Optional Modules to Increase Play Difficulty

Changes to the published rules are shown in red.

OVERVIEW

These play adjustments have been designed for players who wish to increase the challenge offered by the game. Each is offered as a stand-alone module. We suggest adding one or more of these challenge modules to suit the play experience you desire.

I. TPs May Not Affect Torpedoes Once Disengaged

II. Unlimited Escort Radar Search Range

III. A U-boat Under Escort Request May Not Disengage

IV. Additional Escort Request on the Attack Map

V. Uncertain Torpedo Speed

MODULES

I. TPS MAY NOT AFFECT TORPEDOES ONCE DISENGAGED

pp. 25 – 27: Torpedo Movement/Detonation Phase

During Torpedo Hit Check, Detonation or Dud, Ship Damage Resolution, and Missed Torpedo Attack resolutions, a U-boat that has disengaged [36] may not spend TPs on repulls.

II. UNLIMITED ESCORT RADAR SEARCH RANGE

p. 44: Determine Escort's Distance to Escort Assigned Marker
Add to the current rules:

During the Escort Search & Attack on the Attack Map, every U-boat on the Attack Map is considered to be within range of radar search for fitted Escorts.

p. 46: Successful Search Results (left column)
Replace the current rules with the following (changes in red):

Radar/Visual: Place an Alarm marker matching the Escort ID number on the contacted U-boat's column on the U-boat Depth & Detection track. Determine the Escort's reaction based on its range to the targeted U-boat. Repeat these steps at the start of every Escort Search & Attack phase for each Escort that has contact on a U-boat.

- If the target U-boat is at the surface and the Escort is within 6 spaces, the Escort stays in place and conducts a Surface Gunnery attack [49].

- If the target U-boat is at the surface and the Escort is more than 6 spaces away, the Escort retains full contact on the U-boat and moves 6 spaces in a direct path towards its target, but will not attack this turn. At the start of each subsequent Escort Search & Attack phase, as soon as it is within 6 spaces of the target U-boat, the Escort stops moving and conducts a Surface Gunnery attack [49].

- If the target U-boat is at periscope depth and within 6 spaces, the Escort immediately moves to be on top of the U-boat in attack position and conducts a depth charge attack following the Escort Depth Charge Attack (on Approach or Attack) procedure [50].

- If the target U-boat is at periscope depth and the Escort is more than 6 spaces away, the Escort retains full contact on the U-boat and moves 6 spaces in a direct path towards its target. At the start of each subsequent Escort Search & Attack phase, as soon as it is within 6 spaces of the target U-boat, place the Escort on top of its target and conduct a Depth Charge attack [50].

Sonar: Place an Alarm marker for Sonar contact matching the Escort ID number on the contacted U-boat's column on the U-boat Depth & Detection track. As the contact was made by Sonar, also place a Homing marker in the Escort Distance Contact Level box for that U-boat if not already present.

- If the Escort is within 6 spaces of its target, place the Escort on top of the target U-boat and conduct a Depth Charge Attack [50].

- If more than 6 spaces distant, the Escort moves 6 spaces in a direct path towards the U-boat. In the Escort Search & Attack phase of subsequent turns, the Escort will continue to make Sonar Search attempts to maintain its contact. As soon as it is within 6 spaces of its target at the start of a subsequent Escort Search & Attack phase, place the Escort on top of its target and conduct a Depth Charge attack [50].

III. A U-BOAT UNDER ESCORT REQUEST MAY NOT DISENGAGE

p. 36: U-Boat Disengagement from Patrol
Add the following to the current rules (changes in red):

During the U-boat Movement phase, a U-boat may disengage and leave the Patrol unless it is:

- on the Attack map within the search range of an Escort without contact on any U-boat;

- on the Attack map in a quadrant with an Escort Assigned marker (unless moving off the bottom of the map);

- on the Attack map in a quadrant with an Escort Request marker (unless moving off the bottom of the map);

- on the Attack map under any level of Escort contact (unless moving off the bottom of the map, in which case a roll for survival [55] must be made);

- on the Approach map under any level of Escort contact.

## IV. ADDITIONAL ESCORT REQUEST ON THE ATTACK MAP

p. 39 Escort Movement (on the Attack Map)
*During the Escort Movement Phase, just before Escorts Holding Track Clean-Up, add a new section:*

Determine if an Additional Escort Request is Placed on the Attack Map.

Once the Attack Map is active, during each Escort Movement phase pull a Battle Card and check the Visual Search box for the current Weather and Time of Day. If the result is ✘, there is no further effect. If the result is ✓, an additional Escort Request marker is placed on the Attack Map.

First, pull R4 to determine a random quadrant:
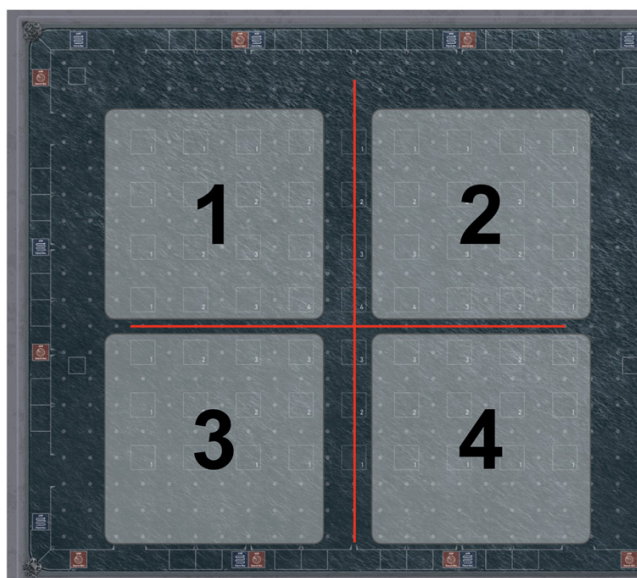
If there is already a Targeted Escort Request in that quadrant, there is no further effect. Otherwise, pull a d10 to determine a space in that quadrant (hint: think telephone dial pad):
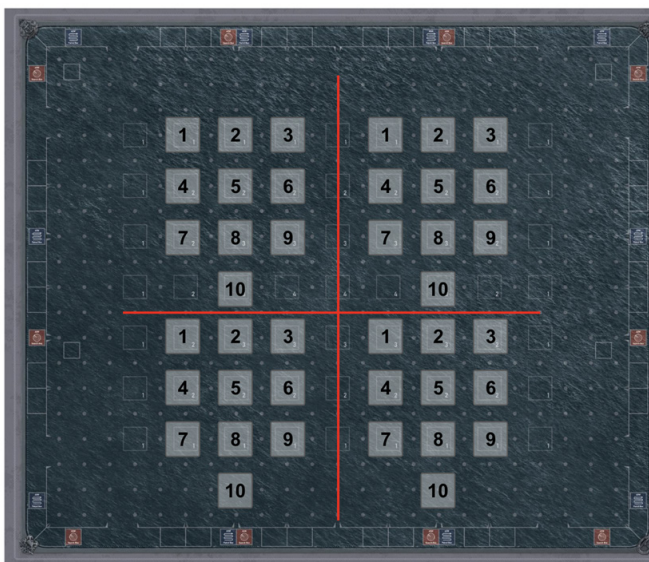
Use the same placement locations for both the Large Convoy and Small Convoy sides of the map.

Place a regular Escort Marker in the selected space. If there is already an Escort Request marker in this quadrant, this new marker replaces it.

V. UNCERTAIN TORPEDO SPEED

p. 59 U-boat vs. Convoy Ship, Torpedo Range and Speed

Replace the current rules with the following (changes in red):

Torpedo Range and Speed: Count the range in spaces from the firing U-boat to its target. Using that range and the type of torpedo fired, determine the torpedo's speed using the table below. If the result is Speed 1, place a General Info 1 marker on top of the Torpedo counter. If the result is Speed 2 or Speed 3, instead pull a R# that matches the listed Speed. Place a General Info marker matching the result on top of the Torpedo counter. That is the number of turns the torpedo will take to arrive at its target.

Torpedo Type	War Period	Range	Speed
G7a (steam)	Early/Late	1-4	1
		5-8	2
		9-12	3
G7e (electric)	Early	1-3	1
		4-6	2
		7-9	3
G7e (electric)	Late	1-4	1
		5-8	2
		9-12	3

Example: *A U-boat fires an early war G7e torpedo at a target that is 7 spaces away. The listed speed for this torpedo at that range is 3. The player pulls R3, gets a 2 result, and places a General Info 2 marker on top of the torpedo counter.*