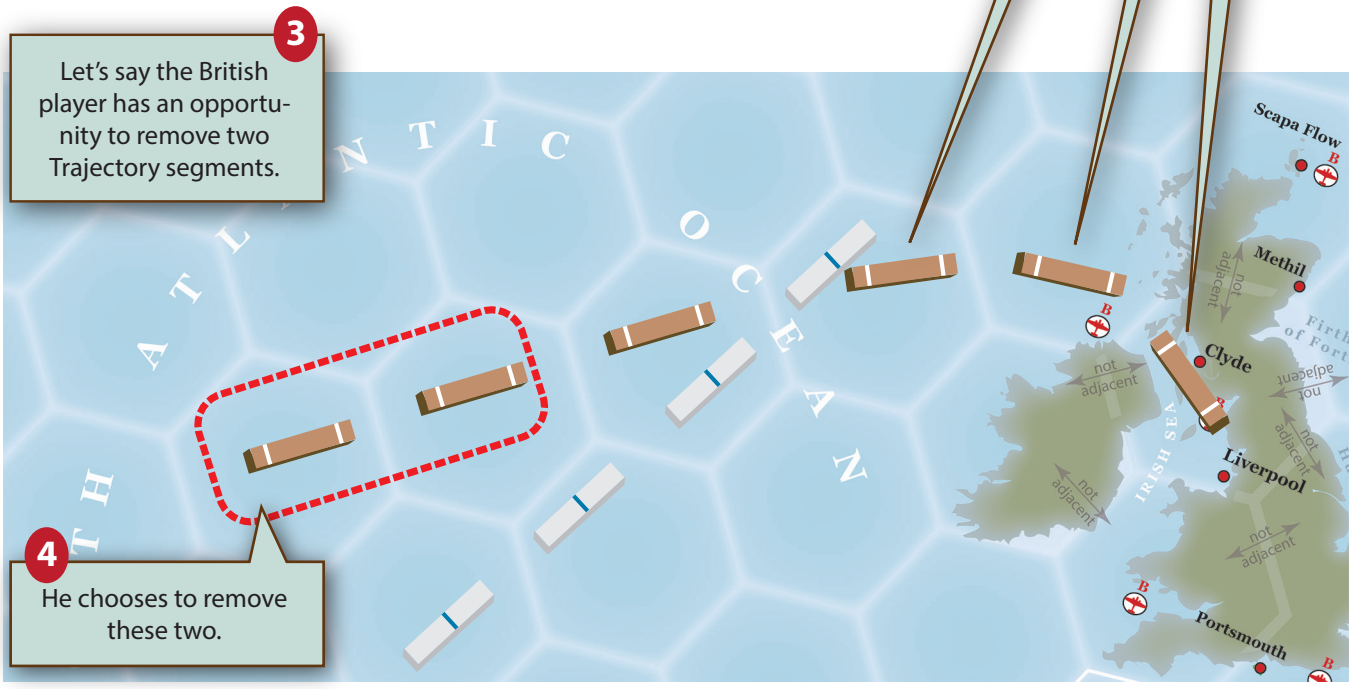
You may increase the length of a Trajectory by performing a Trajectory action 43. When adding a new segment, it can extend either end of the Trajectory.



Remove segments from either end, or both ends.

When are segments removed from a Trajectory?

Some actions allow you to remove segments from a Trajectory, but usually it will happen as a result of Time Lapse 19. When removing a segment, take it from either end of the Trajectory, or both.



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Trajectory Total

Calculating Trajectory Total.

What is a "Trajectory Total"?

Several Actions (Air Strike, Engage, Naval Search, and Stealth Attack) require players to determine a "Trajectory Total." The Trajectory Total determines the column to be used on the action table (for example, the Engage Table). Determine the Trajectory Total by following these three steps:

1. Longest Trajectory: If the Active player did not designate a Coordinating TF or an Air Support TF, use the Active TF to calculate the base number (in step 2). Otherwise, compare their lengths to the Active TF. If one is longer, use it instead of the Active TF. If both are longer, take the longest Trajectory.

Note: The Active TF retains its role as Active TF even if its Trajectory length is not used to calculate the base number.

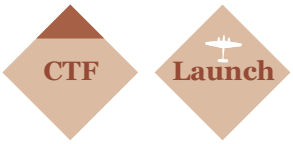


Select Longest Trajectory

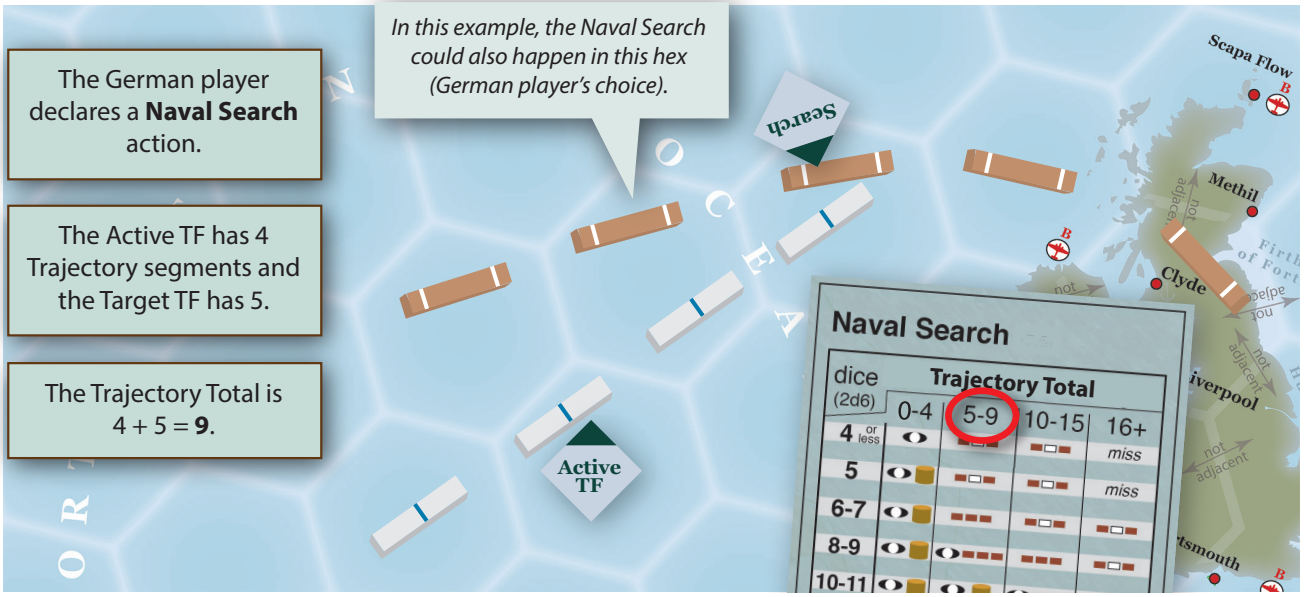
2. Base number: Add the Active player's longest designated Trajectory (from Step 1) to the target TF's Trajectory. The sum is the "base number." If a TF is a Station rather than a Trajectory, it has zero segments (the base number can be zero).



3. Deductions: If the Inactive (or "target") player designated a Coordinating TF or an Air Support TF, deduct their lengths from the base number. If the Inactive player has not made those designations, the deduction is zero. The result of the deduction is the Trajectory Total (if zero or a negative number, use zero).



Deduct both



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Trajectory Total Example

1 The British player declares a **Naval Search** action 33.

The British player makes their designations:

Active TF
zero segments



Coordinating TF
3 segments



Air Support TF
5 segments



This TF has an aircraft carrier (CV), which is why it may be used for Air Support 45.



Target TF
6 segments



2 The German player makes their designations:

Coordinating TF
4 segments



3 The British player's Air Support TF is the **longest Active TF** involved in this Action, so its length must be used for the Base number:

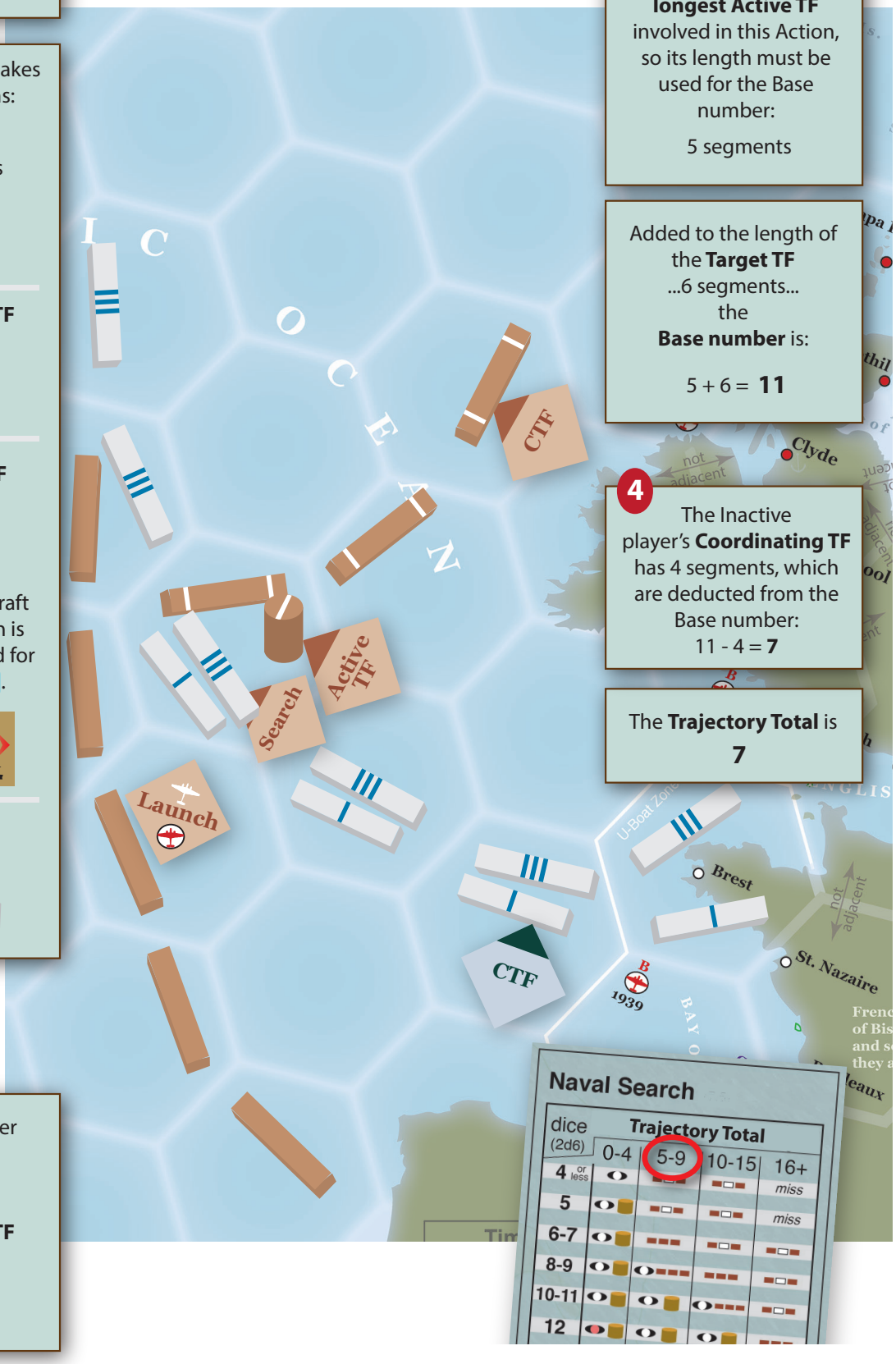
5 segments

Added to the length of the **Target TF** ...6 segments... the **Base number** is:

5 + 6 = **11**

4 The Inactive player's **Coordinating TF** has 4 segments, which are deducted from the Base number:
11 - 4 = **7**

The **Trajectory Total** is **7**



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Time Lapse

Time Lapse shrinks Trajectories.

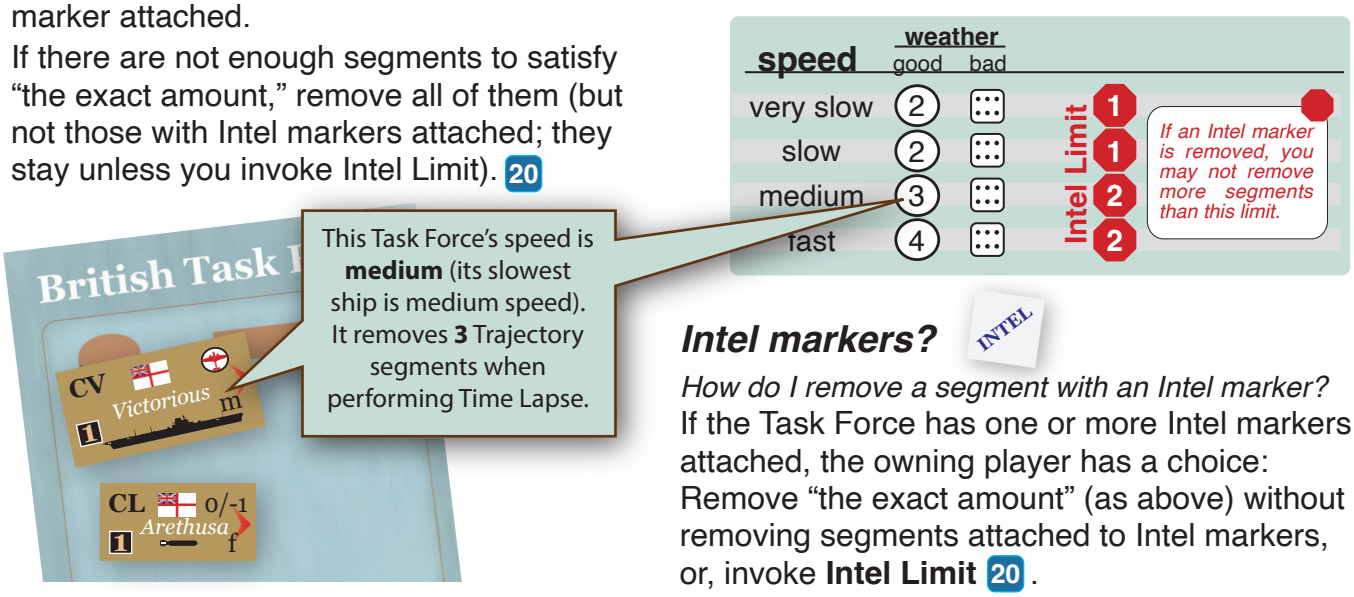
Time Lapse is a game function triggered by many Actions (the Actions Menu on the player aid notes which Actions do this). Time Lapse removes segments from a Trajectory. When players perform Time Lapse at the same time, the Active player performs it first. *Time Lapse is triggered when information gets updated, or an Action provides new information.*

Speed determines Time Lapse removal.

How many Trajectory segments does Time Lapse remove?

The exact amount is determined by the Time Lapse table (you can find it printed on the game board as well as on the player aid). However, you may not remove a segment that has an Intel marker attached.

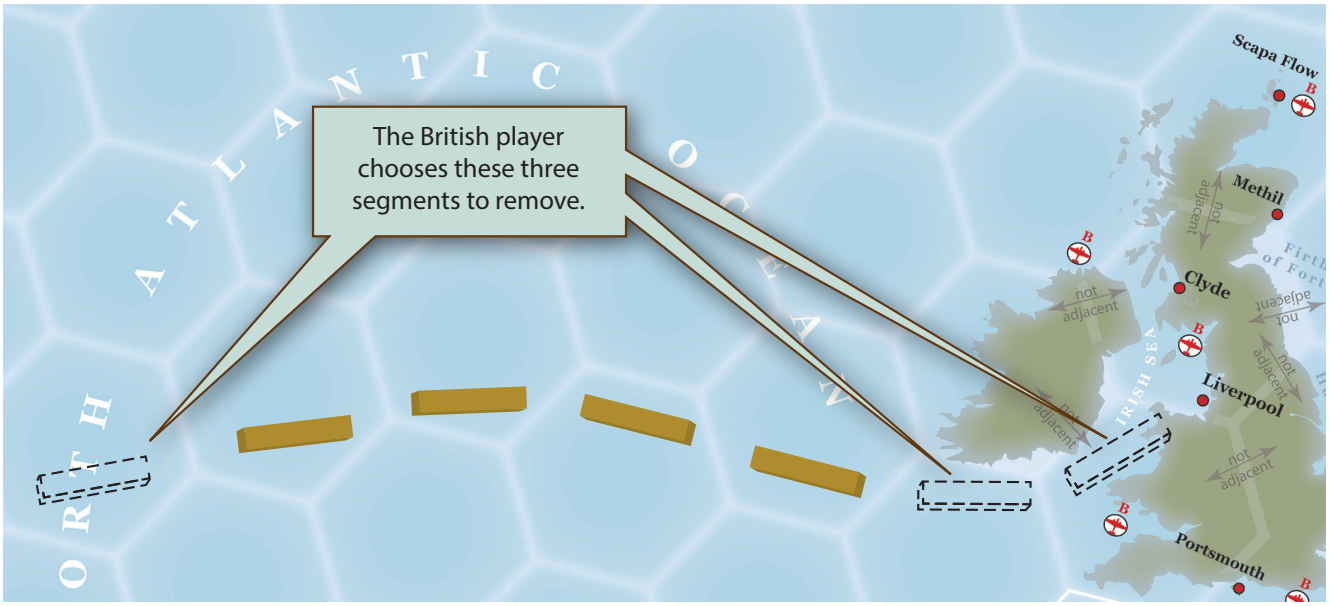
If there are not enough segments to satisfy "the exact amount," remove all of them (but not those with Intel markers attached; they stay unless you invoke Intel Limit). 20



Intel markers?

How do I remove a segment with an Intel marker?

If the Task Force has one or more Intel markers attached, the owning player has a choice: Remove "the exact amount" (as above) without removing segments attached to Intel markers, or, invoke **Intel Limit** 20 .



Zero segments?



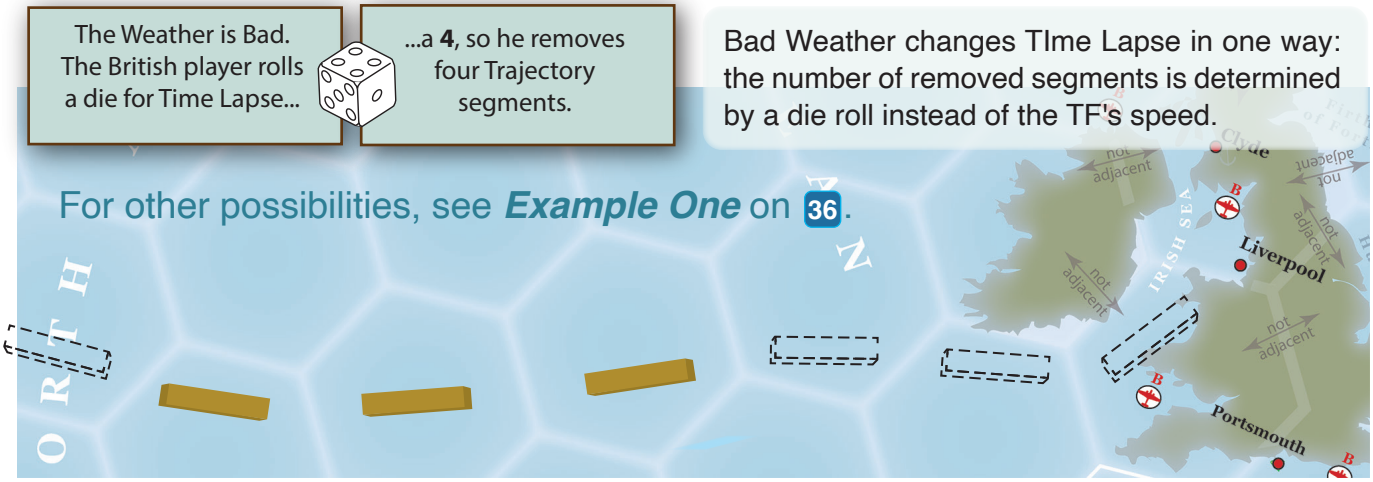
When all segments are removed, replace one of them with a Station.

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Roll a die in Bad Weather.

How does Time Lapse work in Bad Weather?

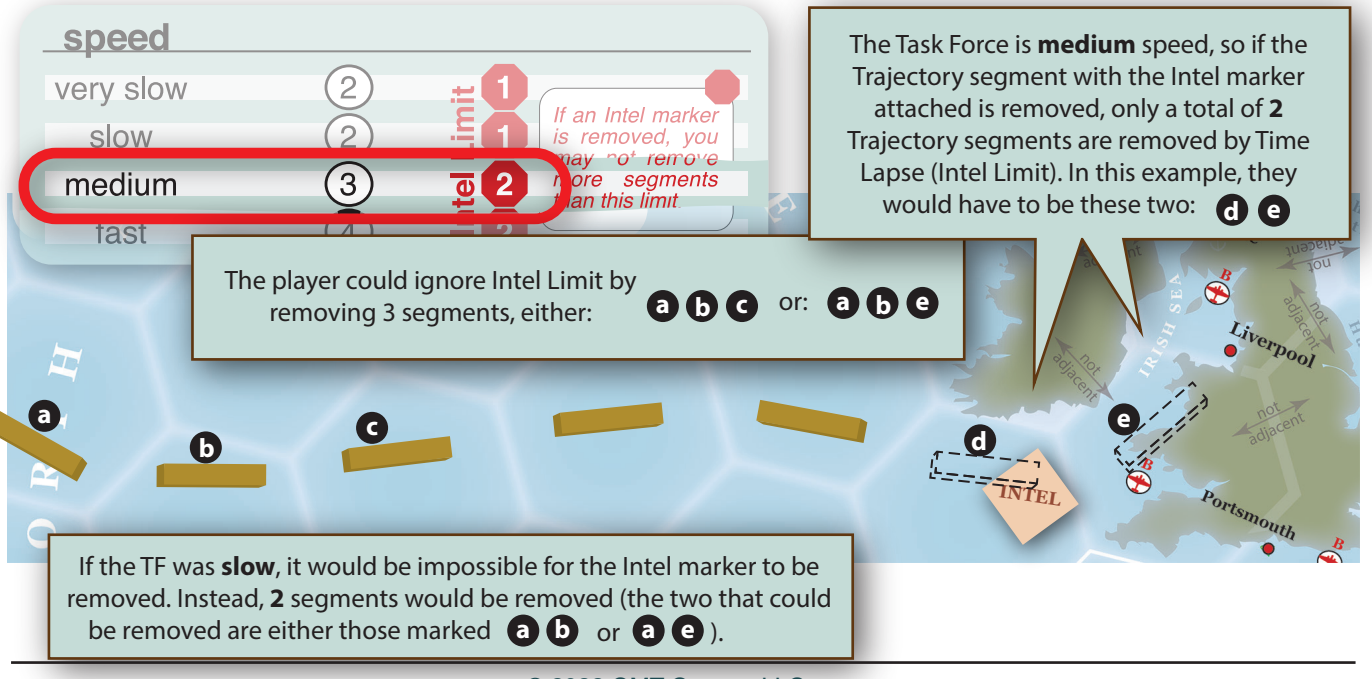
In Bad Weather, you must roll one die instead (if more than one Task Force is affected by Time Lapse, roll separately for each). Remove the number of segments equal to the number you roll. **Intel Limit** still applies (see below). In Good Weather, if some but not all of a Trajectory's segments are on the **Arctic Line**, the player may choose to roll a die or use the Time Lapse Table as if in Good Weather.



Intel limit.

What if I choose to invoke the Intel Limit during Time Lapse?

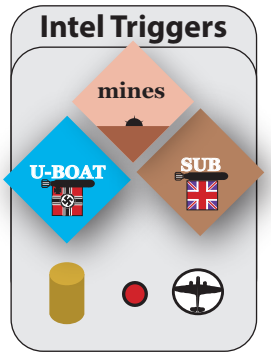
Invoking Intel Limit allows you to remove a Trajectory segment attached to an Intel marker (an Intel marker is removed when its segment is removed). **Only ONE Intel marker may be removed.** The Time Lapse table indicates how many segments you may remove when invoking the Intel Limit. You can't invoke the Intel Limit unless you actually remove a segment attached to an Intel marker. *If you don't remove an Intel marker, the limit does not apply. Medium and Fast Task Forces may remove two segments but only one Intel marker.*



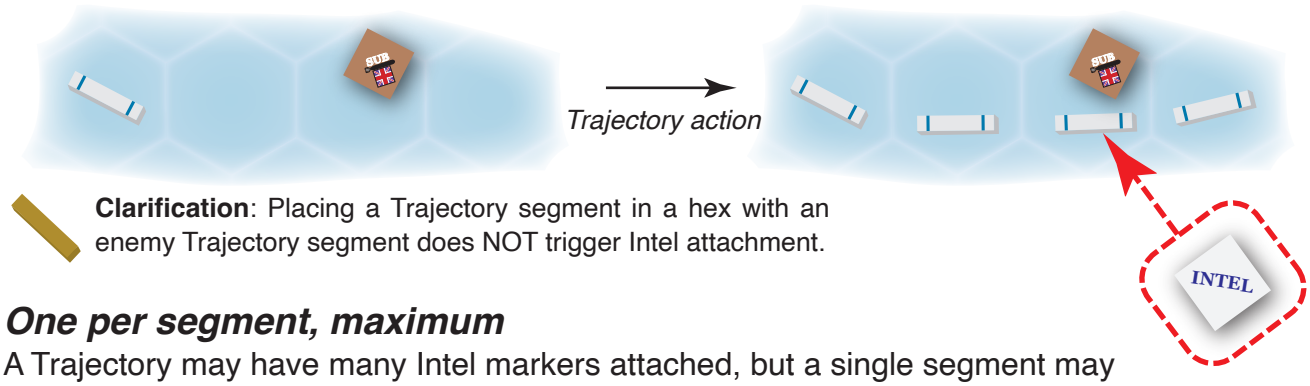
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Intel Markers

Trajectory and Stealth actions bring Intel markers into play.



What causes an Intel marker to become attached to a Trajectory segment?
When you perform a Trajectory action and you place a Trajectory segment in a hex with an intel trigger (enemy port, airbase, Task Force Station, or Stealth force), you must immediately attach an Intel marker to that Trajectory segment. Also, your opponent may perform a Stealth Recon action (when they have Initiative), and if they place a Submarine or U-Boat force in a hex with one of your Trajectory segments, that segment immediately gets an Intel marker attached. See Trajectory action 43 and Stealth Recon action 41 .



Clarification: Placing a Trajectory segment in a hex with an enemy Trajectory segment does NOT trigger Intel attachment.

One per segment, maximum

A Trajectory may have many Intel markers attached, but a single segment may only have one Intel marker attached. A Station can't have one attached.

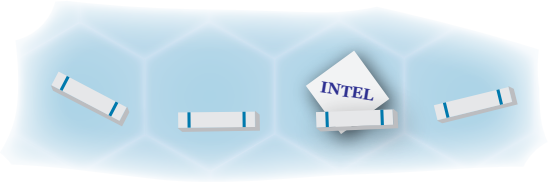
Intel markers allow Signals actions and limit Time Lapse.

What effect do Intel markers have?
An Intel marker allows your opponent to perform a Signals action targeting the Trajectory segment it is attached to 39. It also may limit the number of segments removed from a Trajectory when it performs Time Lapse 19. It also prevents Completion actions 29 .

Intel markers prevent Completion actions.

Can a Task Force perform Completion if one of its Trajectory segments has an Intel marker attached?
No. This is explained in Actions section 29 (and noted in the Actions Menu of the player aid).

Summary of Intel marker effects:



- allows opponent to target it during a Signals action 39 ;
- may limit Time Lapse 19 ;
- prevents its Task Force from performing a Completion action 29 ;
- triggers **Interruption** 22 when an Active player's Task Force is designated in an Air Strike, Engage, Naval Search, or Stealth Attack action.

An Intel marker is removed when its Trajectory segment is removed.

How do I remove an Intel marker from the segment it is attached to?
An Intel marker is automatically detached and removed when the Trajectory segment it is attached to is removed. An Intel marker is never attached to a Task Force Station, so, if a Trajectory converts to a Station, remove its Intel marker(s).

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Intel markers trigger Interruption.



When is Interruption triggered?

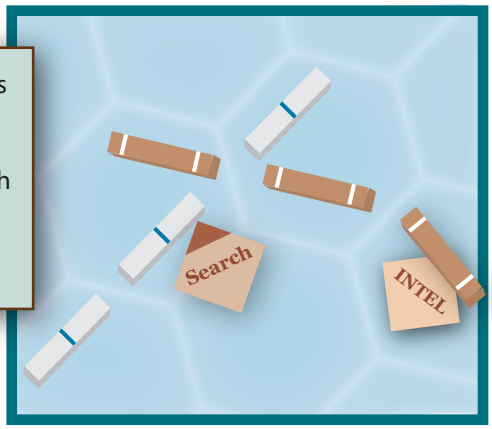
When a player declares an Air Strike, Engage, Naval Search, or Stealth Attack action, and designates an active player's Task Force that has one or more Intel markers attached, the Inactive player must check for Interruption. Pause the action to perform the Interruption procedure.

Solitaire?

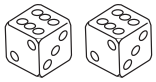
Slip: When playing solitaire and the imaginary player garners an '**S**' (Slip) result, roll a die:

1d6	non-player response
1-4	Signals action
5-6	Evasive Maneuvers

The British Task Force is attempting a Naval Search. It has an **Intel marker** attached, which means the German player is entitled to Interruption.



Interruption procedure.



How does the Inactive player perform Interruption?

Roll two dice, add the numbers rolled to make a sum, and locate the result on the Interruption Table (it is printed on the game board). **There are no modifiers.** Use the sum to determine the row. To determine which column to use, count the number of Intel markers in all of the Active player's designated Task Forces. The result of Interruption can be found at the intersection of column and row. Apply the result immediately.

Interruption

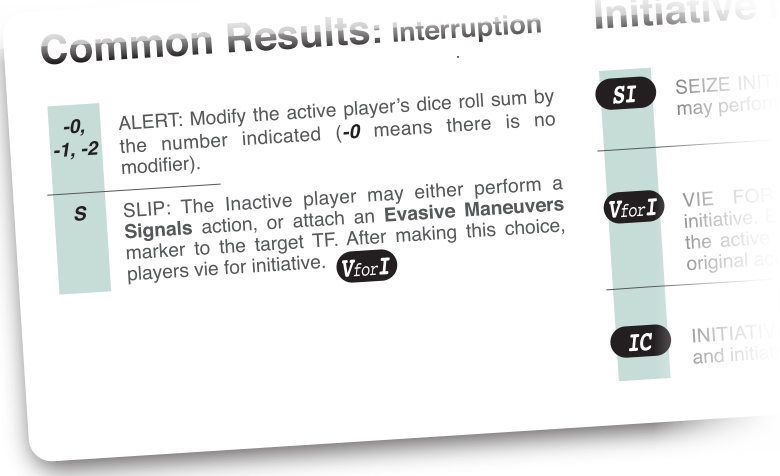
dice (2d6)	TF's Intel markers 1	2	3	4+
2-4	-0	-1	-2	S
5-6	-1	-2	S	VforI
7	-2	S	VforI	I C
8-9	S	VforI	I C	I C
10-12	VforI	I C	I C	I C

"**Designated**" means the Task Forces that the Active player selected when the Action was declared. It is usually the Active TF, but can include a Coordinating TF and an Air Support TF.

Ignore Intel markers attached to the Inactive player's Trajectories.

Interruption results... 49 52 53 54

The player aid card explains the results (or see the *Rule Book* section on Common Results). It is possible that the Action will be terminated, or that Initiative will change hands (that also terminates the Action).



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Contact

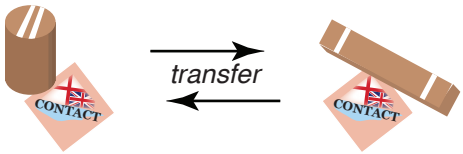
‹› *Contact marker is a result of Actions.*

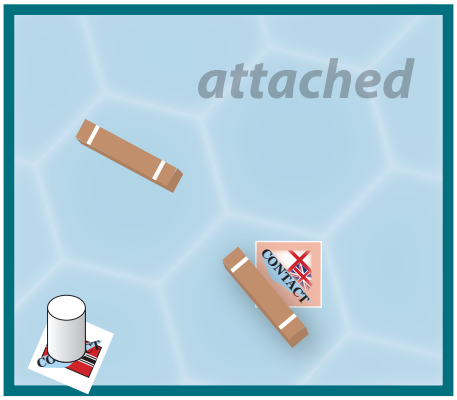
When does a Contact marker enter play?
Naval Search, Engage, and Air Strike actions sometimes generate Contact markers. Also, two markers are generated at the conclusion of Battle resolution, one for each Task Force.
Contact markers represent fleeting rather than sustained contact with the enemy.



Contact marker is attached.

Where do I put the Contact marker?
The marker is attached to the Trajectory segment or Station in the hex.





One only.

A Station or segment may have only one Contact marker attached. A Trajectory may have more than one (each segment could have one).

Remove it when its host is removed.

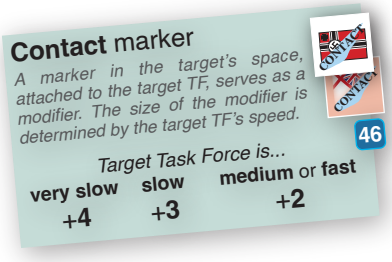
When may I remove a Contact marker?
When the Task Force no longer has a Trajectory segment or Station in the hex, remove the Contact marker. Unlike an Intel marker, which is never attached to a Station, a Contact marker is more tenacious. A Contact marker attached to a segment remains attached even if the segment is transformed into a Station (it becomes attached to the Station). Likewise, when a Task Force Station is replaced with a Trajectory segment, the Contact marker attaches to the segment. A Contact marker is only removed if the hex no longer contains a segment or Station belonging to that Task Force.

Stealth Attack can remove a Contact marker.

What does this symbol mean?
One of the potential results of a Stealth Attack is LOSE CONTACT, which means that if the Target Task Force has a Contact marker attached to its Trajectory segment or Station, that marker must be removed. Only a Contact marker in the hex where the Stealth action took place is removed.

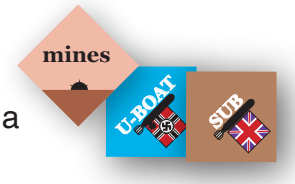
Contact marker is a Common Modifier. 46

What is the effect of a Contact marker?
It serves as a Common Modifier for Air Strike, Engage, Naval Search, and Stealth Attack actions. The value of the modifier depends on the speed of the Task Force it is attached to, as indicated on the player aid. The slower the Task Force, the more effective the modifier.



Contact marker allows Stealth Attack Action. 41

Can a Stealth force attack a Task Force with a Contact marker?
Yes. In fact, a Trajectory segment is immune to Stealth Attack unless it has a Contact marker attached (or an Intel marker attached, or it is a Station).



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Earning Evasive Maneuvers.

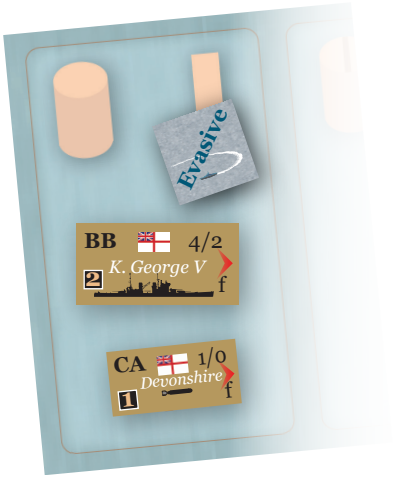


When does an Evasive Maneuvers marker enter play?
There are three ways: **(1)** If the result of a Naval Search is EARLY OR LATE 51, and no hole in the Trajectory is created, the Target Task Force earns an Evasive Maneuvers marker.

(2) If the result of a Naval Search is SHADOW 53, and the target Trajectory already has three or fewer segments, the Target Task Force earns an Evasive Maneuvers marker.

(3) If the Inactive player has an opportunity to Seize Initiative 26 53 but chooses not to make the attempt, they earn an Evasive Maneuvers marker (place it on any Task Force).

Evasive Maneuvers attached to the Task Force.



Where do I keep an Evasive Maneuvers marker?
On the Task Force Display. The marker is attached to the Task Force, not to a specific Trajectory segment or Station.

One maximum.

How many Evasive Maneuvers markers can a TF have?
A Task Force may not accumulate more than one Evasive Maneuvers marker at a time.

Evasive Maneuvers has many uses.

What can I do with an Evasive Maneuvers marker?
Many things. To use the marker, you must "spend" it (that is, remove it from play), which means each marker may be used once. Except for the first use in the list below (Seize Initiative/Vie for Initiative), the spent marker MUST belong to the Task Force gaining the marker's benefit. A list of uses can be found on the player aid, and they are explained here:

- **Seize Initiative or Vie for Initiative 26:** The Inactive player may spend the marker to gain a modifier. The value of the modifier depends on the Weather.

Good +1 Weather ***Bad +2*** Weather

- **EARLY OR LATE 51 and SHADOW 53 results**: The Inactive player may spend the marker to choose which segments to remove. Ordinarily the Active player makes this decision, but by spending the Evasive Maneuvers marker, the Inactive player chooses instead.



- **Your opponent's Air Strike, Engage, Naval Search, or Stealth Attack action**: When your opponent declares one of these Actions, you may spend the marker to impose an adverse modifier. The value of the modifier depends on the Weather 46.

Good -1 Weather ***Bad -2*** Weather

- **Break Away during Battle**: You may spend the marker to allow one ship to Break Away automatically 61. Put the ship back in its Task Force Box (on the Task Force Display), or if playng a mini-scenario, the ship is out of play.

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Atlantic Chase *is played as a series of actions.*

What is an Action?
An Action is what a player does during their turn. To have a turn, and thus to perform an Action, a player must have the **Initiative** (see below).

Perform as many Actions as you like.

How many Actions?
As long as you have the Initiative, you may perform one Action after another, the same or different Actions. There is no limit, but you must finish one Action before performing another.

An Action will activate one or more of your Forces.

What is a Force?
A "force" is a Task Force, an air base, or a Stealth force (Submarine, Mine, or U-Boat). When you have Initiative, you declare which Action you will perform (see the Actions Menu on the player aid) and then designate the forces you will use to perform the Action. The same forces may perform Actions again and again, or different forces, as long as Initiative is yours.

There are nine Actions.

What Actions may a Force perform?
The player aid has an "Actions Menu," a shorthand explanation of the nine actions. They are also listed here, and they are explained in detail in the Actions section of this *Rule Book*:

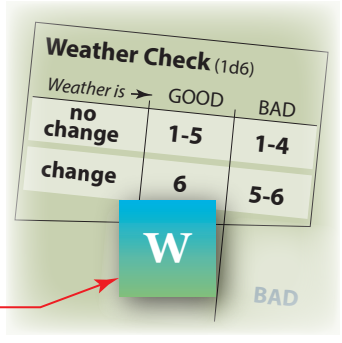
Air Strike Attack an enemy Task Force from the air.
Completion Remove your Task Force.
Engage Engage enemy ships in a surface battle.
Naval Search Search for an enemy Task Force.
Pass Pass Initiative to your opponent (and perform Time Lapse).
Reorganize Reorganize a Task Force (enter a reinforcement).
Signals Pinpoint an enemy Task Force.
Stealth Activate a Submarine, Mine or U-Boat.
Trajectory Plot a course on the map.

You can lose the Initiative.

How does Initiative change hands?
Most Actions will offer your opponent a chance to take the Initiative from you. See 26 for methods of Initiative change. The Actions Menu on the player aid indicates which method applies to each Action.

Check the Weather when Initiative changes.

Weather Check?
Each time Initiative changes, for any reason, the new Active player MUST roll a die to check to see if the Weather changes. Do this before performing an Action. Weather is either Good or Bad, as noted on the Weather Chart on the game board, and will either remain the same or change from Good to Bad, or vice versa. **A hex with the Arctic Line in it is permanently in Bad Weather.**



If the Weather is currently Good, and you roll a '6' it changes to Bad.
If the Weather is currently Bad, and you roll a '5' or '6' it changes to Good.

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Initiative allows you to perform Actions.

What is "Initiative"?

In *Atlantic Chase*, the Initiative allows a player to perform Actions. Only one player at a time may have the Initiative. When you have the Initiative, it is "your turn," and you are the Active player (your opponent is the Inactive player*...but not for long*).

Initiative changes hands many times during Atlantic Chase.

When does Initiative change hands?

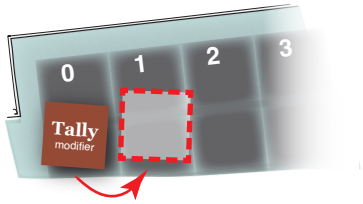
Some Actions offer the Inactive player a chance to Seize Initiative or to Vie for Initiative, while others automatically hand Initiative to the Inactive player or allow them to maintain the Initiative. The Actions Menu on the player aid indicates when these conditions arise.

VforI *Vie for Initiative*

How do players vie for Initiative?

Each player rolls a die, and whoever rolls the higher number has the Initiative. If a tie, the Active player keeps the Initiative. The Inactive player has two potential additions to the number they roll (these additions are called "initiative modifiers"), explained below.

If the Active player maintains Initiative, increase the Initiative Failure Tally by 1.



SI *Seize Initiative*

How does the Inactive player Seize Initiative?

The Inactive player rolls a pair of dice and adds the numbers rolled to make a sum. There are two potential additions to the sum (these additions are called "initiative modifiers," explained below). If the modified sum is **9** or higher, the Inactive player has successfully seized the Initiative (they are now the Active player). **If the Inactive player failed to seize the Initiative, increase the Initiative Failure Tally by 1.**

Evasive *The Inactive player may choose to **decline** a Seize Initiative opportunity. If they do so, **do not increase the Tally**. The reward for this choice: the Inactive player may attach an Evasive Maneuvers marker to one Task Force.* 24

Initiative Modifiers.

What are the two modifiers?

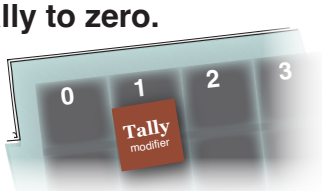
When attempting to Seize the Initiative or Vie for Initiative, the Inactive player may use one or both modifiers (they are also explained on the player aid card):

Initiative Failure Tally

Keep track of the number of times the Inactive player fails to gain the Initiative, either by attempting to seize it or vie for it. Use the marker and the track printed on the game board to do this. This modifier is equal to the current tally. **When Initiative changes hands, reset the Tally to zero.**

Example:

+1 modifier →



Evasive *Spend Evasive Maneuvers*

If the Inactive player has a Task Force with an Evasive Maneuvers marker, they may "spend" it to obtain an immediate modifier. The value of the modifier depends on the **Weather:**

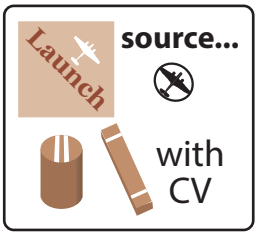
Good +1 ***Bad +2***

Arctic Line: If the Task Force's Station, or one of its Trajectory segments, is in a hex with the Arctic Line, the Inactive player may use the **+2** Bad Weather modifier even if the Weather is Good.

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Air Strike

Attack an enemy Task Force from the air.



What does this Action do?
It allows the Active player to attack an enemy Task Force. It may only be performed in Good Weather.

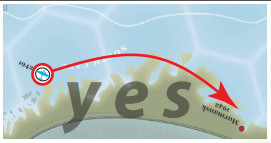
Designate the Active TF.

What can make an Air Strike?
A Task Force (Station or Trajectory) with an undamaged CV, or an airbase, may be designated the Active TF (the Active TF may not have a Convoy). The TF or airbase is the "source" of the Air Strike. The Air Strike originates from the Station's or airbase's hex, or if a Trajectory, from one of its segment's hex. That hex is the Launch Point. Mark it with the Launch marker (it may not be on the Arctic Line).

Two hex range to target.



What can an Air Strike target?
An enemy Task Force (Station or Trajectory) may be targeted. An airbase or Stealth Force may not be targeted. The target may be no more than **two hexes from the Launch Point**. Mark it with the Strike marker (it may not be on the Arctic Line). An Air Strike may cross an Arctic Line hex (f*or example, from the German air base at North Cape to Murmansk*).



Designate Coordinating and Air Support forces.



The Active player may designate a Coordinating force 47, either a Task Force or a Stealth force (U-Boat, Submarine, or Mines). The source of the Air Strike is automatically the Air Support force. The Inactive (or "target") player may also designate a coordinating force and an Air Support force 45.

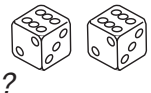
Interruption? 22



21

What if one or more of the Active player's designated Task Forces has an Intel marker?
An Intel marker allows the Inactive player to pause the Air Strike and perform Interruption: roll 2d6, and find the result under the column corresponding to the total number of Intel markers attached to the Active player's designated Task Forces. The Interruption table is printed on the board (no modifiers). If Interruption did not cancel the Air Strike, proceed with the Action.

Air Strike procedure.



How do I resolve an Air Strike?
Calculate the **Trajectory Total** 17, and roll 2d6. Apply **Common Modifiers** (player aid and 45). Find the result on the **Air Strike Table** printed on the game board. Results are explained on the player aid and in the **Common Results** section of this *Rule Book*, starting on page 49. After applying the result, each designated Task Force performs **Time Lapse** 19 EXCEPT the target Task Force. Finally, players **Vie for Initiative** *V for I* 26.

Time Lapse and the Launch Point.

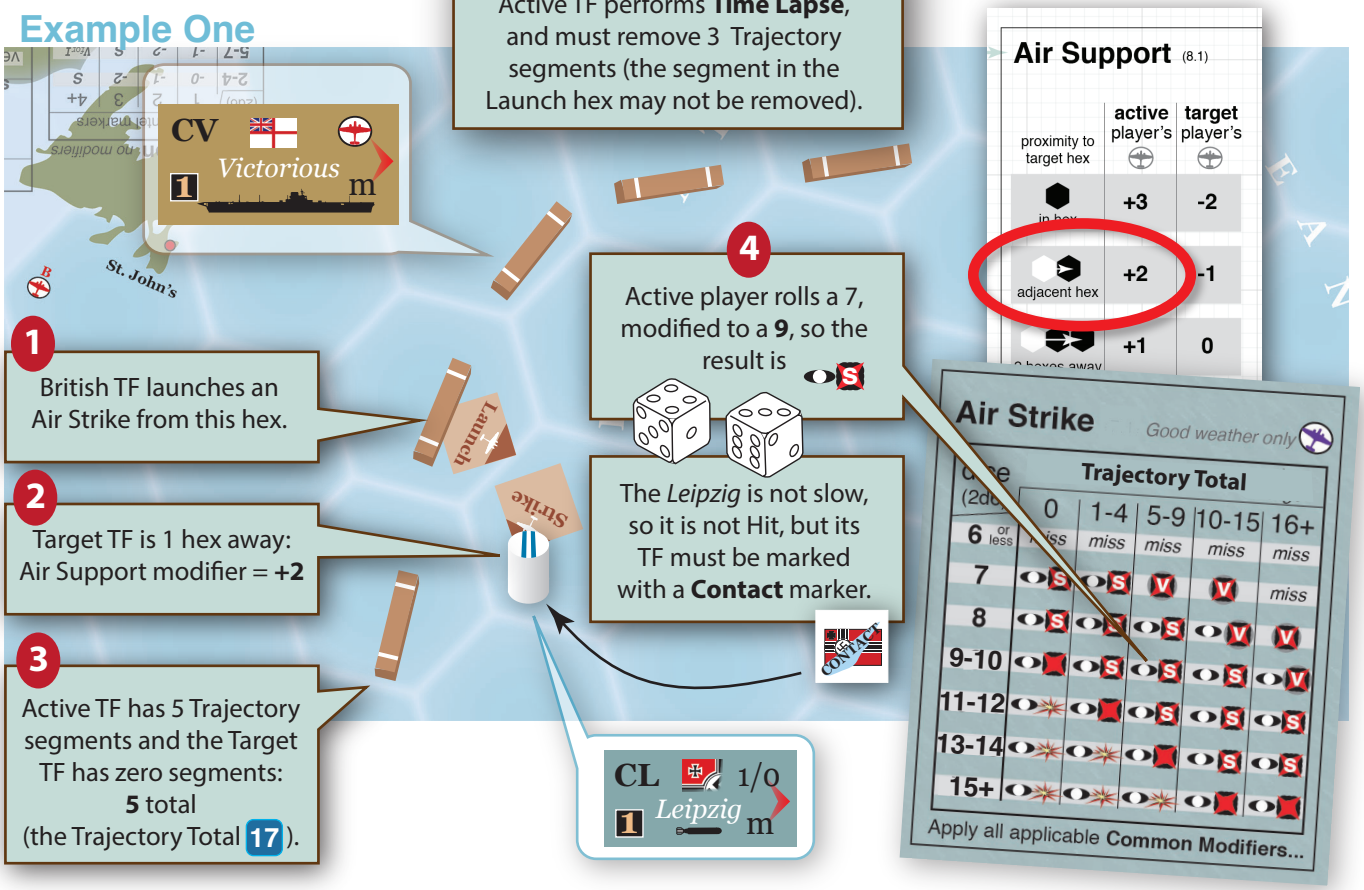


If the Air Strike originated from a Trajectory, the segment marked with the Launch Point marker must be the last to be removed during Time Lapse. That means if the Trajectory converts to a Station, the Station must be located in the Launch Point hex.

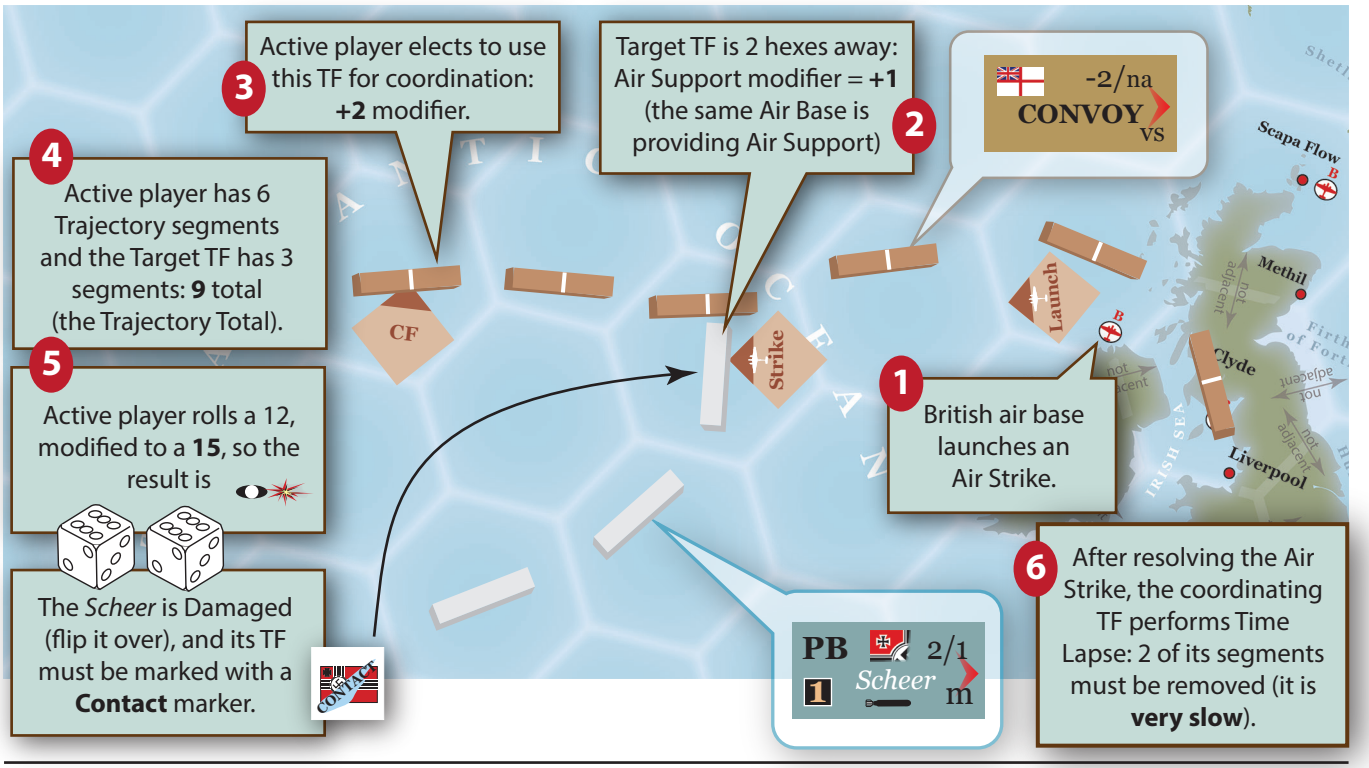
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Air Strike Examples

Example One



Example Two



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Completion

Bring your ships into port.

What does this Action do?
It allows the Active player to remove a Task Force from play, by bringing its ships into port.

Designate the Active TF.

What can perform a Completion action?
Only a single Task Force may be designated as the Active Task Force. No other forces may be designated. The Active TF may be a Station or Trajectory, but the Trajectory may not have more than six segments. At least one segment must be in a friendly port hex.



6 segments maximum



at least 1 segment in a port hex
it does not matter which segment

Intel prohibits Completion.

What if my Task Force has an Intel marker attached?
A Task Force Trajectory may not perform a Completion action if it has one or more Intel markers 21 attached.



Completion procedure. SI

How do I resolve a Completion action?
Once declared, and once the Active player designates their Active TF, the Inactive player is allowed a **Seize Initiative** attempt 26 . If the Inactive player fails to gain the Initiative, either because they failed the attempt or elected to gain an Evasive Maneuvers marker instead of making the attempt, the Completion action succeeds. If the Inactive player gains the Initiative, however, the Completion action fails.

Completion succeeds.

What happens when a Completion action succeeds?
The ships of the Active player's designated Task Force are removed from play. Take them off the Task Force Display and set them aside. If playing a scenario, their removal is permanent. If an Operation of the campaign, they may return to play in a subsequent Operation (see the *Two-Player Scenarios* book). Remove the Task Force's Station or Trajectory segments from the Operations Map and set them aside (or put them in their corresponding box on the Task Force Display). The Station and segments may be used again, if the player creates a new Task Force by splitting a Task Force or bringing in reinforcements during a Reorganize action 37 .

Convoy scores VP.

What happens when a Convoy is in a Task Force that successfully Completes?
Depending on the scenario, it is likely that a Completing Convoy scores VP. The Active player scores Victory Points (VP) if the port is its destination port, as per the scenario or campaign instructions (see the *Two-Player Scenarios Book*).



destination markers →



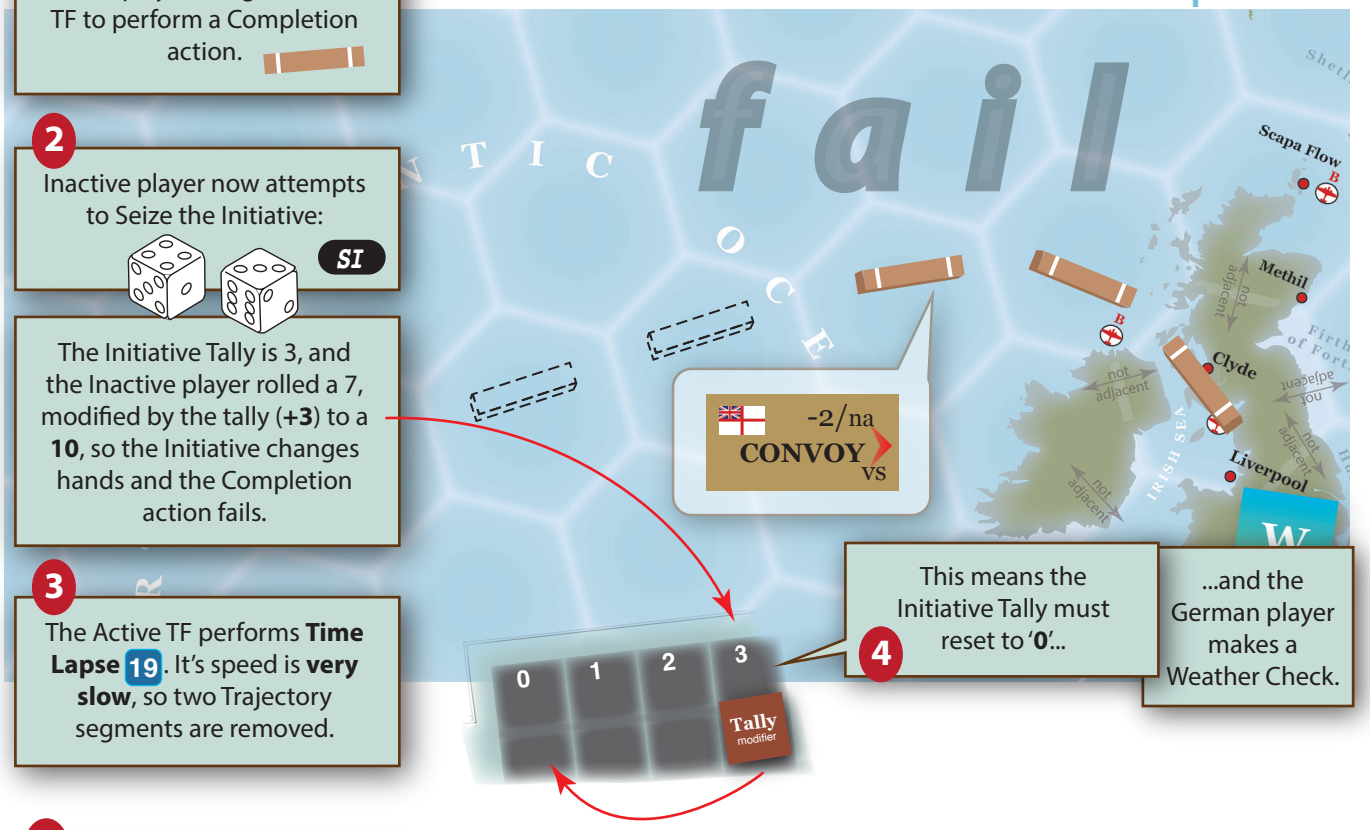
Completion fails.

What happens when a Completion action does not succeed?
The Active player's designated Task Force performs **Time Lapse** 19 . Then, the Inactive player makes a Weather Check 25 and declares their first Action (they now have Initiative).

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Completion Examples

Example One



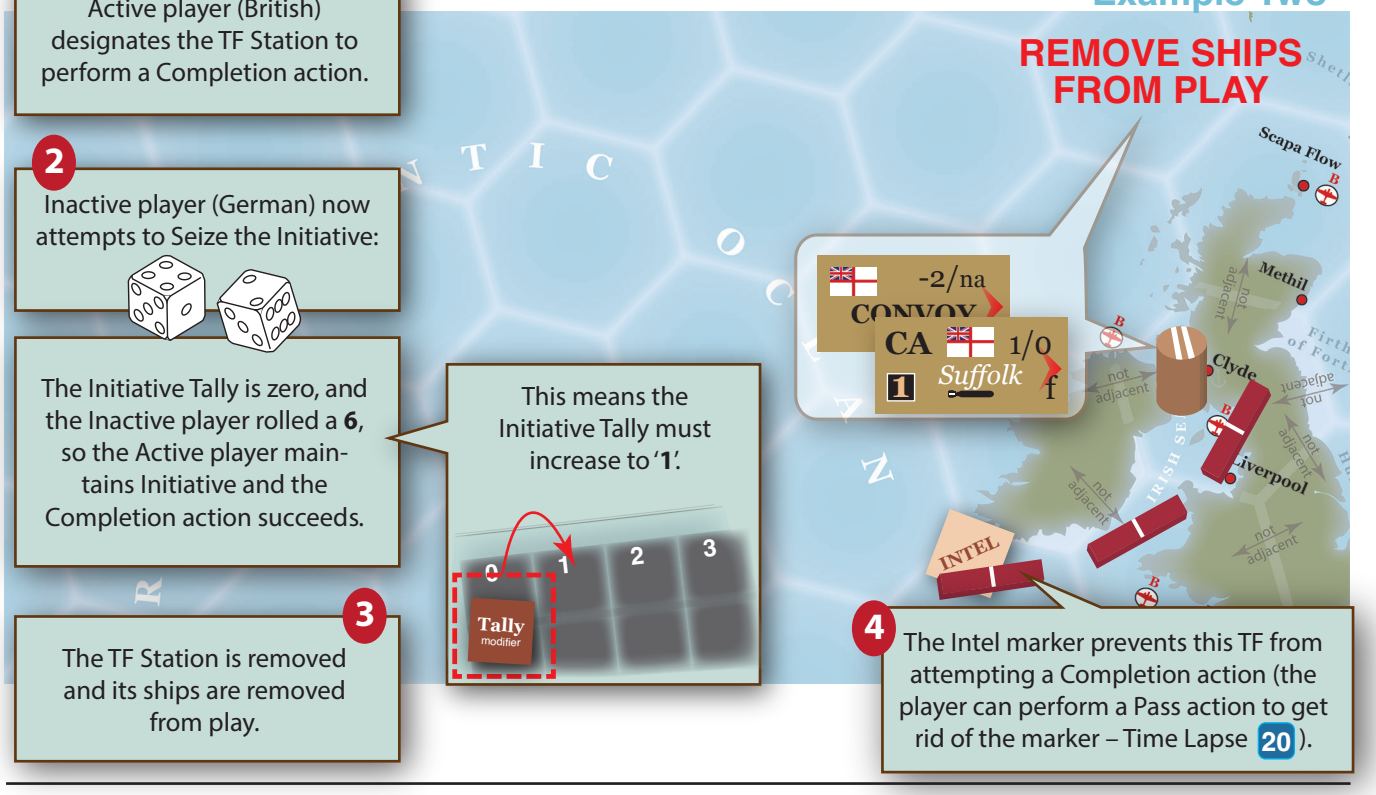
1. Active player designates this TF to perform a Completion action.
2. Inactive player now attempts to Seize the Initiative: SI
3. The Active TF performs **Time Lapse** 19. It's speed is **very slow**, so two Trajectory segments are removed.

The Initiative Tally is 3, and the Inactive player rolled a 7, modified by the tally (**+3**) to a **10**, so the Initiative changes hands and the Completion action fails.

4. This means the Initiative Tally must reset to '**0**'...

...and the German player makes a Weather Check.

Example Two



1. Active player (British) designates the TF Station to perform a Completion action.
2. Inactive player (German) now attempts to Seize the Initiative:

The Initiative Tally is zero, and the Inactive player rolled a **6**, so the Active player maintains Initiative and the Completion action succeeds.

This means the Initiative Tally must increase to '**1**'.

3. The TF Station is removed and its ships are removed from play.

4. The Intel marker prevents this TF from attempting a Completion action (the player can perform a Pass action to get rid of the marker – Time Lapse 20).

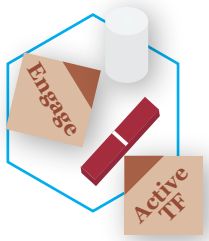
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Engage

Engage enemy ships in a Battle.

What does this Action do?
It allows the Active player to initiate a **Battle** 55 against the ships of one enemy Task Force.

Designate the Active and Target TFs.



How do I initiate an Engage action?
The Active player designates one of their Task Forces to be the Active TF (it may not have a Convoy in it), and then designates one enemy Task Force in the same hex to be the Target TF. If the Action proves successful, the Active Task Force will participate in the Battle.

Target must be a Station.



Can the Target TF be a Trajectory?
No, the Active player may only designate an enemy Station to be the target.

Designate Coordinating and Air Support forces.



Does an Engage action involve other forces?
Yes, it can. The Active player may designate a Coordinating Force, either a Task Force or a Stealth force (friendly U-Boat, Submarine, or Mines) 47. The Active player may also designate an Air Support force 45 . Then, the Inactive (or "target") player may also designate a coordinating force and an Air Support force.

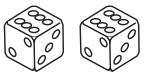
Interruption? 22



21

What if one or more of the Active player's designated Task Forces has an Intel marker?
An Intel marker allows the Inactive player to pause the Engage action and perform Interruption: roll 2d6, and find the result under the column corresponding to the total number of Intel markers attached to the Active player's designated Task Forces. The Interruption table is printed on the board. If Interruption did not cancel the Engage action, proceed with the Engage action.

Engage procedure.



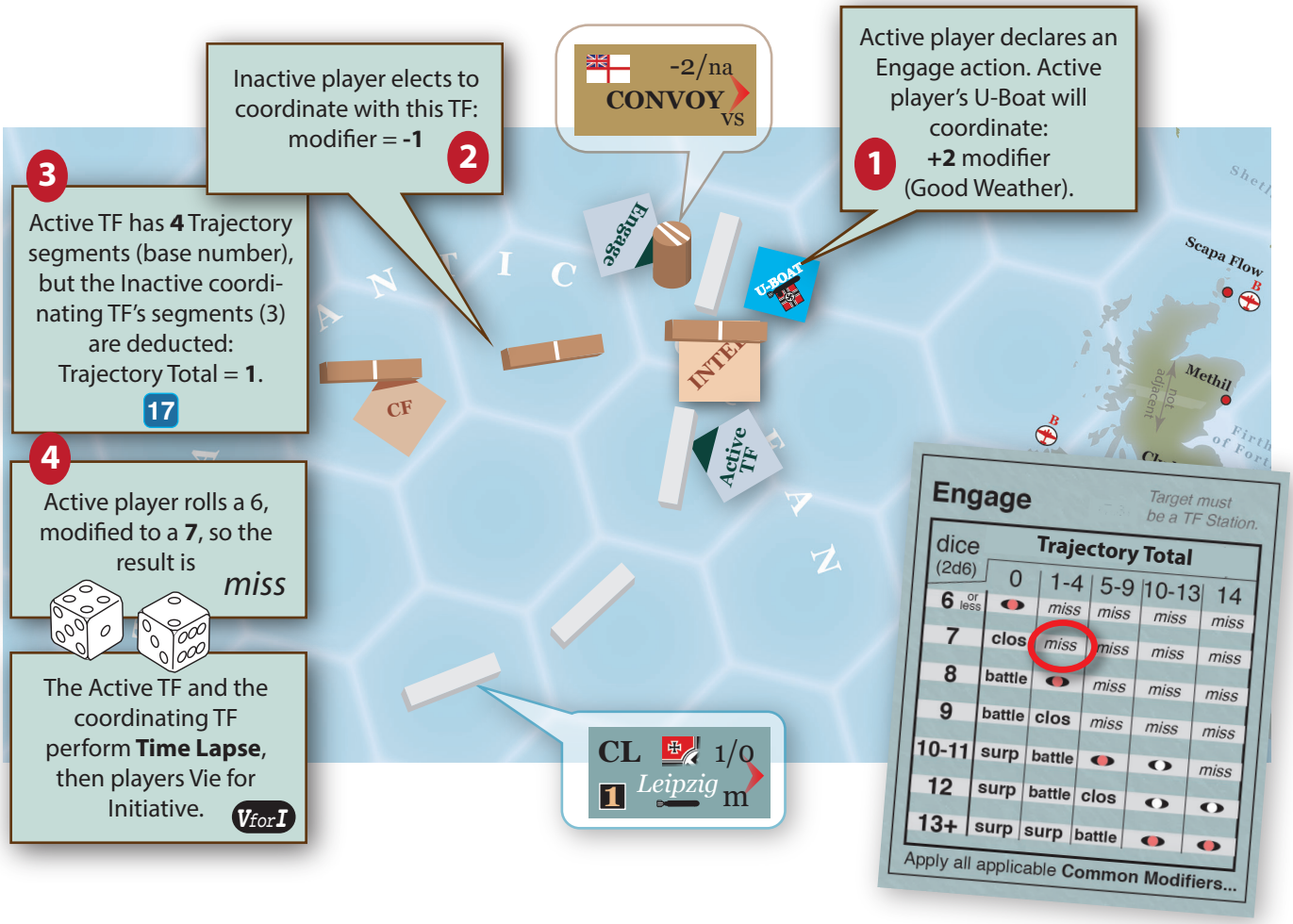
How do I resolve an Engage action?
Calculate the **Trajectory Total** 17, and roll 2d6. Apply **Common Modifiers** (player aid and 45). Find the result on the **Engage Table** printed on the game board. Results are explained on the player aid and in the **Common Results** section of this *Rule Book*, starting on page 49. After applying the result, each designated Task Force performs **Time Lapse** 19 EXCEPT the target Task Force. Finally, players **Vie for Initiative** VforI 26 (if Battle occurs, postpone until after the Battle).

Battle? 55

What happens if the result is "Battle," or "Closing In," "Skirmish," or "Surprise," and a Battle is triggered?
The Active TF and the Target TF must resolve a Battle (see 55). Air Support and Coordinating Task Forces do not participate in the Battle. Instead, they perform **Time Lapse** 19. After the Last Round of Battle, the Active TF transforms automatically to a Station, and both it and the Target TF get a Contact marker attached to their Stations. Then players Vie for Initiative VforI 26 .

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Engage Example



Example continued



This is the situation after Time Lapse.

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Naval Search

Search for an enemy Task Force.

This action represents ships, or more likely, aircraft from ships, scouring the ocean looking for the enemy Task Force.

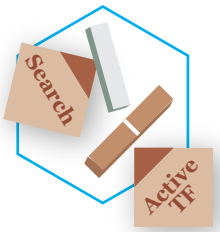
What does this Action do?

It allows the Active player to shorten an enemy Trajectory and maybe make contact with it.

Designate the Active and Target TFs.

How do I initiate a Naval Search action?

The Active player designates one of their Task Forces to be the Active TF (it may not have a Convoy), and then designates one enemy Task Force in the same hex to be the Target TF. Make the designations by placing the Search marker in the shared hex, and use the Active TF marker to clarify which Task Force is the Active Task Force.



Target must be a Trajectory segment.

Can the Target TF be a Station?

No, the Active player may only designate an enemy Trajectory to be the Target TF. The target must have a Trajectory segment in the Active TF's hex.

The point of the Naval Search action is to transform an enemy Trajectory into a Station; if the target is already a Station, you can perform an Engage action to trigger a Battle.



Designate Coordinating and Air Support forces.

Does Naval Search involve other forces?

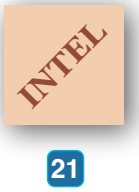
Yes, it can. The Active player may designate a Coordinating Force, either a Task Force or a Stealth force (U-Boat, Submarine, or Mines) 47 . The Active player may also designate an Air Support force 45. Then, the Inactive (or "target") player may also designate a coordinating force and an Air Support force.



Interruption? 22

What if one or more of the Active player's designated Task Forces has an Intel marker?

An Intel marker allows the Inactive player to pause the Naval Search and perform Interruption: roll 2d6, and find the result under the column corresponding to the total number of Intel markers attached to the Active player's designated Task Forces. The Interruption table is printed on the board. If Interruption did not cancel the Naval Search, proceed with the Action.



21

Naval Search procedure.

How do I resolve a Naval Search?

Calculate the **Trajectory Total** 17, and roll 2d6. Apply **Common Modifiers** (player aid and 45). Find the result on the **Naval Search Table** printed on the game board. Results are explained on the player aid and in the **Common Results** section of this *Rule Book*, starting on page 49. After applying the result, each designated Task Force performs **Time Lapse** 19 EXCEPT the target Task Force. Finally, the Inactive player is allowed a **Seize Initiative** attempt SI 26.

Skirmish? 54

What happens if the result is "Skirmish" and a Battle is triggered?

The Active TF and the Target TF resolve the **Battle** 55, and then players **Vie for Initiative** 26. The Inactive player is not allowed a Seize Initiative attempt. Air Support and Coordinating Task Forces do not participate in the Battle. Instead, they perform **Time Lapse** 19.

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Naval Search Example

German player activates a Task Force to perform Naval Search. Active TF has **3** Trajectory segments, and the Target TF has **7** segments: **10** total (it is the base number, but with no deductions, it is also the **Trajectory Total** 17).

Active player rolls a **7**, and there are no modifiers in this example, so the result is

The Trajectory segment is removed from the Target TF's Trajectory, creating a hole in the Trajctory.

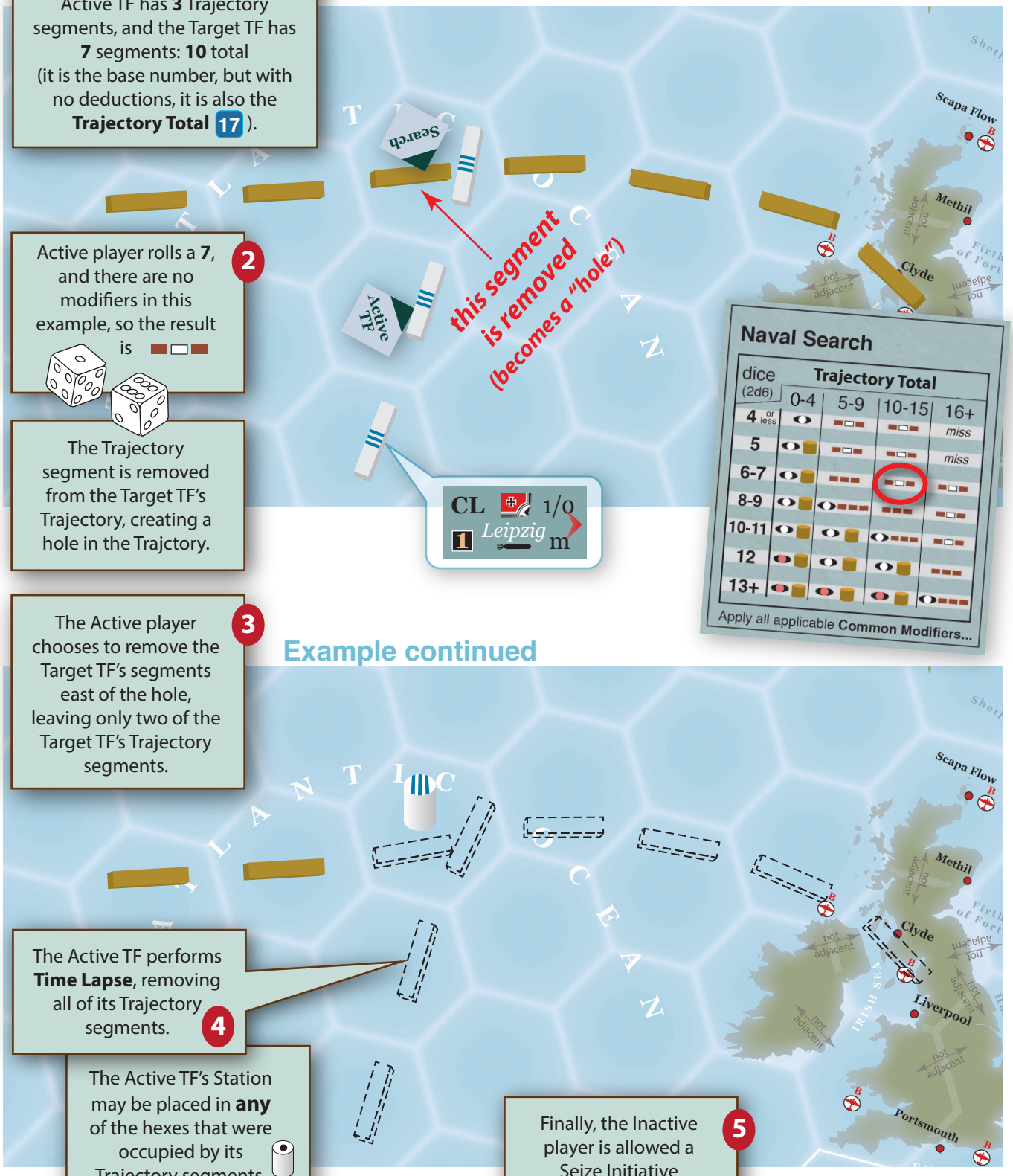
The Active player chooses to remove the Target TF's segments east of the hole, leaving only two of the Target TF's Trajectory segments.

Example continued

The Active TF performs **Time Lapse**, removing all of its Trajectory segments.

The Active TF's Station may be placed in **any** of the hexes that were occupied by its Trajectory segments.

Finally, the Inactive player is allowed a Seize Initiative attempt. SI



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Pass

Pass initiative to your opponent.

What does this Action do?
It allows the Active player to shorten the Trajectory of one of their Task Forces (Time Lapse).

Designate the Active TF.

How do I initiate a Pass action?
The Active player declares "Pass." They must also designate one of their Task Force trajectories to perform **Time Lapse** 19.



Initiative Changes Hands.

What happens in a Pass action?
After performing Time Lapse, the inactive player is now the Active player. Set the Tally modifier marker on the Initiative Track to zero 26, and then the new Active player makes a **Weather Check** 25.

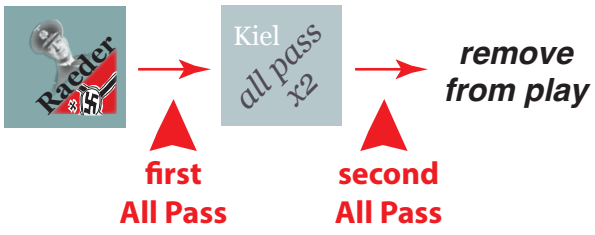


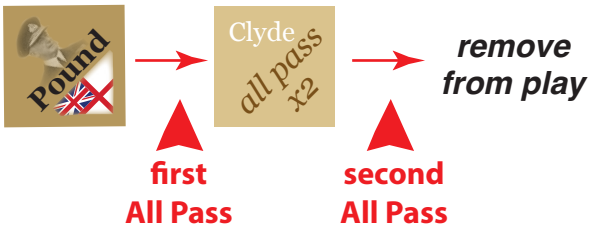
Time Lapse 19*.*

When does Time Lapse happen?
The timing can be important: If the designated Trajectory is reduced to a Station, and that Station is in a friendly port hex, it may not be shifted immediately into the Port Box 8.
Why? The Time Lapse finishes the Pass action and Initiative has switched to the other player.

All Pass.

How do I perform an All Pass version of this Action?
If the Active player declares a Pass action, and they have **Raeder** or **Pound** in play (leaders), and they have yet to perform both of their allowed All Pass actions, the Active player may "upgrade" the Pass action to an All Pass action. Note this choice by flipping the leader over (as a reminder that the All Pass has been used once), and if already flipped over, remove the leader. Then, the Active player must perform **Time Lapse** 19 with ***each*** of their Trajectories, doing so one Trajectory at a time.



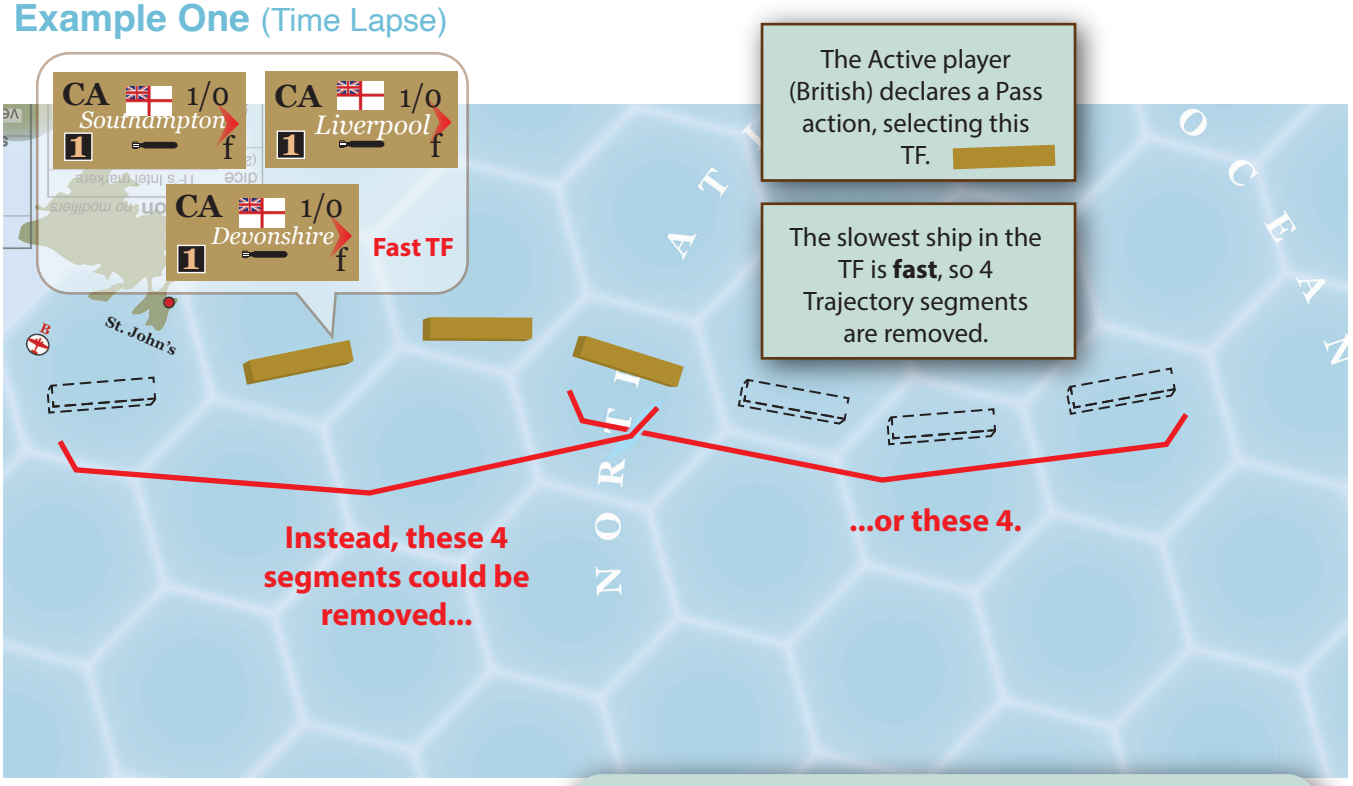


Why Pass? *Handing Initiative over can be a good move, occasionally. It may be useful when you don't have a great move right now or you want your opponent to lay down more Trajectories or extend a Trajectory. This Action also allows for an* ***All Pass****, if you have the right leader in play, which can be quite useful when you have multiple Task Forces that really need shorter Trajectories.*

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Pass Examples

Example One (Time Lapse)



Example Two (Intel Limit)



speed		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.

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Reorganize

Reorganize a Task Force.

What does this Action do?

It allows the Active player to split or merge Task Forces, and to bring reinforcements into play.

Split, Merge, and Reinforce.

What can I do when I declare a Reorganize action?

Many things. The Active player may Split one or more Task Forces, merge two or more Task Forces, and attempt to gain reinforcements. They may do multiple splits and/or merges, and make multiple Reinforcement attempts.

Splitting a Task Force.

How do I split a Task Force?

A Task Force ***Station*** may split. The Active player indicates which Station is splitting, and then transfers one or more ships from the designated Task Force's box on the Task Force Display to the box of a newly created Task Force. If all Task Forces are already in play, Splitting is prohibited.





Contact and Evasive Maneuvers marker: If the splitting Task Force has a Contact marker attached, the Active player must decide to either keep it attached or transfer it to the newly created Task Force (Splitting does NOT generate new markers). If it has an Evasive Maneuvers marker, the player must also assign it to one or the other Task Force.

Merge Task Forces.

How do I merge Task Forces?

Two Task Force Stations (not Trajectories), in the same hex, may combine to become one Task Force. The Active player selects one of the two to keep, removing the other Station, and then transfers its ships to the kept Task Force's box on the Task Force Display. The removed Task Force Station and its Trajectory segments may be re-used when forming a new Task Force later, either by performing a Split or a successful Reinforcement attempt (this may be done in the very same Reorganize action).



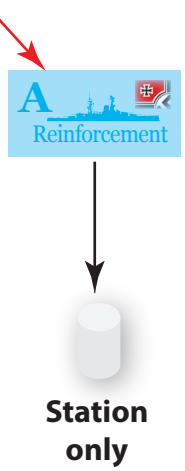


Contact and Evasive Maneuvers marker: If one or both merging Task Forces has a Contact marker attached, attach the marker to the kept Task Force. If both had Contact markers, remove one and keep one (likewise with Evasive Maneuvers markers; a Task Force may have but one Evasive Maneuvers marker).

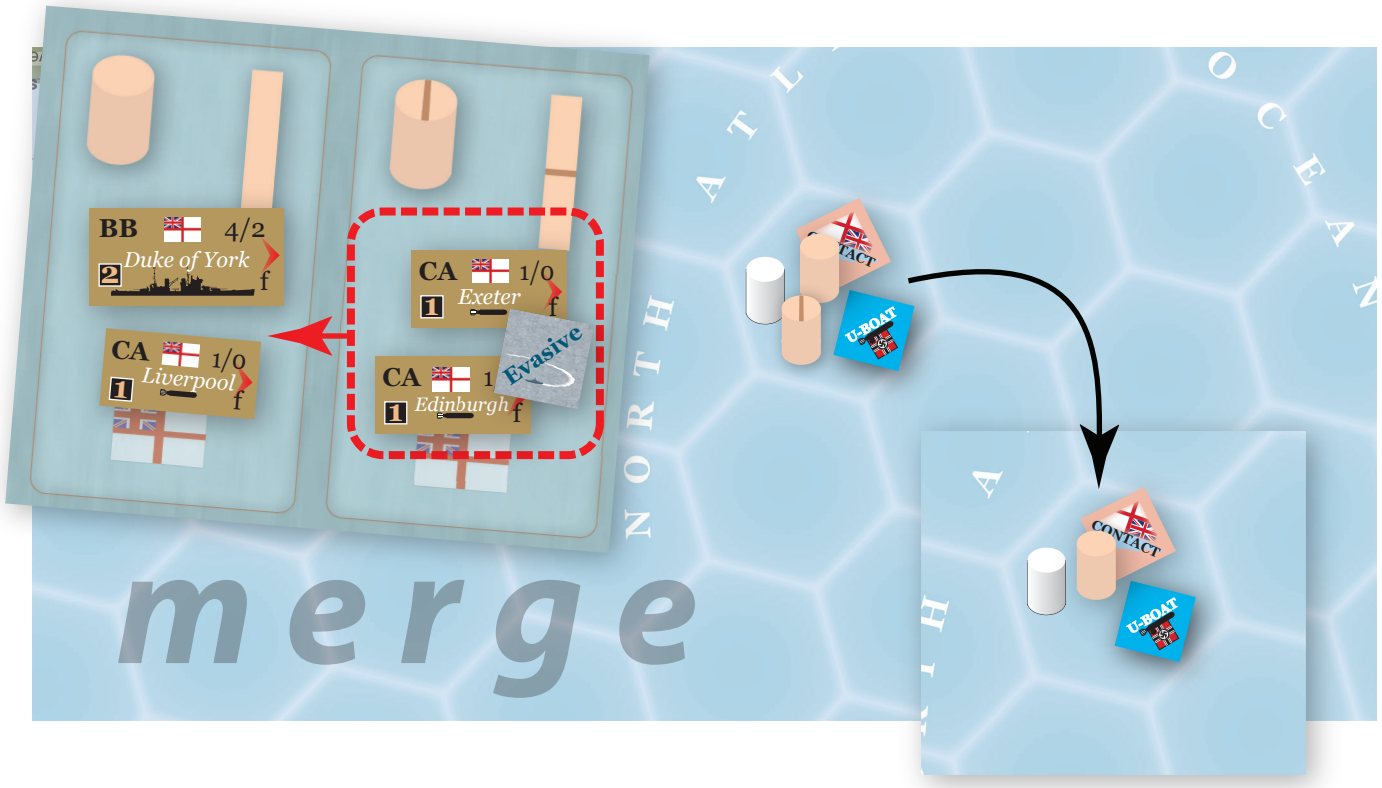
Reinforcement attempt.

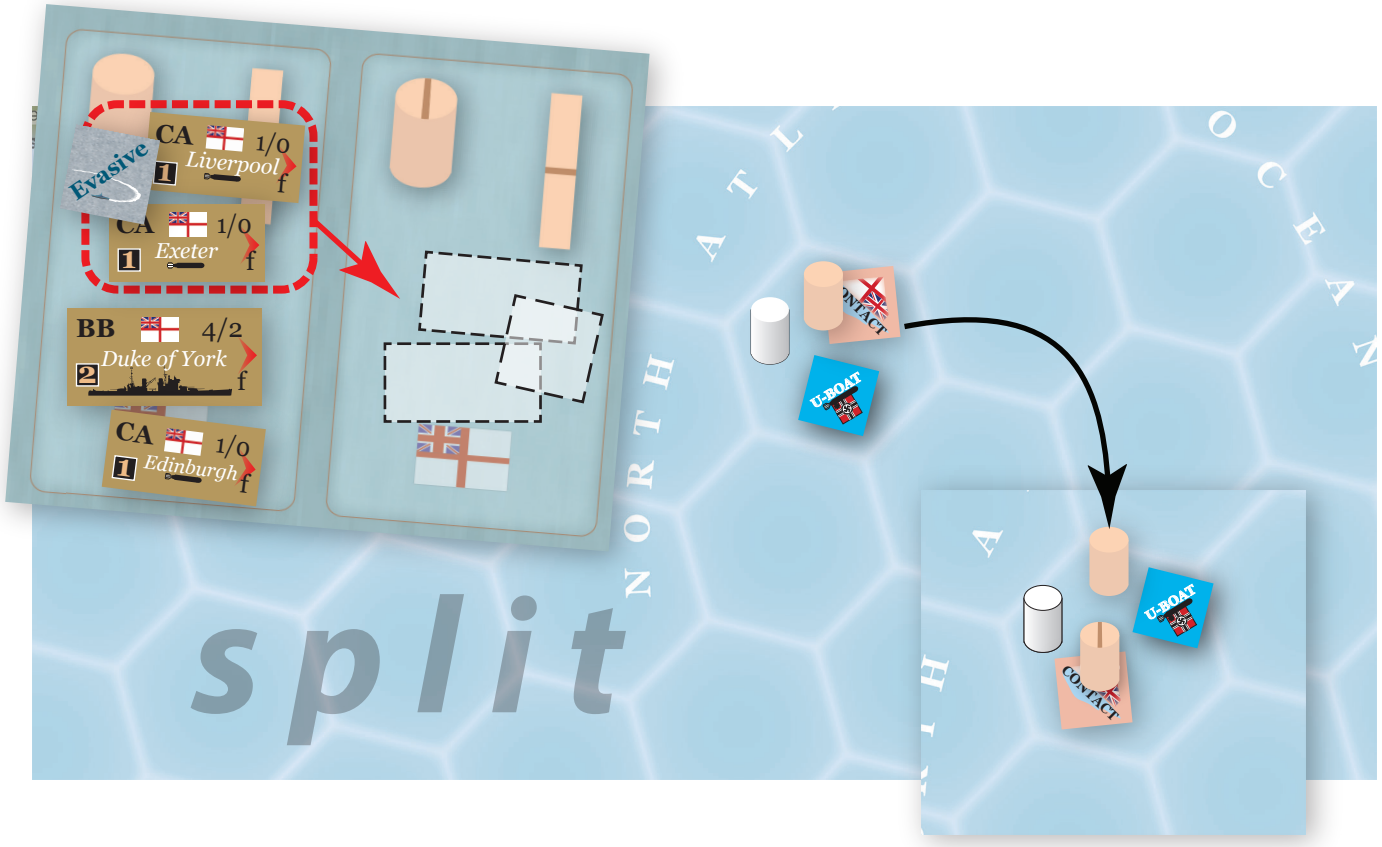
How can I bring reinforcements into play?

Scenario and Operation instructions indicate what ships are available as "reinforcements," entering play only after the Action Sequence starts. The Active player may select a Reinforcement Group and declare a Reinforcement attempt: roll 2d6, and if the sum of numbers rolled is **7** or higher, the attempt succeeds and its ships enter play. **Place them in a new Task Force in the Reinforcement Group's port, or, transfer them into an existing Task Force already in the port.** The Task Force must be a Station, not a Trajectory. If there is no Task Force Stations in the port, and there are no unused Task Forces available, the Reinforcement attempt is prohibited. If the Reinforcement attempt **failed** (because a **6** or less was the sum of numbers rolled), one Active player's Task Force performs **Time Lapse** 19, and Initiative immediately transfers to the Inactive player.



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Locate an enemy Task Force.

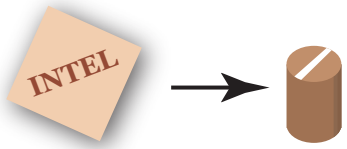
What does this Action do?
It allows the Active player to transform an enemy Trajectory into a Task Force Station. The target Trajectory must have an Intel marker attached.

Select a Target TF with an Intel marker attached.

How do I initiate a Signals action?
The Active player selects an enemy Task Force Trajectory. One or more of its segments must have Intel markers attached (only one Intel marker is necessary). The Active player selects one of those markers (its hex is now the "target hex"). The Active player is NOT required to have a Stealth force or Task Force in the target hex.

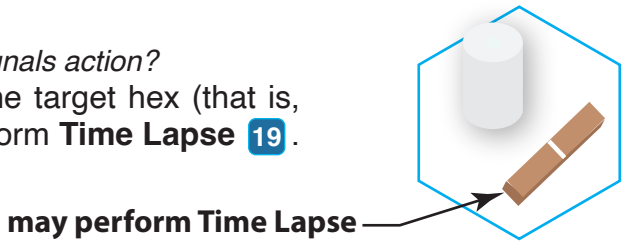
Replace the Intel marker with the Station.

What if the target has multiple Intel markers?
Select an Intel marker, and replace it with the Task Force Station. Then, remove all of the other Intel markers and segments belonging to the target Trajectory.



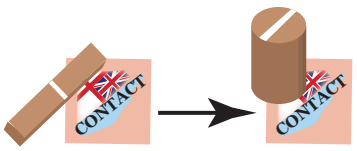
An Active TF performs Time Lapse.

Can a Task Force perform Time Lapse during a Signals action?
Yes. If the Active player has a Trajectory in the target hex (that is, where the newly placed Station is), it may perform **Time Lapse** 19. Only **one** Trajectory is permitted to do this.



Contact markers.

What if the target Trajectory has a Contact marker (or two or three...)?
If the target Trajectory segment has a Contact marker attached, that marker automatically transfers its attachment to the newly placed Station. Contact markers attached to segments in other hexes are removed.



Seize Initiative opportunity.

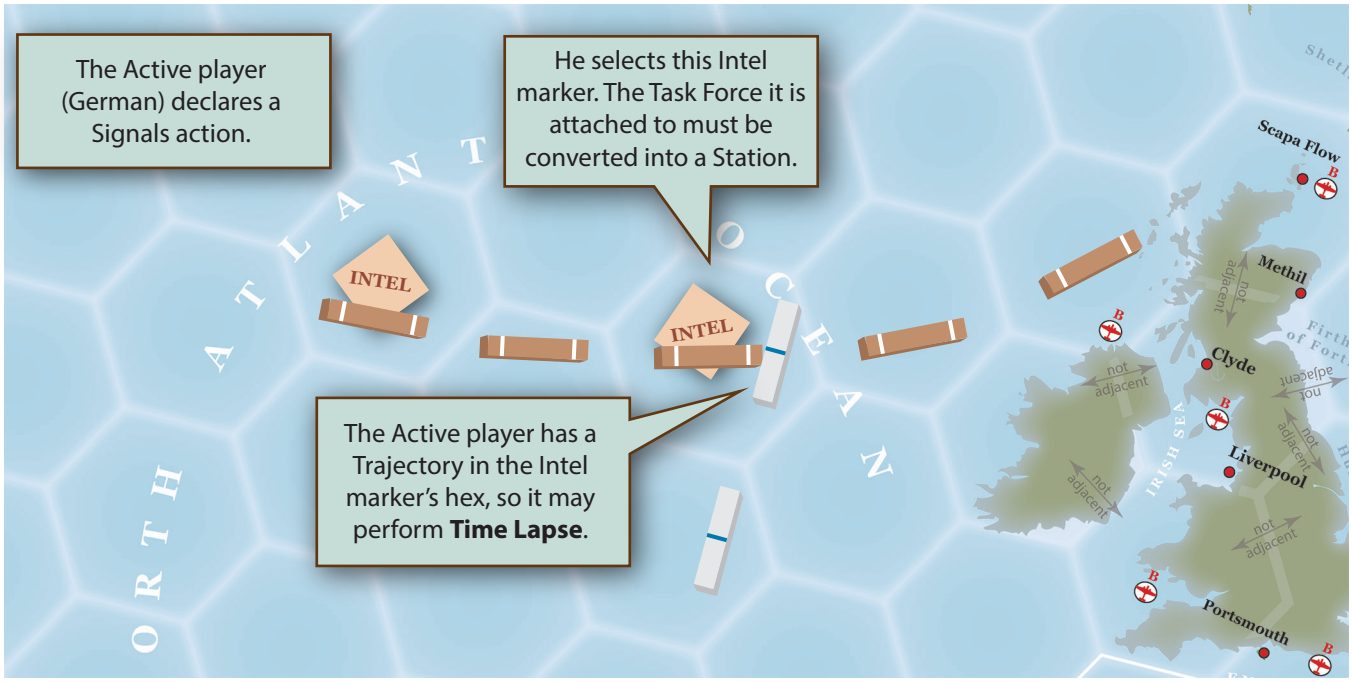
What happens at the end of the Signals action?
The Inactive player is allowed a Seize Initiative opportunity SI 26.

Signals (historical note)

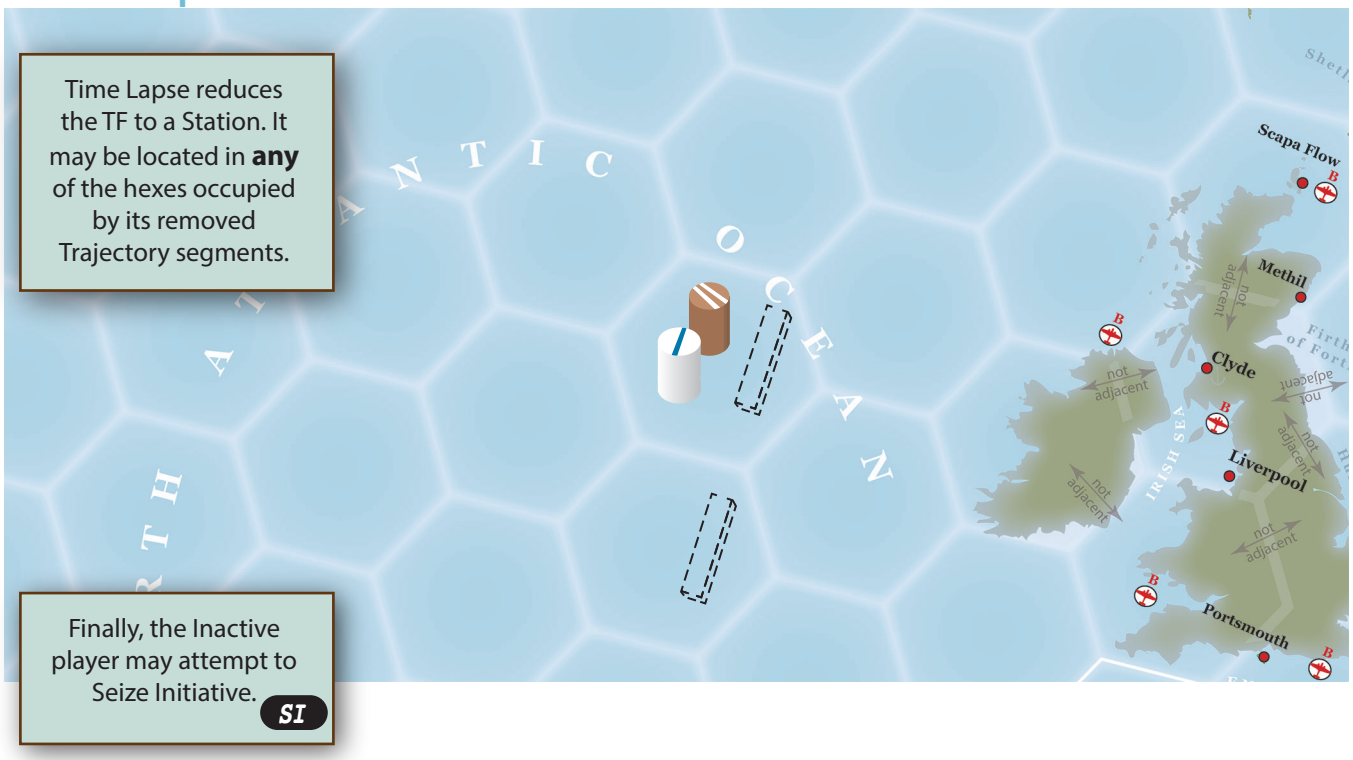
What does a Signals action represent?
The key feature of the Signals action is the player's decision to perform the action. This represents information being acted upon, and that "information" is embodied in the Intel marker. A Signals action momentarily clarifies the picture, confirming the location in time and space, but how long will that information remain valid? The Seize Initiative opportunity may "age" that information. If the opportunity is passed up, the Evasive Maneuvers alternative means the extra looking required to confirm information tipped off the enemy.

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Signals Example



Example continued



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Stealth

Activate a Stealth force.

What does this Action do?

It allows the Active player to perform **Recon** or an **Attack** (but not both in the same Action). After performing the action, players **Vie for Initiative** VforI 26.

Recon: Activate a Submarine or U-Boat force.



What is "recon"?

If the Active player declares "Recon," they must designate one of their U-Boat or Submarine forces. That force must then be moved to a hex on the map. It makes no difference where the Stealth force is at the moment the Recon action is announced.

Movement restriction.

Can the Stealth force move anywhere?

No, it can't be placed into a hex with an enemy Air Base or an enemy port hex. It can be placed in a hex with an enemy Task Force containing a CV. The German player is allowed one EXCEPTION: if the leader **Prien** is attached to a U-Boat force, that force may be placed in any hex. Remove Prien after the Recon action (the U-Boat may remain there indefinately, and in a later action, perform a Stealth Attack in that hex).



Prien ignores the restriction

Recon generates Intel. 21

Besides moving a Stealth force to a new location, what else does Recon do?

When the Active player places a Stealth force in a hex with an enemy Task Force, either a Station or Trajectory segment, attach an Intel marker to the Trajectory in that hex. Do this for each enemy Task Force that has a segment in the hex.



Attack procedure: Activate a Mines, Submarine, or U-Boat force.



What is "stealth attack"?

If the Active player declares a "Stealth Attack," they must designate one of their Stealth forces. That force must then make an attack on an enemy Task Force in its hex (the Stealth force is then removed from the game). The Active player may designate a coordinating force or TF, and an Air Support force or TF, followed by the Inactive player. Calculate **Trajectory Total** 17 (the Stealth force has a Trajectory of zero, but the CTF or Air Support TF may be higher). Roll 2d6 and use the **Stealth Attack Table** to resolve the attack (printed on the German player's side of the game board as well as on the player aid). Apply applicable **Common Modifiers** as well as other modifiers (see below). Results are printed on the player aid and explained in the **Common Results** section of this *Rule Book* 49. Finally, before **Vieing for Initiative**, all designated Task Force Trajectories except the target TF perform **Time Lapse** 19.

ATTACK RESTRICTION: Only an enemy Task Force Station can be attacked, or a Trajectory if the target segment has a Contact or Intel marker attached. The Station or Trajectory segment must be in the Stealth force's hex (the "target hex").



U-BOAT ZONE: When the target is in the U-Boat Zone, attacks gain a positive modifier. A Mines or Submarine force may use this modifier, not just a U-Boat force.

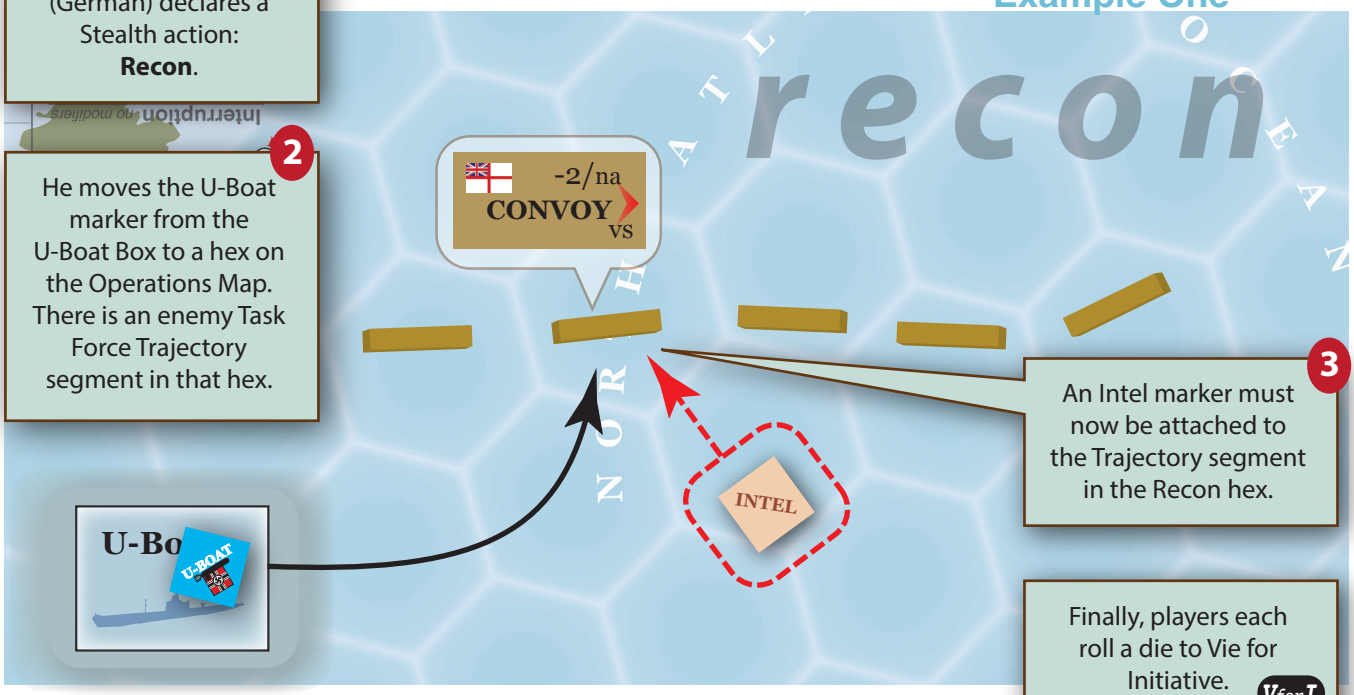
DISPERSED CONVOY: A German attack targeting a Dispersed Convoy gains a positive modifier (printed on the Stealth Attack Table).



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Stealth Examples

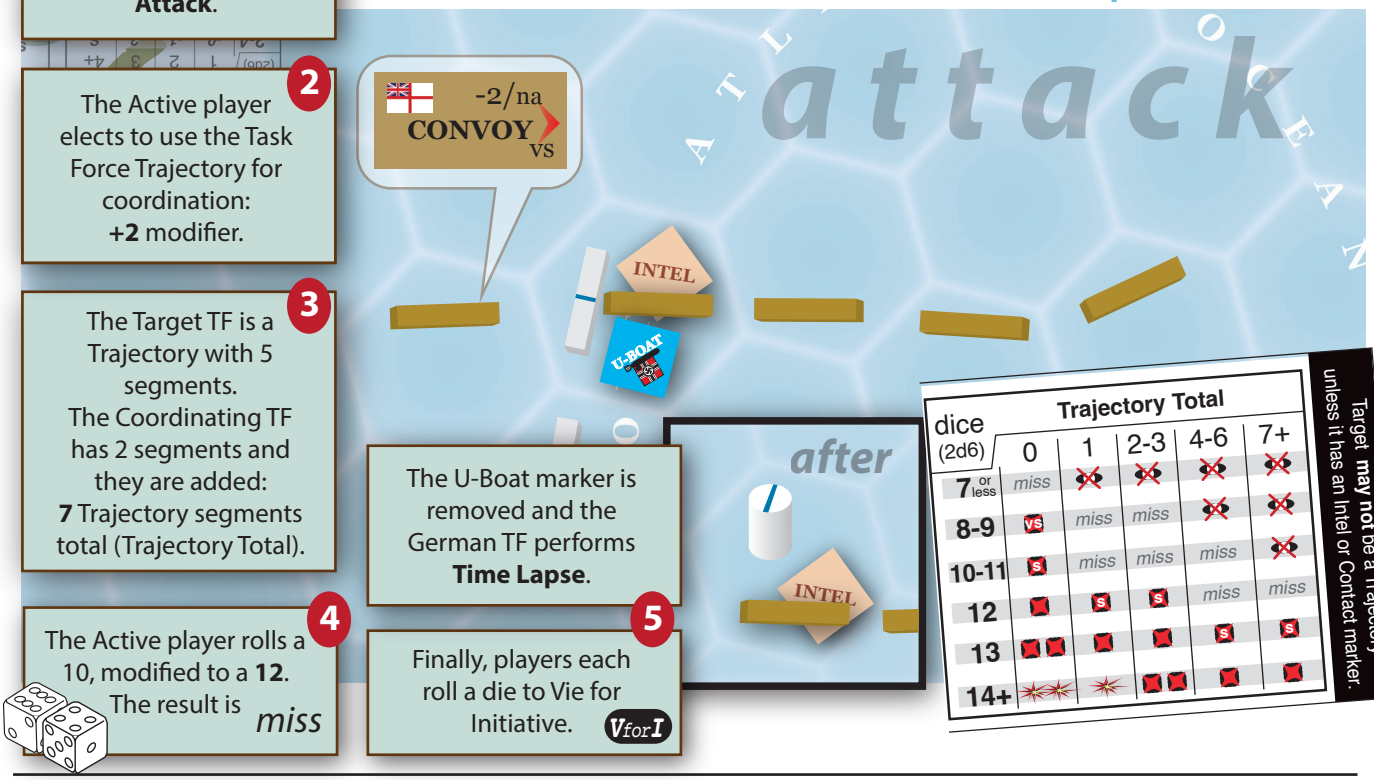
Example One



1. The Active player (German) declares a Stealth action: **Recon**.
2. He moves the U-Boat marker from the U-Boat Box to a hex on the Operations Map. There is an enemy Task Force Trajectory segment in that hex.
3. An Intel marker must now be attached to the Trajectory segment in the Recon hex.

Finally, players each roll a die to Vie for Initiative. VforI

Example Two



1. The Active player (German) declares a Stealth action: **Attack**.
2. The Active player elects to use the Task Force Trajectory for coordination: **+2** modifier.
3. The Target TF is a Trajectory with 5 segments. The Coordinating TF has 2 segments and they are added: **7** Trajectory segments total (Trajectory Total).
4. The Active player rolls a 10, modified to a **12**. The result is *miss*
5. The U-Boat marker is removed and the German TF performs **Time Lapse**.

Finally, players each roll a die to Vie for Initiative. VforI

dice (2d6)	Trajectory Total 0	1	2-3	4-6	7+
7 or less	miss				
8-9	VS	miss	miss		
10-11	S	miss	miss	miss	
12		S	S	miss	miss
13				S	S
14+					

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

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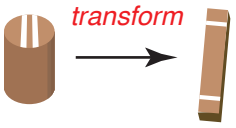
Trajectory

Plot a course on the Operations Map.

What does this Action do?
It allows the Active player to create or extend a Trajectory of an existing Task Force.

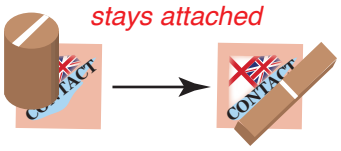
Create a new Trajectory.

How do I create a new Trajectory?
The Active player selects a Task Force Station on the map and replaces it with a Trajectory segment. If the Station is in a Port Box, move it to the port hex on the Operations Map and then swap it for the Trajectory segment (don't put a Trajectory segment in a Port Box 8).



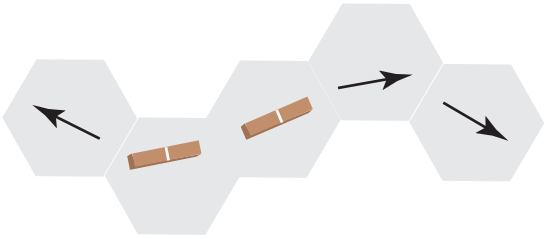
Contact marker. 23

What happens if I convert a Station and it has a Contact marker?
Transfer the Contact marker's attachment to the Trajectory segment. That is, attach the marker to the newly placed segment.



Extend a Trajectory.

How do I extend a Trajectory?
The Active player selects a Task Force Trajectory and adds segments to it. New segments may be added to either or both ends of the Trajectory.



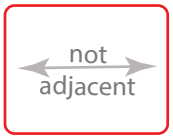
15 segments and two ends maximum. 14 15 16

How far can I extend a Trajectory?
A Trajectory may have fifteen segments, one segment per hex. No holes or branching allowed; a Trajectory may have only two ends.



Adjacent only.

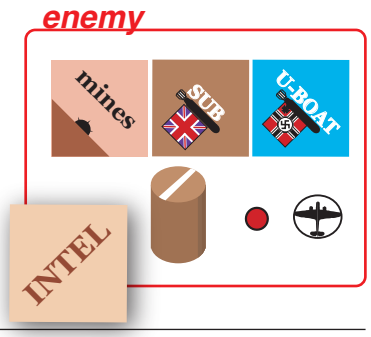
Can I extend a Trajectory across a "not adjacent" hexside?
No, a Trajectory may only connect adjacent hexes, not those astride the "not adjacent" arrow.



KW canal 4

Intel Trigger

Can I put a Trajectory segment into a hex containing an enemy force?
Yes, a Station may be converted in a hex with an enemy port, air base, or Task Force, and a Trajectory may be extended into such a hex. However, if a Trajectory segment is placed in a hex containing an enemy Station, port, air base, or enemy Stealth force (U-Boat, Submarine, or Mines), **attach an Intel marker to that segment** 21 . A TF segment with a **CV** is not an airbase.

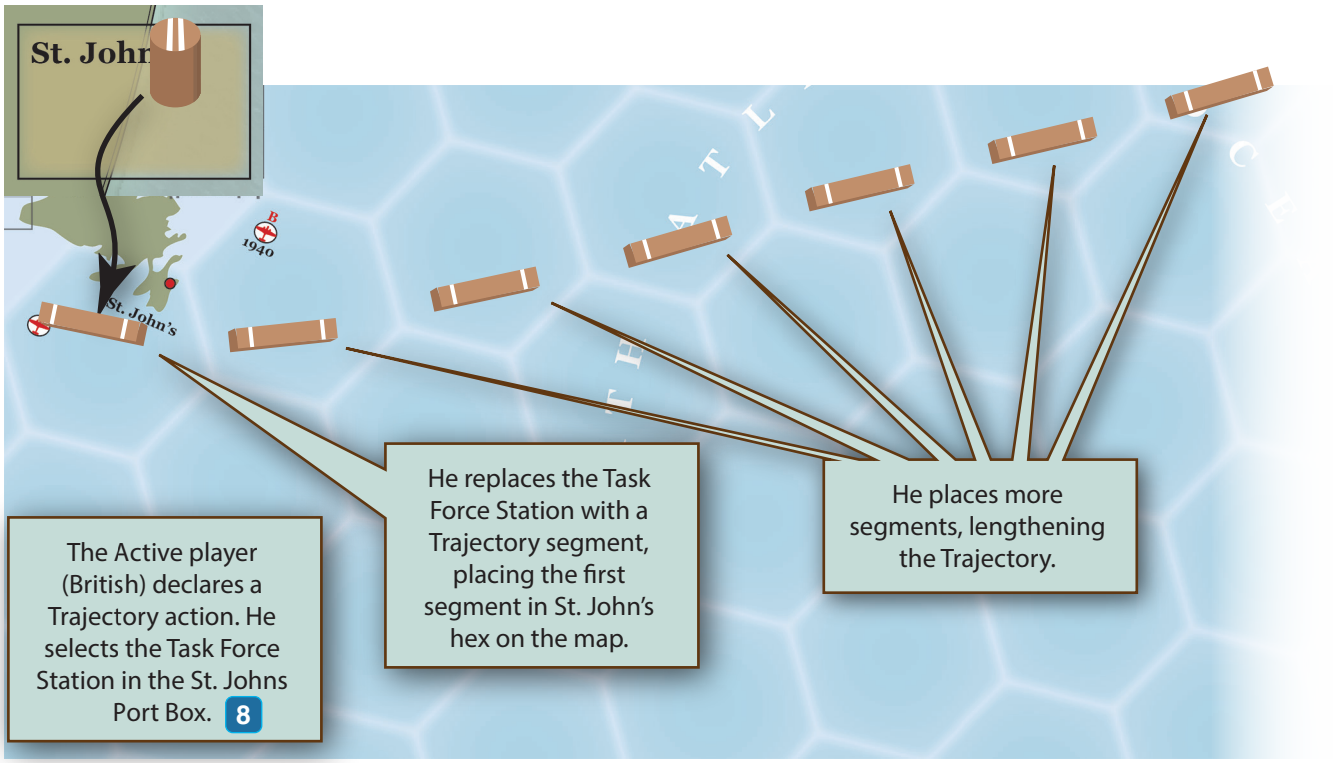


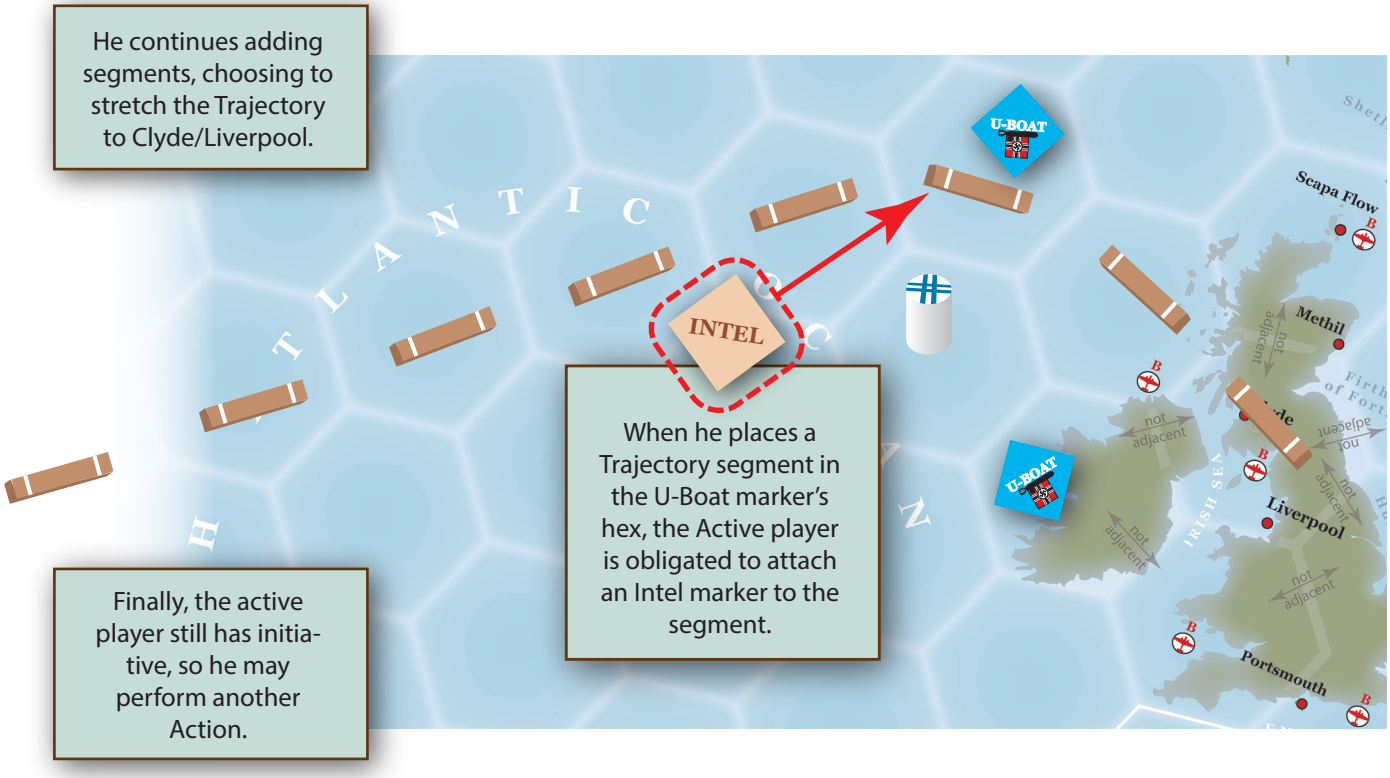
Keep the Initiative.

What happens after the Trajectory action?
The Active player maintains Initiative. That means they may perform multiple Trajectory actions, one after the other, activating the same Task Force or different Task Forces. Or, they may perform a completely different Action.

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Trajectory Example





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COMMON MODIFIERS

Some modifiers apply to several Actions.

What are Common Modifiers?

A "modifier" adds or subtracts from the sum of dice rolled. Four modifiers apply to several Actions in *Atlantic Chase*, which is why they are called "common," grouped together in order to make remembering them easy. They are explained in this section of the rules, and on the player aid.

The four modifiers are:

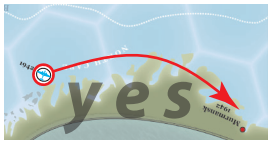
Air Support 45, **Contact** 46, **Evasive Maneuvers** 46, and **Coordination** 47.

Air Support

- LAUNCH POINT: Like an Air Strike, when invoking Air Support you must designate a source, called the Launch Point. Air Support may originate from either a friendly air base or a TF with an undamaged aircraft carrier (CV). During an action, each player is allowed only one source. The source of an Air Strike must be the same as the Air Support source. If necessary for clarity, use the Launch marker to indicate the source.



- GOOD WEATHER ONLY: This modifier is possible ONLY in Good Weather. If either the Target hex or the Launch Point is on the Arctic Line, then that hex is perpetually in Bad Weather, and Air Support may not apply. However, Air Support may cross an Arctic Line hex (*for example, from the German air base at North Cape to Murmansk*).



- RANGE: The value of this modifier depends on how far away the Launch Point is from the Target hex, measured in hexes. The shorter the range (noted as "proximity to target hex" on the Air Support Table), the more effective the modifier. Both players may invoke Air Support, a positive modifier for the Active player and a negative modifier for the Inactive player.

- CV: If Air Support originates from a Task Force with an undamaged aircraft carrier, and that Task Force is a Trajectory, it must perform **Time Lapse** at the conclusion of the Action. The Launch Point's Trajectory segment may not be removed unless it is the last segment to be removed (in which case its TF Station must be placed in the Launch Point hex).

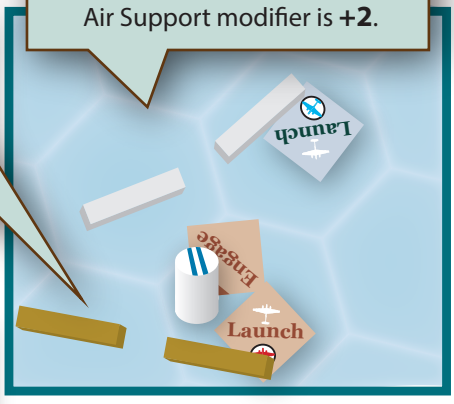
Air Support

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

1 British TF attempts an Engage action.

3 German TF has a CV (*Graf Zeppelin*), and invokes Air Support. The Launch Point is in the adjacent hex, so the modifier is **-1.** Thus, the overall Air Support modifier is **+2**.

2 British TF has a CV, and invokes Air Support. The Launch Point is in the Target hex, so the modifier is **+3**.



4 Both supporting TFs must perform **Time Lapse**.

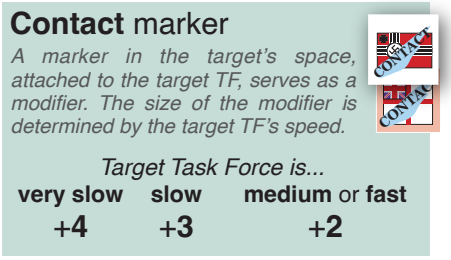
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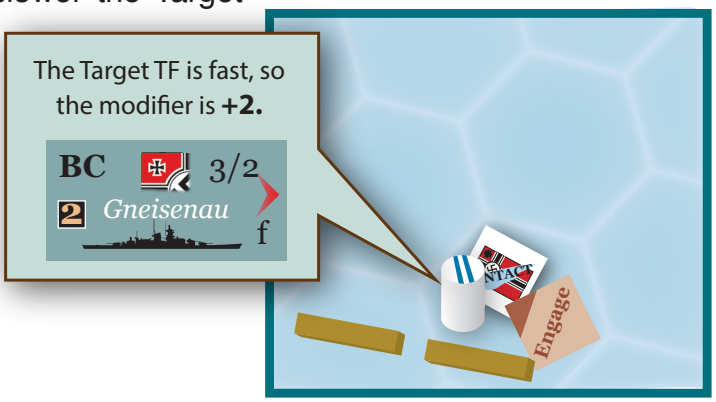
Contact 23



- CONTACT MARKER: This modifier may be invoked only by the Active player, and only if targeting a Task Force Station or Trajectory segment that has a Contact marker attached.

- SPEED: The value of this modifier depends on the speed of the Task Force, as indicated on the player aid (and shown to the right). The speed of a Task Force is determined by its slowest ship. The slower the Target Task Force, the higher the modifier.





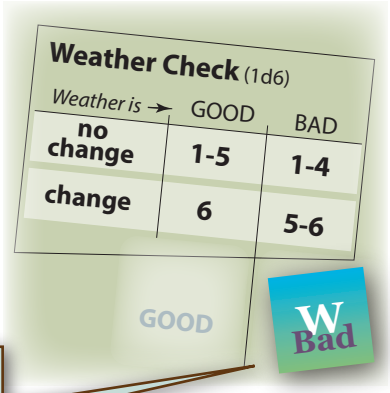
Evasive Maneuvers 29



- EVASIVE MANEUVERS MARKER: This modifier may be invoked only by the Inactive player, and only if the Target Task Force has an Evasive Maneuvers marker. To gain the modifier, the Inactive player must spend the marker (that is, must remove it from the Task Force). The decision to spend the marker should be made before rolling the die (unless players agree otherwise).

- WEATHER: The value of this modifier depends on the Weather. If Good Weather, the modifier is **-1**, and if Bad Weather it is **-2**.

- INITIATIVE: The value of this modifier is inverted when using it for a Seize Initiative attempt or when Vieing for Initiative. If Good Weather, the modifier is **+1**, and if Bad Weather it is **+2**. This is noted on the player aid card.



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Coordination



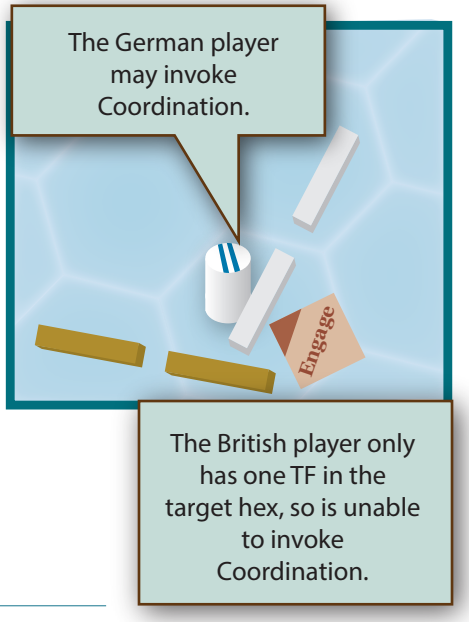
- BOTH PLAYERS: Either or both players may invoke the benefit of Coordination. The Active player makes this choice first, before the Inactive player makes it.

- ONE EACH: In any given Action, each player may designate only one Task Force as a Coordinating Task Force (CTF). It may be a Station or Trajectory. Instead of a Task Force, a player may designate a friendly Stealth force (U-Boat, Mines, or Submarine) as the Coordinating force.

Coordination

	good weather	bad weather
active player	+2	+1
target player	-1	-1

- TARGET HEX: Coordination is possible if the Coordinating Task Force or Coordinating force is in the target hex. If a Trajectory, at least one of its segments must be in the target hex.



- 

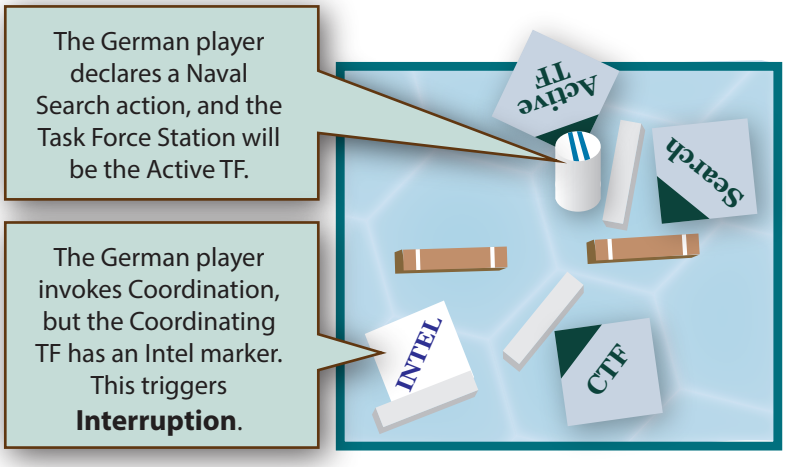
INTEL MARKER: If the Active player invokes Coordination, and their Coordinating Task Force has an Intel marker attached, the Inactive player must pause the current Action to perform **Interruption** 22.

- WEATHER: The value of the coordination modifier depends on the Weather. For the Active player, if the Weather is Good, the modifier is **+2**, but **+1** if Bad Weather. For the Inactive player, the modifier is **-1** regardless of the Weather.

- TRAJECTORY TOTAL: The length of a Coordinating Task Force influences the calculation of the Trajectory Total: ***Active player:*** *If CTF is longer than the Active TF, use the CTF's length instead of the Active TF's length to determine the base number.* ***Target player:*** *Deduct CTF's length from the base number.* 17

- BATTLE: The ships of a Coordinating Task Force do not participate in Battle. Do not transfer them to the Battle Board. 55

- TIME LAPSE: When invoking Coordination and the Coordinating Task Force (CTF) is a Trajectory, perform Time Lapse at the conclusion of the Action. 19



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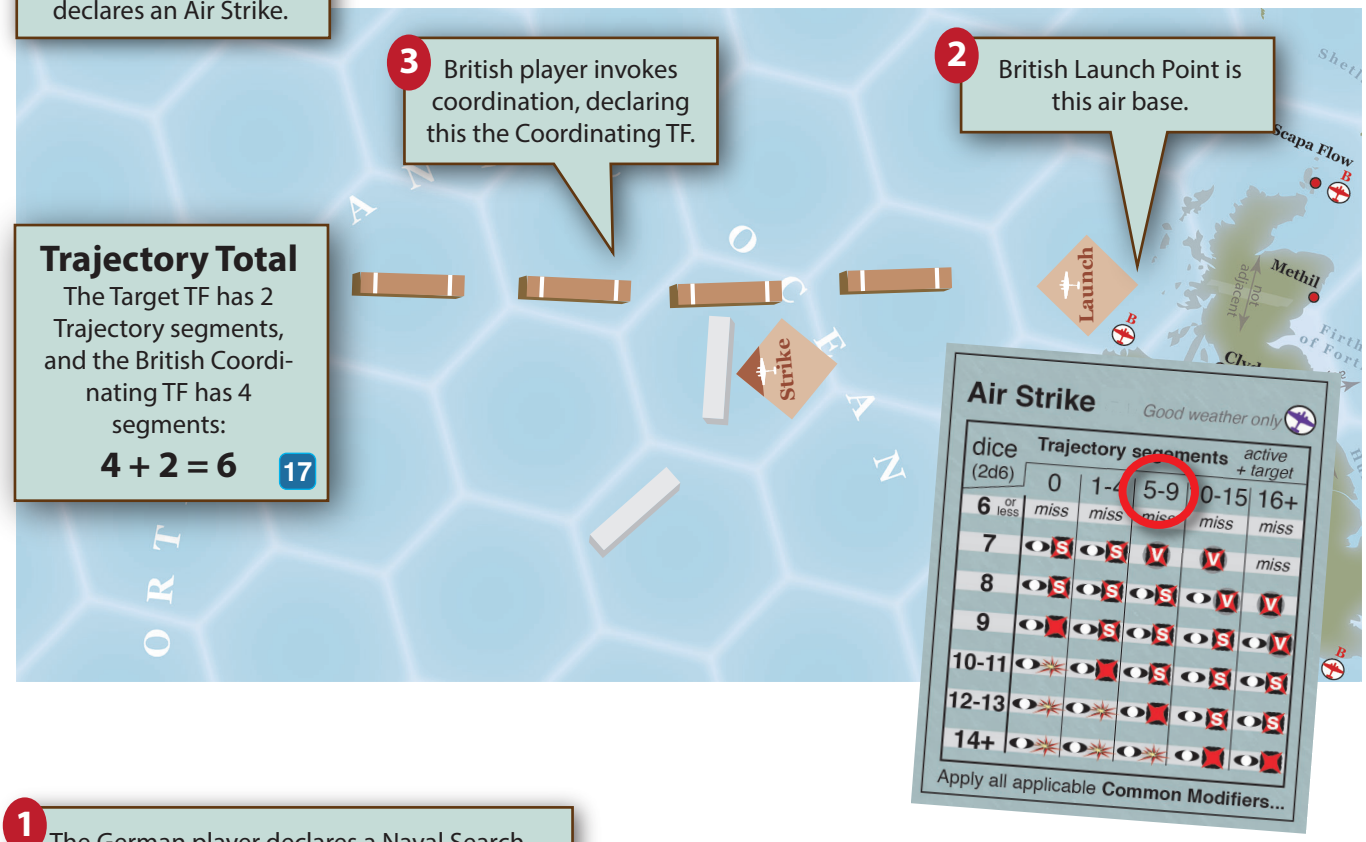
Coordination Examples

1 The British player declares an Air Strike.

3 British player invokes coordination, declaring this the Coordinating TF.

2 British Launch Point is this air base.

Trajectory Total
The Target TF has 2 Trajectory segments, and the British Coordinating TF has 4 segments:
4 + 2 = 6 17

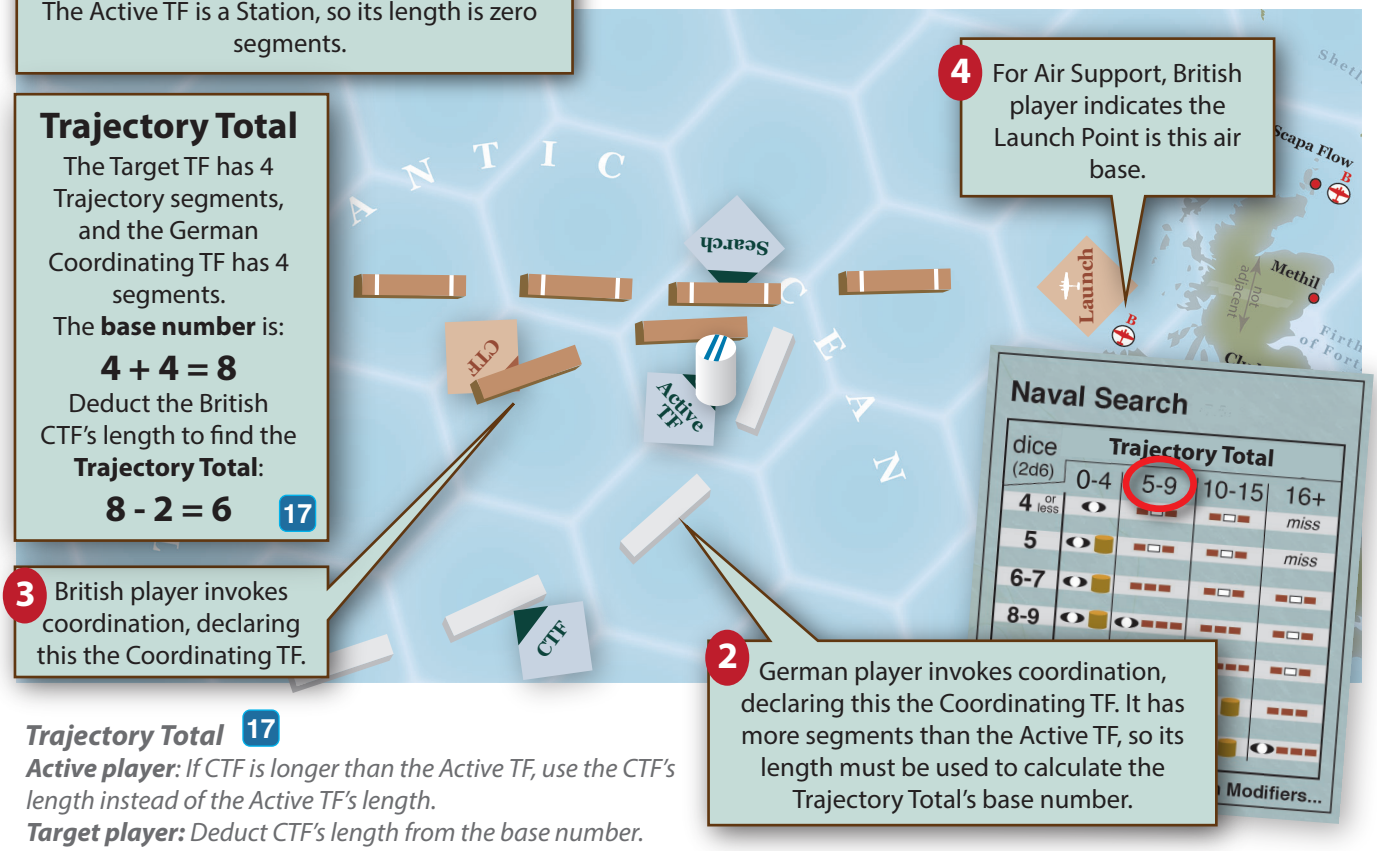


1 The German player declares a Naval Search. The Active TF is a Station, so its length is zero segments.

Trajectory Total
The Target TF has 4 Trajectory segments, and the German Coordinating TF has 4 segments.
The **base number** is:
4 + 4 = 8
Deduct the British CTF's length to find the **Trajectory Total**:
8 - 2 = 6 17

4 For Air Support, British player indicates the Launch Point is this air base.

3 British player invokes coordination, declaring this the Coordinating TF.



2 German player invokes coordination, declaring this the Coordinating TF. It has more segments than the Active TF, so its length must be used to calculate the Trajectory Total's base number.

Trajectory Total 17
Active player: *If CTF is longer than the Active TF, use the CTF's length instead of the Active TF's length.*
Target player: *Deduct CTF's length from the base number.*

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COMMON RESULTS

Actions trigger one or more results.

What are Common Results?

In *Atlantic Chase*, your ships and Task Forces are affected by a variety of "results," triggered by Actions. On Action tables (Air Strike Table, for example), these results are denoted by a symbol, and the symbols are all presented in this section of the rules, and explained in alphabetical order. They are also presented on the player aid.

-0, -1, -2

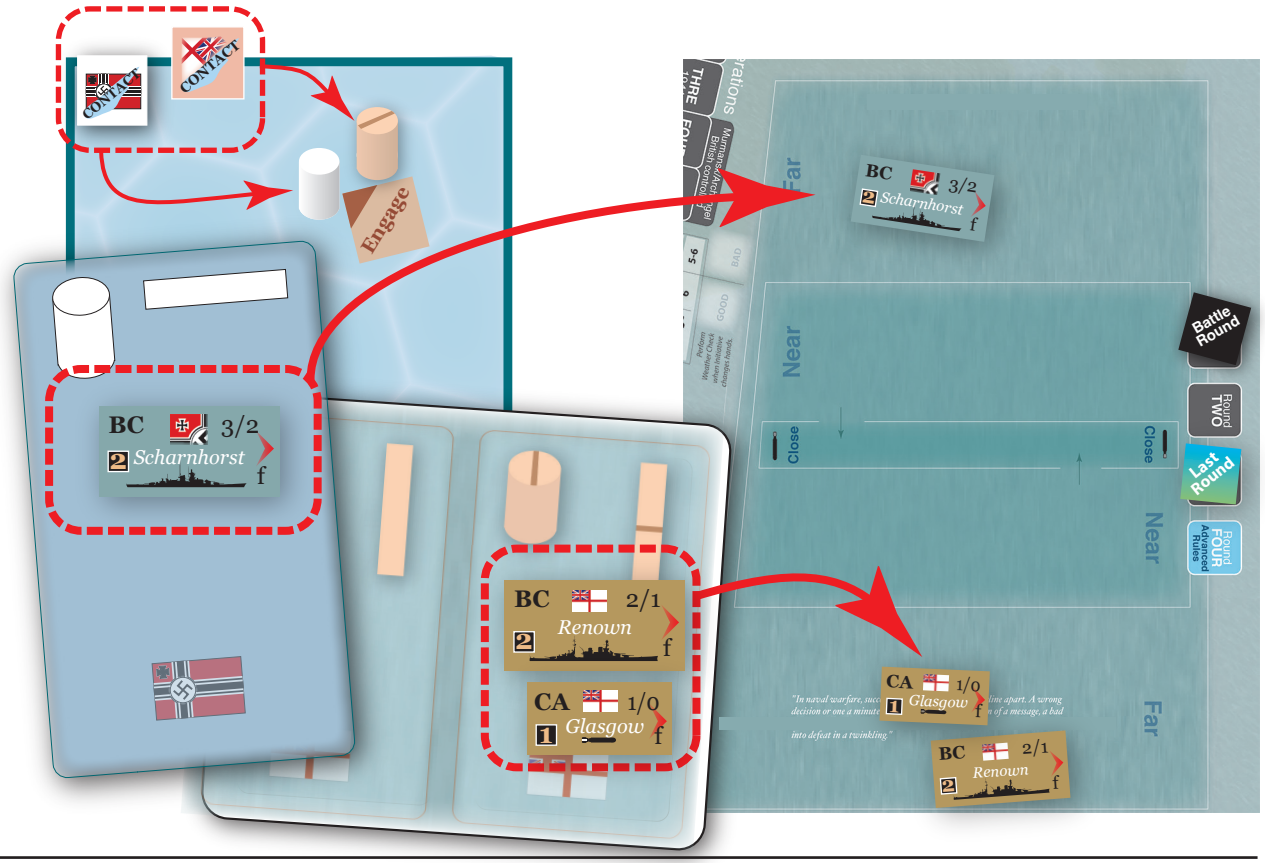
Alert

- Resume the Action that was interupted, but modify the active player's dice roll sum by the number indicated (**-0** means there is no modifier).

Battle

Battle 55

- A surface battle between ships is triggered. The ships of the Active Task Force sets up in the Far zone of the Battle Board. The ships of the Target Task Force set-up on the other side of the Battle Board, in the Far zone. Ships in Coordinating Task Forces do not participate in the battle. Once set-up is complete, start the Battle with the Gunnery step of Round One. If the Weather is Good, the Last Round will be Round Three, and if Bad Weather it will be Round Two. When the last round is complete, or if Break Away terminates battle prematurely, attach a Contact marker on the Active and Target Task Forces (if they don't have them already), and both must now be represented in the Battle hex by Task Force Stations. Players then Vie for Initiative to resume the Action sequence.



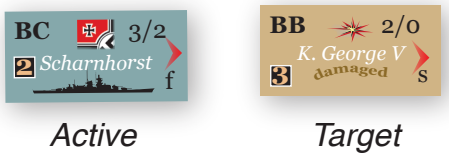
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Clos

Closing In

- The effect of this result depends on the speeds of the Active and Target Task Forces. If the Active Task Force is **faster**, treat this result as BATTLE. If the Active Task Force is the same speed or slower than the target, treat as CONTACT.

slowest ships in each Task Force:

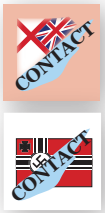


Active *Target*

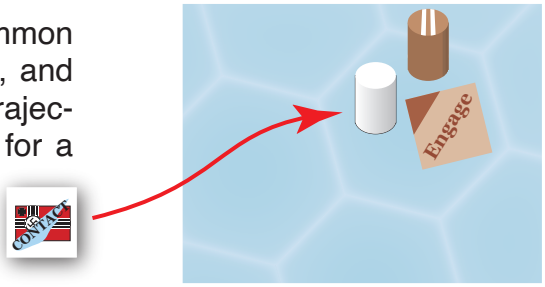
treat as BATTLE

Contact 23

- Attach a Contact marker to the Target Task Force in the target hex. If the target is a Task Force Station, attach it to that Station. If a Trajectory, attach it to its segment. The marker remains attached until the Task Force is no longer in that hex. If the Station transforms into a Trajectory segment, the Contact marker becomes attached to the segment. If the segment is transformed into a Task Force Station, the marker becomes attached to the Station. Only one Contact marker may be attached to the same Station or segment.



Effect: The Contact marker serves as a Common Modifier for Air Strike, Engage, Naval Search, and Stealth Attack actions. Also, if attached to a Trajectory segment, it makes that segment eligible for a Stealth attack (p. 35).



Damage

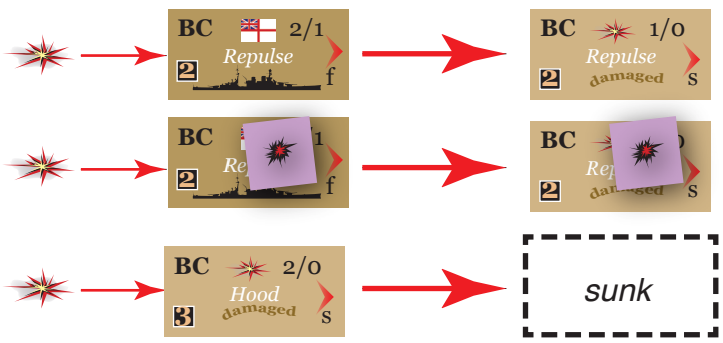
- BATTLE BOARD: The target ship is damaged. OPERATIONS MAP: One ship in the target Task Force is damaged (Active player's choice). Damage means the ship marker must be flipped over so that its Damage side is face up. If already damaged, the ship is sunk (remove it from play; this may earn the Active player Victory Points). If the ship is a Convoy or DD Squadron, it can't be damaged. Instead, a Damage result is equivalent to two Hits. If a Leader is attached to the newly Damaged ship, transfer it to another ship in the Task Force (if any; if the ship is sunk the Leader is either transferred or killed).

ALREADY HIT: If the result is applied to a ship that currently has one or more Hit markers attached, those Hits are retained when the ship is flipped to its Damage side.

Convoy or DD Squadron?

= 2 Hits

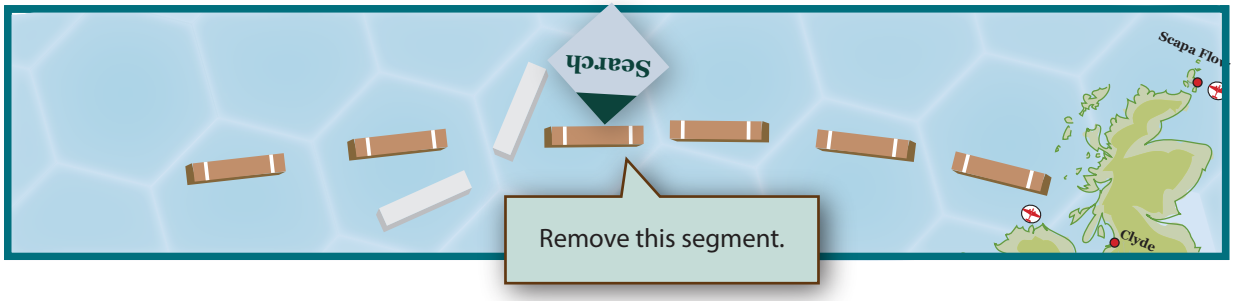
Examples:



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Early or Late

- REMOVE TARGET'S SEGMENT: First, remove the segment from the target hex. If there is only one segment in the target's tTrajectory, replace it with a Station and award that TF with an Evasive Maneuvers marker.



- HOLE? Then, if this creates a hole in the Trajectory, the Active player selects the line of segments to one side or the other of that hole, and removes those segments. This may drastically reduce the length of the Target's Trajectory. A "hole" means there is one or more segments on both sides of the hex where the segment was removed.

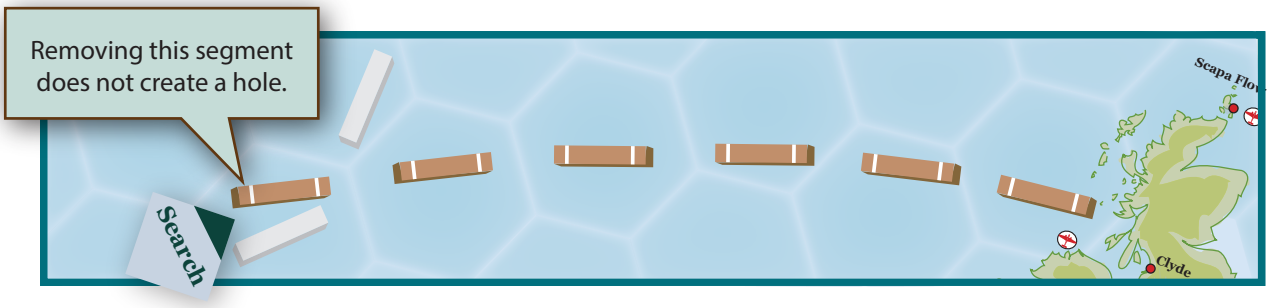


- WHO CHOOSES? The Active player makes the selection. However, if the Target Task Force has an Evasive Maneuvers marker, the Inactive player may spend the marker to make the selection instead.



- NO HOLE? If no hole is created (because the removed segment is at the end of the Trajectory), the Target Task Force immediately earns an Evasive Maneuvers marker (reminder: A TF may have only one Evasive Maneuvers marker).





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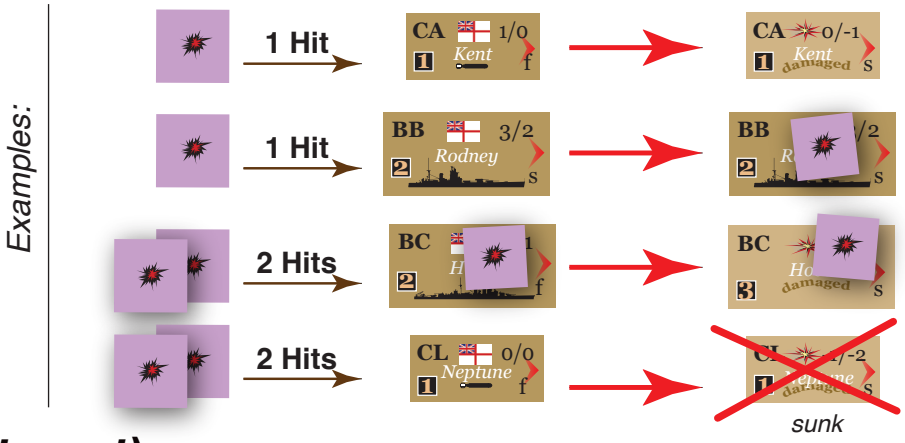
Hit

- OPERATIONS MAP or BATTLE BOARD? If this result happens during Battle Resolution, the Target ship is Hit. If during an Air Strike or Stealth Attack, the Active player selects one ship in the Target Task Force to be Hit.



Hit marker

- DAMAGED OR SUNK? Place a Hit marker on the ship, and if it now has a number of Hits equaling its Damage number, the ship is now Damaged (flip it over so that its Damage side is face up). If that ship has a number of Hits exceeding its Damage number, it is Damaged and the extra Hit is immediately applied to the ship on its Damaged side. If already Damaged and the number of Hits equals or exceeds its Sunk number, the ship is destroyed (remove it from play).



Hit (Very Slow target)

- VERY SLOW ONLY: If the Target Task Force's speed is VERY SLOW, one ship is Hit. The Active player selects the ship (it must be Very Slow). If the Task Force is unidentified (solitaire scenario), identify its ships and then apply the Hit to a Very Slow ship (if any).

Hit (Slow target)

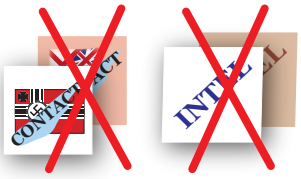
- SLOW or VERY SLOW: Same as above (Hit: Very Slow), but if the Target Task Force's speed is SLOW or VERY SLOW, one ship is Hit.

Initiative Change

- This result can be triggered by Interuption. When triggered, the interupted Action is cancelled and the Inactive player immediately gains Initiative (remember to make a Weather Check 25).

Lose Contact

- Remove the Target Task Force's Contact and Intel markers, but only those in the Target hex. If there are none, this result has no effect.



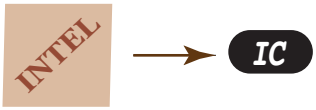
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Common Results

Miss

miss

- No effect, unless...
- INTEL? If one or more of the Active player's Task Forces designated in the Action has an Intel marker, initiative changes hands. "Designated" means: Active TF, Coordinating TF, Air Support TF.



Splash 57 59

splash

- NO HIT: This result is triggered by Gunnery or Torpedo Attack during Battle. It means that the attack against the Target ship did not score a Hit.

Seize Initiative 26

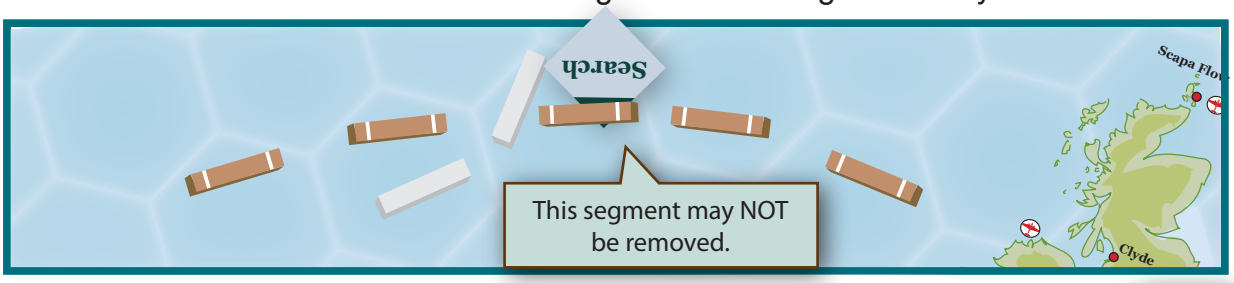
SI

- SEIZE INITIATIVE ATTEMPT: The Inactive player may perform a Seize Initiative Attempt, rolling two dice, adding their numbers to make a sum, and adding two possible modifiers (the Initiative Tally and/or Evasive Maneuvers). If the modified sum is 9 or higher, the attempt succeeds and the Inactive player now has the Initiative (reset the Initiative Tally to zero, and make a Weather Check). If the attempt fails, increase the Initative Tally by 1.
- NO THANKS: The Inactive player may choose not to make the attempt. If so, do not increase the Initative Tally by 1. Instead, attach an Evasive Maneuvers marker 24 to one of the Inactive player's Task Forces.



Shadow

- LEAVE THREE: Remove all but three of the Target's Trajectory segments.
- LEAVE THE TARGET SEGMENT: The segment in the target hex may not be removed.



- WHO CHOOSES? The Active player decides which segments to remove. However, if the Target Task Force has an Evasive Maneuvers marker, the Inactive player may spend the marker to make the selection instead.



- THREE OR LESS? If the Trajectory has only three or fewer segments to begin with, none are removed and the Target Task Force earns an Evasive Maneuvers marker 24, if it does not have one already (a TF may have only one).

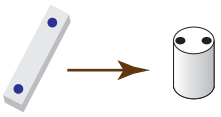


- SEIZE INITIATIVE ATTEMPT: Finally, after removing the Target Task Force's Trajectory segment(s), the Inactive player may attempt to Seize Initiative 26.

SI

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Sighted



- SIGHTED: The Target Task Force immediately transforms to a Task Force Station. Remove all of its Trajectory segments and place the Station in the Target hex. If the Target Task Force has one or more Intel markers, remove them.
- CONTACT MARKERS? Remove the Target's Contact markers, unless one is attached to a segment in the Target hex (that marker remains attached to the Target's Task Force Station).



Skirmish

- BATTLE? 55 If the Active Task Force is **faster** than the Target Task Force, the Active player may initiate a Limited Battle. Ships start in their respective Far zones. Play one round of Battle only, then vie for initiative. VforI
- CONTACT? If the Active Task Force is not faster, or if the Active player chooses not to initiate a Limited Battle, treat this result as CONTACT 50.

Slip

S

- SLIP AWAY? This result is triggered by the Interuption Table. When triggered, the Inactive player has a choice: Either perform a Signals action (the Inactive player must select either the Active Task Force or the Active player's Coordinating Task Force as the target of this unexpected Signals action), or, attach an Evasive Maneuvers marker to the Target Task Force. After making this choice, cancel the current Action. Players vie for initiative to resume the Action sequence. VforI

Solitaire: When the imaginary player garners an '**S**' (Slip) result, roll a die

1d6	non-player chooses:
1-4	Signals action
5-6	Evasive Maneuvers

Surprise

Surp

- BATTLE: Treat as BATTLE 55. However, If the Active Task Force is **faster** than the Target Task Force, the Inactive player's ships are set-up by the Active player, and the inactive player's ships may be set-up in either zone, Near and/or Far. The Active player's ships set-up in their side's Far zone. Also, the Active player's ships attack first in Round One, applying the results of Gunnery before the Inactive player's ships have the opportunity to attack. At the end of Battle, players vie for initiative. VforI

Vie for Initiative 26

VforI

- Each player rolls a single die and then compares the numbers rolled. The Inactive player adds two possible modifiers to his number (the Initiative Tally and/or Evasive Maneuvers modifier). Initiative goes to the player who rolled the higher number. If a tie, the Active player maintains the Initiative. If the Inactive player wins the Initiative, reset the Initiative Tally to zero (and don't forget to make a Weather Check). If Initiative does not change hands, increase the Initative Tally by 1.

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Battle is the result of an Engage action.

What triggers a Battle?

The BATTLE result of an Engage action triggers Battle Resolution. CLOSING, SKIRMISH, and SURPRISE may also trigger it, which means there is a slim chance that a Naval Search action could trigger Battle Resolution too, depending on the relative speeds of the Task Forces.

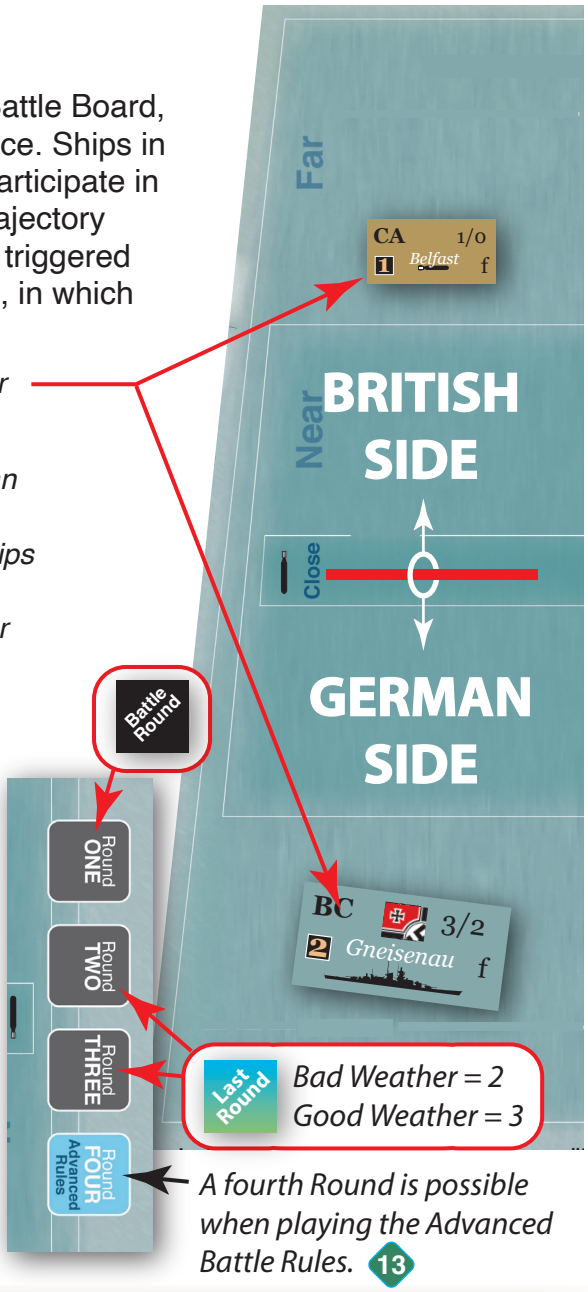
Transfer ships to the Battle Board.

How do we set-up the Battle Board?

The ships of both Task Forces must be shifted to the Battle Board, those of the Active Task Force and the Target Task Force. Ships in Air Support and Coordinating Task Forces may NOT participate in the Battle (even if their Trajectory contributed to the Trajectory Total's base number 17). The result of the Action that triggered the Battle will tell you where ships need to start (that is, in which zones):

Battle *All ships set-up in their respective player's Far zone. Ships may set-up with Smoke* 60.

Surp *If Active player's Task Force is NOT faster than the target Task Force, all ships set-up in their respective Far zones. If the Active player's ships are faster, they set-up in the Far zone but the Target player's ships set-up in the Near and/or Far zones (the Active player chooses), and, ships may NOT set-up with Smoke* 60.



Three rounds in good weather, two in bad.

How long does a Battle last?

Battles are resolved in rounds and the number of rounds played depends on the Weather: 3 if Good, 2 if Bad. If resolving a Limited Battle, only one round is played. During a round, each ship fires once. A Battle may end prematurely due to Break Away 61. When Battle ends, regardless of the reason for its termination, ships return to their respective Task Force Display Cards.

Fleeting Engagements (historical note)

Why can't coordinating ships participate, and why no airplanes?

Surface battles were often clumsy affairs, one side attempting to close on enemy vessels that were keen to escape. All-out slugfests were rare, for it was difficult to bring an opponent to battle at close range especially when that opponent wasn't in an especially cooperative mood. It is almost inevitable that in every battle one player will be eager to break away while the other is looking to stay awhile. A single historical "battle" is depicted in *Atlantic Chase* as a series of Naval Search actions, interspersed with Trajectory actions, Engage actions, and Air Strikes.

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Battle Sequence.

What happens during a Battle Round?

Players perform Gunnery simultaneously, followed by topedo attacks, and then they Maneuver their ships. The Round often ends with a Break Away attempt, which if successful, may end the Battle.

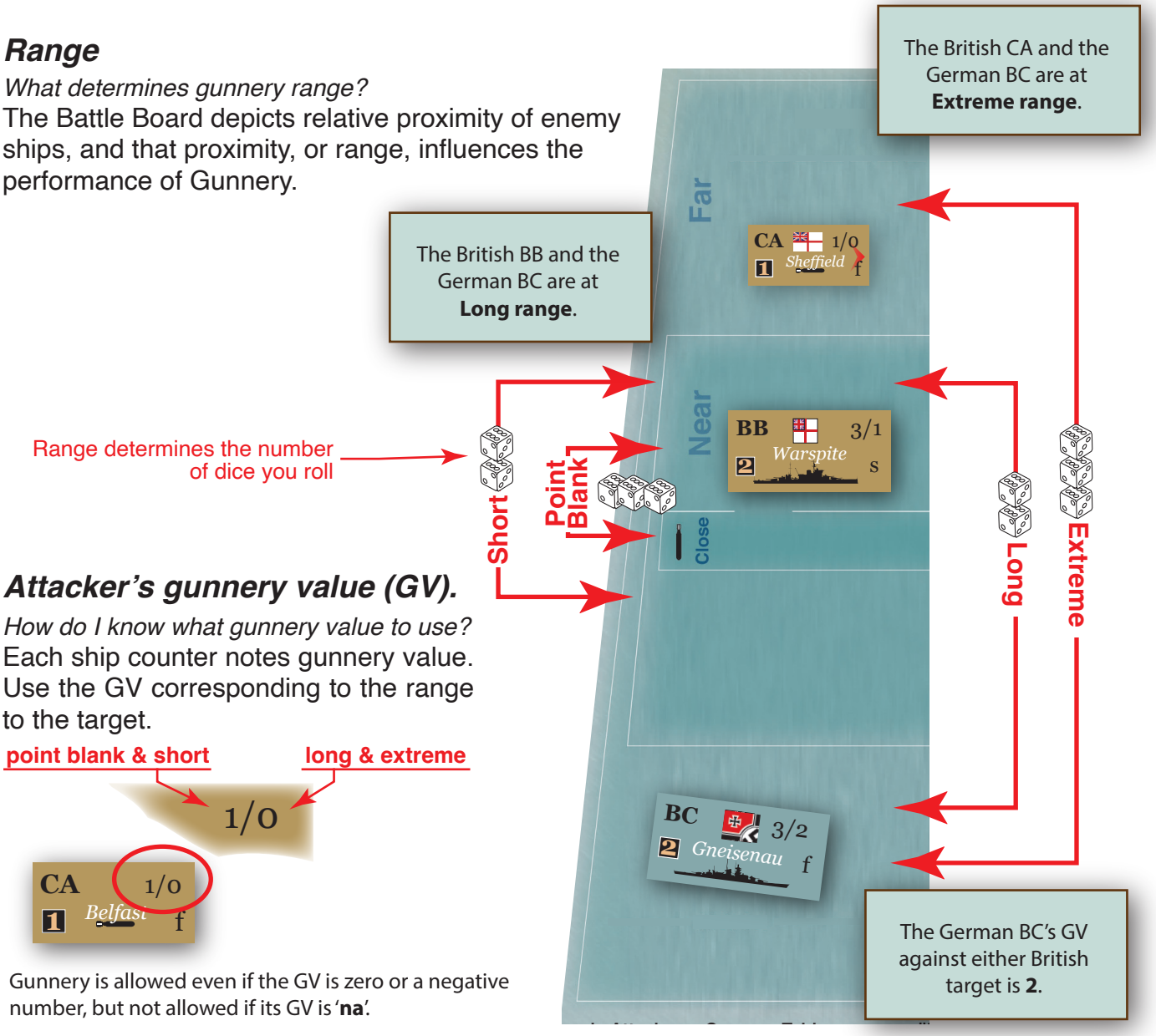
Battle Round: Sequence of Play

1. Gunnery step	*ships attack simultaneously*
2. Torpedo step	*torpedo-capable ships in the Close zone may attack targets in the Close or Near zones*
3. Maneuver step	*ships may move to an adjacent zone, slowest ships first*
4. Break Away step	*ships may attempt to exit the Battle*

Range

What determines gunnery range?

The Battle Board depicts relative proximity of enemy ships, and that proximity, or range, influences the performance of Gunnery.



Attacker's gunnery value (GV).

How do I know what gunnery value to use?

Each ship counter notes gunnery value. Use the GV corresponding to the range to the target.

Gunnery is allowed even if the GV is zero or a negative number, but not allowed if its GV is '**na**'.

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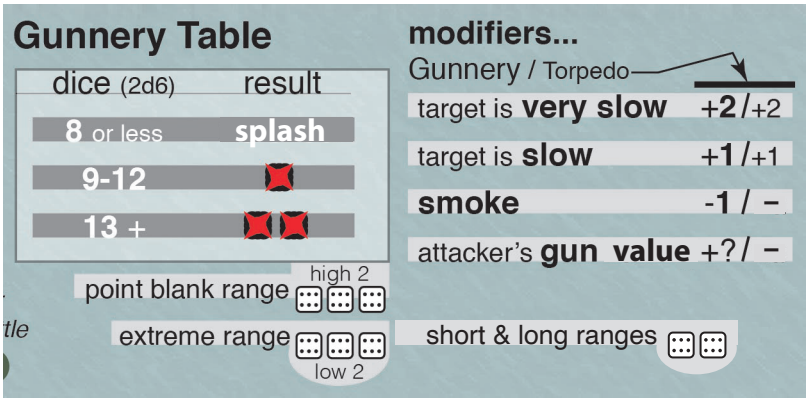
Gunnery attack.

How do ships attack?

During the Gunnery step, each ship has the opportunity to attack once. It must target a single ship on the enemy's side of the Battle Board or in the Close zone. To attack, roll two or three dice and add two of the numbers rolled to make a sum. Locate that sum on the Gunnery Table printed on the game board (shown here). The sum may be modified by a number of factors, as indicated by the modifiers table.

How many dice?

When attacking at Extreme or Point Blank range, roll three dice and select two of the three numbers rolled. If Extreme, select the two lowest numbers, and if Point Blank, the two highest. When attacking at Long or Short range, roll two dice.

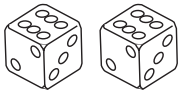


Extreme range

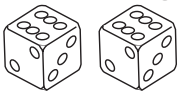


select 2 LOWEST

Long range



Short range



Point Blank range



select 2 HIGHEST

Ships attack simultaneously, unless...

Who attacks first?

Apply the effect of attacks after ALL ships have the opportunity to attack. **Exception**: In Round One, when the Active Task Force achieved a SURPRISE result (and is a faster TF) 54, the Active Task Force's ships attack first and apply results on their targets before those target ships make their attacks.

Smoke: see 60

Gunnery (historical note)

Plunging fire?

Many of the large vessels in the Royal Navy were built or originally designed for the Great War, while almost all of the German ships were designed and built on the eve of this new war. On the eve of this new war, British adjustments included increasing the caliber of guns and increasing the thickness of armor, to keep pace with improvements in weaponry and aiming. Most importantly, British refitting necessitated increasing the elevation of its large caliber guns, allowing projectiles to traverse a higher arc. Due to the expense of these adjustments during a time of fiscal austerity, however, not all British ships had been adjusted by 1939. At the start of the war, German large-caliber guns tended to out-range British adversaries, despite parity in caliber.

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Attack result.

What are the effects of an attack?

Depending on the modified sum on the Gunnery Table, a ship that attacks will either incur a Hit on its target, two Hits, or have no effect (Splash).



2 Hits damage the Gneisenau (flips the marker over)

Splash.

What is the effect of a Splash?

None. *Although there may have been some harm done to the target, it is too little to measure in this game. "Splash" refers to the plumes of water sighted by gunnery officers as a ship's projectiles zero-in on their target.*

Hit and Damage.

What is the effect of a Hit?

Keep track of the number of Hits a ship suffers using Hit markers. If a target suffers a number of Hits equal to its Defense number, it is Damaged (remove the Hit marker(s) and flip the ship over; Hits in excess of the Defense number are immediately applied to the Damaged side of the ship). If a ship is already Damaged (that is, it is flipped over already), and it suffers Hits equal to the Defense number on its Damaged side, that ship is sunk. Remove it from play. If a Leader is attached to a sunk ship, the Leader immediately transfers to another ship on the Battle Board (if the only other ships belong to the enemy, the Leader is killed).

Hit marker
(1 Hit)

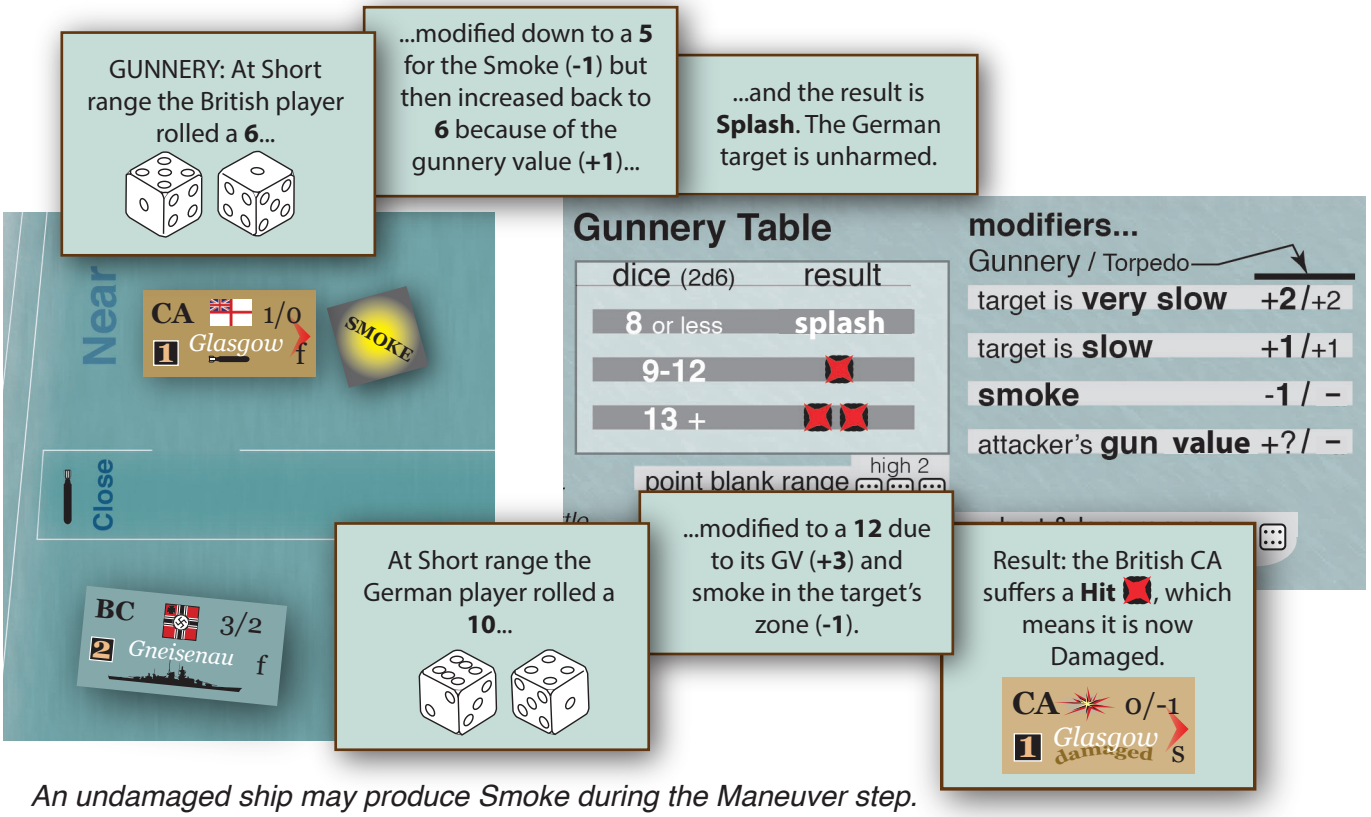




Hit marker
(2 Hits)

CONVOY & DD Squadron: Convoys and DD Squadrons are never Damaged, regardless of the Hits they suffer. Scenario instructions may indicate a Hit limit. If so, once that limit of Hits is reached, the Convoy or DD Squadron is destroyed (remove the ship marker).





An undamaged ship may produce Smoke during the Maneuver step.

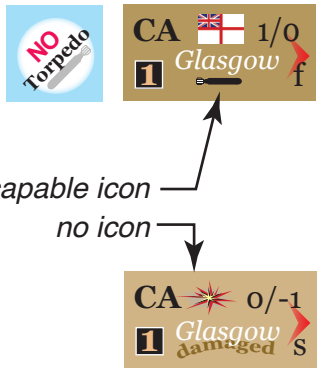
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Torpedo Attack

Torpedo capable.

Which ships may perform a torpedo attack?

Ships printed with a torpedo icon may perform a torpedo attack during the Torpedo step of a Battle Round. Each may attack only once during a game. To remember which ships have already attacked, attach a No Torpedo marker to the ship. **Damaged ships are never torpedo capable**.



No Smoke.

A ship producing Smoke or obscured by Smoke may NOT perform a Torpedo attack. It may be the target of a Torpedo attack. *Producing Smoke assumes an evasive course as the ship strives to elude damage.*





Can some ships attack more than once?

Yes. A **DD Squadron** is a ship marker that represents one or more destroyer class ships. In some mini-scenarios, they are allowed multiple Torpedo Attacks.

Attack from Close zone.

Where can a ship perform a torpedo attack?

A torpedo capable ship may only attack from the Close zone. When using the Advanced Battle Rules, the attack can be made from the Near zone too.

Target in the Close or Near zone.

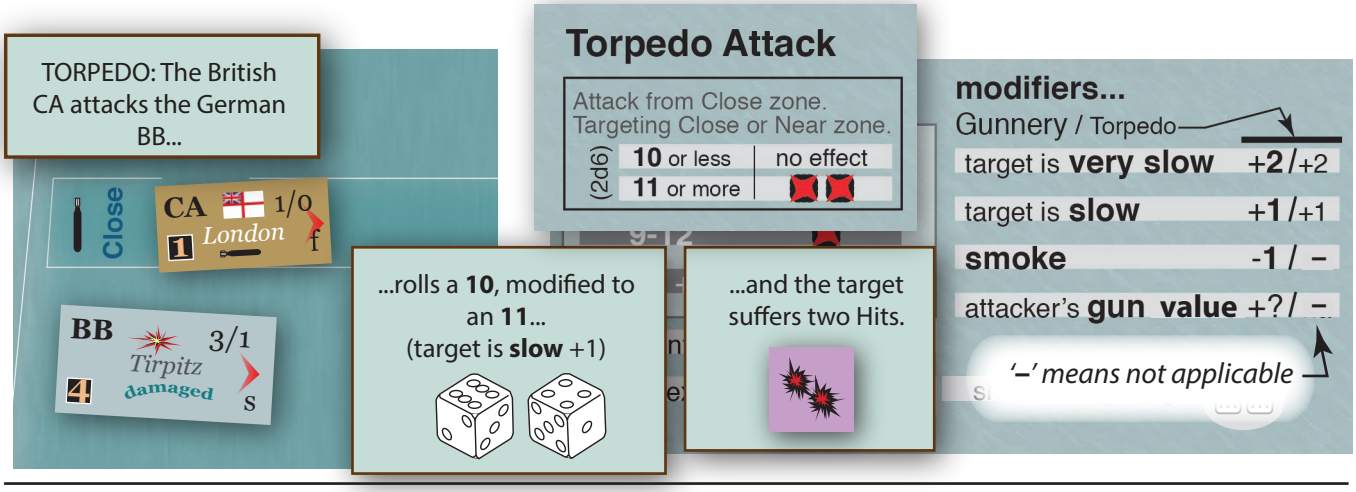
Which ships may be targeted by a torpedo attack?

An enemy ship in the Close or Near zone may be the target of a torpedo attack.

Torpedo Attack.

How does a ship perform a torpedo attack?

During the Torpedo step of the Battle Round, players simultaneously declare and perform their attacks, if any. One attacking ship at a time, the owning player declares the attacking ship's target and rolls two dice. Add the numbers rolled to make a sum and modify that sum by the modifiers indicated in the modifiers table. If the modified sum is **11** or higher, the target suffers two Hits.



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Each ship may move, starting with the slowest ships.

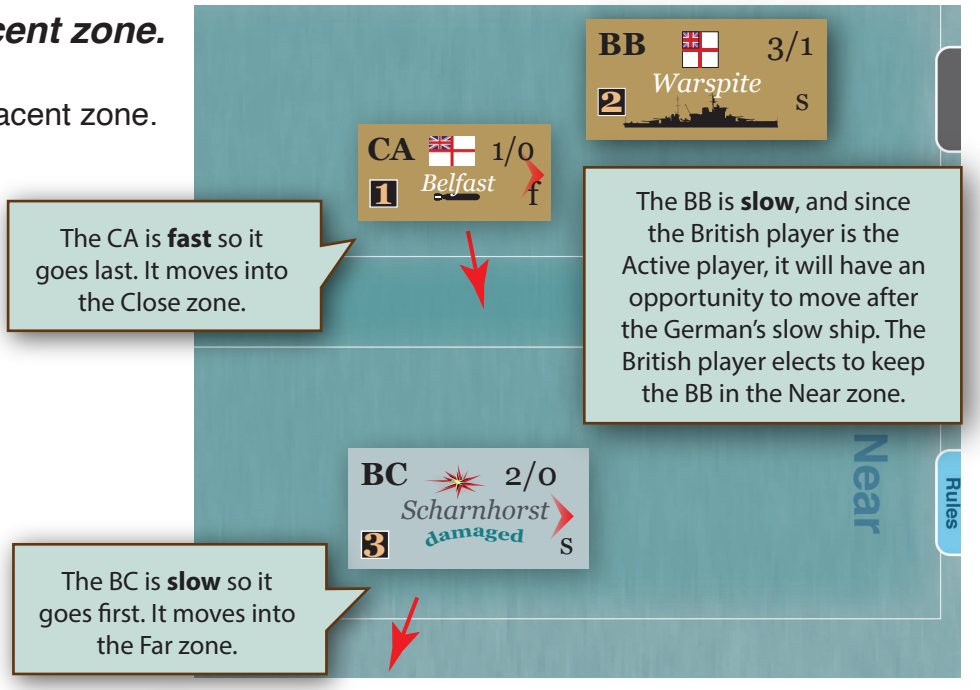
What happens during Maneuver?

During the Maneuver step, each ship on the Battle Board may move, and undamaged ships may also produce Smoke. **Players take turns moving their ships, one ship at a time, starting with the slowest ship.** If both players have the slowest ship, the Inactive player goes first (it is not an advantage to go first). After all ships of the slowest speed rating have moved or had an opportunity to move, the next slowest ships may move. Continue this procedure until all ships have had a chance to move. In some cases, the same player may have the opportunity to move two ships in a row (because they are both the same speed rating and the opponent does not have a ship of that rating on the Battle Board).

May move to an adjacent zone.

How far can a ship move?

A ship may move to an adjacent zone. Moving is optional.



Smoke.



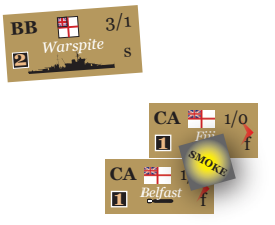
Where does the Smoke marker go?

Except for Convoys and Damaged ships, each ship may produce Smoke during the Maneuver step. A ship may move and produce Smoke, or remain where it is and produce Smoke. A ship with a Hit marker may produce smoke as long as it is not Damaged. Place the Smoke marker on or next to the ship marker producing the Smoke. Two other ships in the zone may be obscured by the Smoke (arrange ships to make this obvious). Obscuring other ships is not mandatory, it is a choice the player makes. A ship may stop producing Smoke only during the Maneuver step, even when Damaged prior to that step.

Smoke hinders fire.

Smoke obscures visibility. A Smoke marker adversely modifies Gunnery **targeting** the ship producing the smoke, as well as one or two other ships obscured by the Smoke. Smoke also adversely modifies all Gunnery **originating** from ships obscured by the Smoke.

<u>The effect is a **-1** gunnery modifier.</u> A firing ship obscured by Smoke targeting a ship also obscured by Smoke, earns a -2 modifier. Smoke does not modify Torpedo attacks.



two ships obscured by Smoke, the BB is not obscured

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Players may end Battle early.

Can ships exit the Battle Board?

During the Break Away step, either player may announce that they intend to exit the Battle Board. If both players agree to do this, the Battle immediately ends. If only one player makes this announcement, success is not automatic. That player must make a Break Away attempt.

Roll a (9) on two dice...

What is the Break Away attempt?

The player attempting Break Away rolls two dice, and adds the numbers rolled to make a sum. Add or subtract modifiers to that sum, if they apply. If the modified sum is **9** or higher, battle immediately ends. All ships exit.

Break Away modifiers...

"You" refers to the player making the attempt:

+2 all of your ships are in the Far zone

-1 you have the slowest ship (that is, one of your ships is slower than all of your enemy's ships on the Battle Board);

-1 one or more of your opponent's ships are in the Near or Close zones. If your opponent has more than one ship in the Near zone or Close zone(s), the modifier remains -1.



The British player is attempting Break Away. They roll a **10**...

...and subtract **1** for the German BC in the Near zone, and another **1** because they have the slowest ship. **+2** is added because all British ships are in the Far Zone. The modified sum is **10**, so the attempt succeeds and the Battle ends.

Break Away ends Battle.

What if my Break Away attempt succeeds?

A successful Break Away means that all of the player's ships exit and the Battle ends. Unless playing a mini-scenario, return them to the Task Force Display.

Evasive Maneuvers (24) ...partial Break Away.

May I use an Evasive Maneuvers marker?

Yes, if you fail a Break Away attempt, you may spend an Evasive Maneuvers marker attached to the battling Task Force. **One ship in the Far zone exits** but the rest remain on the Battle Board to continue the Battle. Place the exiting ship back in its task force box on the Task Force Display.



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Battle ends.

How does Battle end?
A Battle ends in one of two ways: At the conclusion of the Last Round (Round Three in Good Weather or Round Two in Bad Weather), or when a player no longer has ships on the Battle Board (this can happen when they sink or Break Away).

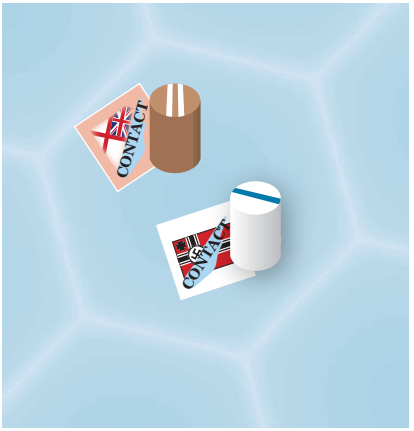


Exit.

Where do ships go when Battle ends?
When Battle ends, ships still on the Battle Board are returned to their respective Task Force Displays. They must return to the Task Force Box they left at the start of Battle.

Mutual Contact. 23

What is the status of the task forces after Battle?
Both Task Forces must now be marked with a Contact marker, and both must revert to Stations (if not already a Station).



Only one Task Force survived Battle?
Even if only one Task Force has ships, that surviving Task Force gets a Contact marker.
The marker does not represent the actual sighting of enemy ships. It represents the information back at HQ as a result of the sighting. The ships may no longer be there to see, but during Battle or in the moments leading up to it, those ships sent word about the contact.

Vie for Initiative V for I 26

Who has Initiative after a Battle?
In order to determine which player has the Initiative, players each roll a die to Vie for Initiative.

Atlantic Chase **OPTIONAL RULES**

For added realism, you are welcome to include the following Optional Rules. The “Damaged Ship Limit” will affect both sides equally, more or less, but “CV Limit” will make *Atlantic Chase* harder for the British.

Damaged Ship Restriction

A Task Force that contains a Damaged ship is not permitted to perform an Air Strike, Engage, or Naval Search action. It may serve as the Coordinating Task Force, however, and provide Air Support (Common modifier).

CV Limit

A Task Force containing an aircraft carrier (CV) may only provide Air Support or perform an Air Strike action if it is a Station, or if it is a Trajectory with six or fewer segments.

Battle Removes Evasive Maneuvers

At the conclusion of Battle, remove Evasive Maneuver markers from the two Task Forces.

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Leader Benefits 10



Add or subtract 2d6 from the Trajectory Total 17 .



Seize Initiative 26 attempt automatically succeeds, and Lutjens' TF gains an Evasive Maneuvers marker 24 .



Replace one of your dice with a '**6**'.



U-boat marker may perform Stealth Recon anywhere 41.



All Pass action 35 twice/scenario or operation.



Replace one of your dice with a '**6**'.



When the Active TF, remove one Intel marker from a British or French TF (it must be a designated TF in the current Action).



Walker's Coordination modifier is +4 47.



All Pass action 35 twice/scenario or operation.



Add +2 to any die or dice roll.



Add or subtract 2d6 from the Trajectory Total 17 .

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