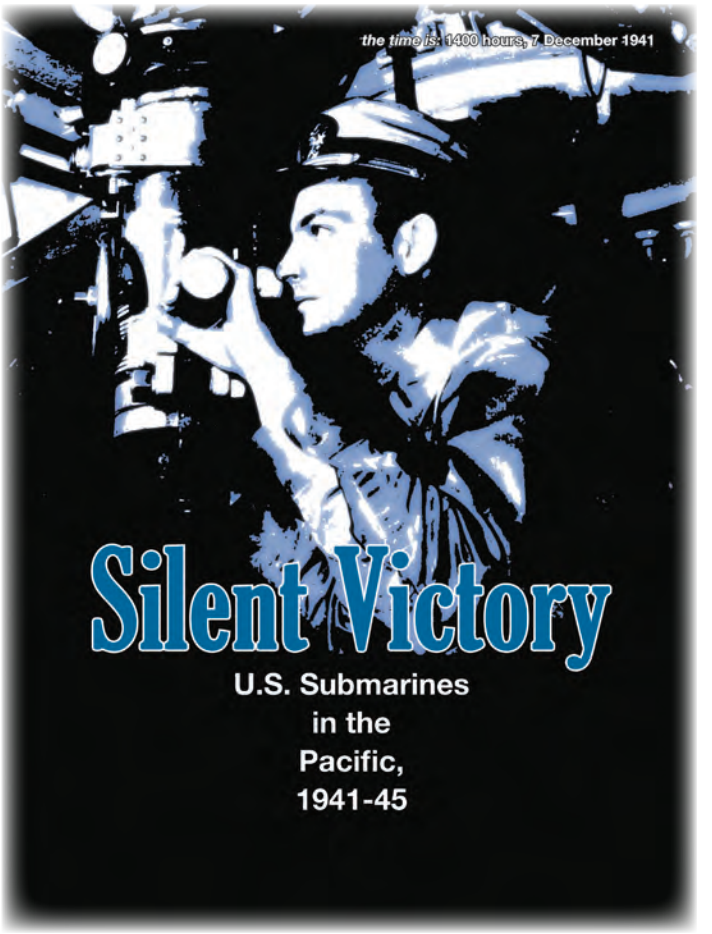

a Gregory M. Smith design

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[1.0] INTRODUCTION

Silent Victory is a tactical level game placing you in command of one of several models of World War II US Fleet Submarines. Your mission is to destroy as much Japanese shipping and as many warships as possible...and still come home. Players will find it challenging to survive an entire tour from 1941 to 1945 while taking enough chances to win promotions and medals, while avoiding relief from command. If desired, a player may start with a more advanced model of submarine (for example, the Balao Class, with its thicker hull, becomes available in 7/43) but they will not have the early months of the war to rack up more sinkings. Players **may** be reassigned to a newer model of submarine under some circumstances, but typically will stay in the same boat until the end of game or until sunk.

The rules are numbered and presented in sets of major sections, each section divided into numerous major and secondary cases. The rules cross-reference other rules using (parentheses), so for example you will see, "If Repair of Fuel Tanks fails, the Submarine must abort its patrol (10.12).", meaning Case 10.12 is related to this rule. The rules of this game have been arranged both for ease of comprehension on first reading and for ease of reference later.

IF YOU ARE NEW TO OR UNFAMILIAR WITH HISTORICAL GAMES, DON'T PANIC! First look at any of the Submarine Display Mats, the Submarine Combat Mat, and the playing pieces, then give the rules a quick read through. Please don't try to memorize them. Follow the set-up instructions for play and then read Section 2.0 that describes the general course of play. Section 4.0 provides the framework to help you get started. As questions arise simply refer back to the rules. After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

We recommend you visit the official game page on the GMT Games website or discussion topic on ConsimWorld for game support, to read after action reports, and to share your play experience with others. You will find the *Silent Victory* game topic by visiting talk.consimworld.com and navigating to the *Pacific Theatre* individual game discussion area. You will also find a link to this forum topic and our videos on the Consim Press web site.

[2.0] HOW TO PLAY THE GAME

Object of the Game

The object of the game is to conduct numerous patrols as an American Submarine Captain and sink enemy ships. The success of each patrol is reflected by the total tonnage of ships sunk or any special mission completed, which can result in promotion and crew advancement, culminating in receiving the highly coveted award of the Medal of Honor. Your submarine and crew will face relentless risks as each patrol becomes more hazardous. The ultimate success you achieve rests considerably on the decisions you make while conducting patrols during the course of your career.

Overall victory level is determined at the end of the game based on total tonnage sunk (which can also be determined posthumously if you as Captain are killed in action).

The key game components used to facilitate play are the Submarine Display Mat to track the status of your submarine and crew along with tracks for each patrol assignment, the Submarine Combat Mat to resolve ship encounters, and the Patrol Log Sheet to track the activity and success of each patrol. The various Player Aid Cards are used to resolve game functions.

General Overview

In general, play revolves around conducting numerous patrol assignments and resolving any encounters at sea until safely returning to port. Upon completion of each patrol, you assess the success achieved by consulting your log sheet, which may result in a promotion/award for yourself as Captain or possible crew advancement. Between patrol assignments, your submarine will be refitted for one or more months based upon damage incurred. You may also need time to recuperate from any personal injury before carrying out your next patrol.

Conducting Patrols

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

Typically encounters involve ship encounters or aircraft encounters. Ship encounters specify whether the enemy ships are under escort, which plays a significant role when engaging them, as your submarine may be detected and come under repeated depth charge attack. For each ship encounter you decide to engage in combat, you will make decisions to determine time of day, whether you will conduct surface or submerged combat, and at what range you will engage the target ships and fire your torpedoes. You will also record all ships you engage during combat on the log sheet, noting whether you damaged or sunk them. When conducting surface engagements against unescorted ships, you can also employ your deck guns.

As you conduct combat, you will roll for the amount of damage incurred against targeted ships with your torpedoes (as long as they were not duds) and/or deck gun fire. While unescorted ships are relatively easy targets, if you do not sink them quickly, you run the risk of escorts appearing on the scene when attempting additional rounds of combat to finish them off.

Combat engagements against escorted ships, typically when engaging a convoy, are fraught with risks—especially should you decide to engage at close range (in which case the escorts can attempt detection before you can fire any torpedo salvo). The escorts will have an opportunity to detect your submarine, and once detected, your submarine may come under repeated depth charge attacks until you are able to escape further detection. You may even attempt to exceed test depth to try and shake free of the escorts. Damage results, including crew injury, put you at greater risk while under attack and trying to escape escort detection.

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

Aircraft encounters put your submarine at immediate risk, as you attempt to crash dive to avoid imminent attack. Should an air attack be successful, you will engage your AA gun(s) in the hope you can damage or take down the enemy aircraft. If you fail to damage or destroy the aircraft, you run the risk of undergoing additional air attacks, or even having escorts arrive on the scene to hunt you down.

Submarine Refit

Once your submarine completes its patrol assignment by returning to base (after any possible encounter in the last Travel Box on the Patrol Track), it undergoes a refit. The length of refit depends on the amount of hull damage and inoperable systems requiring repair. Furthermore, convalescence for the submarine Captain can result in delays. The possibility exists that you may be assigned a newer submarine or lose some of your crew (as they need more time to recover from their injuries or are promoted). During refit, you are also able to evaluate the relative success of your patrol, which can result in crew advancement or Captain promotion, including the Navy Cross award. Following refit, before your submarine begins its next patrol assignment, all systems will be operational and you will be fully stocked with armaments and a full crew.

End Game

Once all patrol assignments have been carried out through 1945, the game ends. Also, should you as Captain be killed in action or be captured, or should your submarine be sunk, scuttled, or captured, the game immediately ends. You may also elect to end the game early via Early Reassignment/Transfer. Whether you survive until your final patrol or not (ending after July

1945), tally the total tonnage of ships sunk to determine your level of victory achieved. Typically, to record an entire career, you will want to note all ships sunk (including any capital ships), your final rank, and any awards achieved. Of course, if you have gone down with your ship, any accolades and results are recognized posthumously.

[3.0] GAME EQUIPMENT

[3.1] SUBMARINE DISPLAY MAT

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

[3.2] SUBMARINE COMBAT MAT

The Submarine Combat Mat [S5] is used to resolve combat against shipping targets and is typically set beside your Submarine Display Mat during play. The use of this mat is explained in the appropriate rules section.

[3.3] THE PLAYING PIECES

There are 297 playing pieces in two die-cut sheets included with *Silent Victory*. Sheet 1 contains 208 ½" counters (including 14 spares, 2 replacement counters for *The Hunters,* and 58 blanks). Sheet 2 contains 53 3/4" counters (including 22 spares and 3 blanks). These playing pieces are referred to as markers and are placed on either the Submarine Display Mat to track the status of your Submarine and crew, or the Submarine Combat Mat when resolving combat. Markers are provided for individual ships, aircraft, crew members, individual torpedoes, ammo rounds, random events, and the status of crew and systems.

The Hunters replacement counters

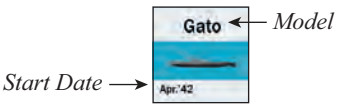
Note: extra markers and blanks (additional torpedo markers, for example) have been printed as spare parts should any become missing or damaged.

[3.3.1] HOW TO READ THE MARKERS

Silent Victory's counter mix provides markers to track the status of your submarine and for resolving engagements. These markers may include information, such as die-roll modifiers, to facilitate play. An explanation of each marker type is explained below.

[3.3.2] GAME MARKERS

SUBMARINE

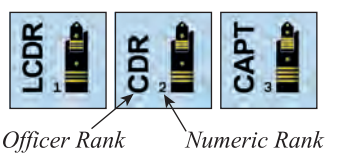


The Submarine marker corresponds to the type you have selected and is placed on the Submarine Display Mat to track progress of your assigned patrol. Each of the nine Submarine markers lists its corresponding type and start date.

SUBMARINE BASE

The Submarine Base marker is used on the Submarine Display Mat (In Port/Refit Box) to track where the Submarine is currently based.

OFFICER RANK

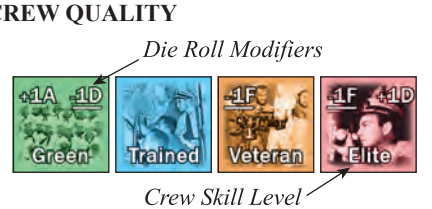


Three numbered Officer Rank markers are provided (from 1, the lowest, to 3, the highest) to track your promotion level as Submarine Captain.

MEDAL & REWARDS

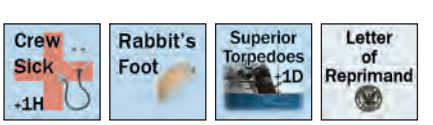
There are six different medals you may earn during your patrols, including the Purple Heart (for being wounded) all the way up to the Medal of Honor.

CREW QUALITY



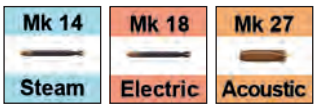
The crew quality corresponds to the experience and performance of your crew. Your crew begins at "Trained" level.

RANDOM EVENT

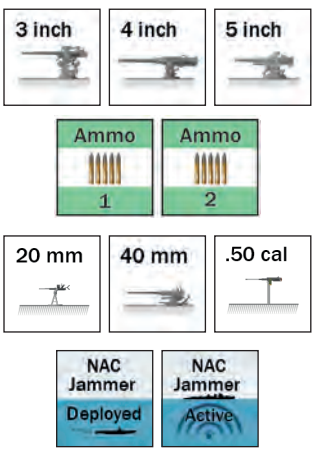


While most Random Events are resolved immediately, some can be used later during play and these markers should be placed on the Submarine Display Mat until used.

ARMAMENTS



Torpedo markers represent individual torpedoes by type: Mk 14 (Steam) and Mk 18/27 (Electric).



Individual markers for Deck Guns, Anti Aircraft, and Decoys are provided. Ammo markers track the number of rounds available for each Deck Gun.

Additional markers are provided when conducting Special Missions.

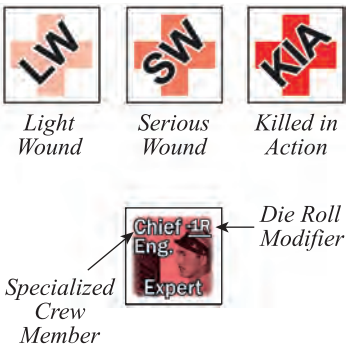
DAMAGE

System Damage

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

Note: both named markers for specific systems are provided, as well as generic markers. We recommend you use the named damage markers to better track what system(s) are Damaged or Inoperable (which is helpful should your Display Mat accidentally be disturbed with markers becoming displaced).

CREW STATUS

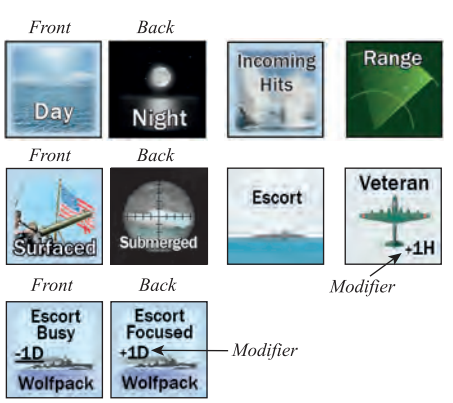


Crew status markers are provided to track severity of injury or KIA results. Specialized crew members can also rise to "Expert" level (11.1) which provides certain benefits during play.

CAPTAIN CARDS

Eight double-sided cards along with their associated Captain marker that allow for (optionally) conducting historical patrols. Their usage is explained in 14.10, Historical Patrols.

COMBAT MAT MARKERS



Markers are provided for the Submarine Combat Mat [S5] when resolving encounters. These markers include Day/Night, range of engagement, Wolfpack patrols, type of ships targeted, and markers for Escort and Aircraft Quality. Please note that Torpedo and Ammo markers will be expended and moved from your Submarine Display to the Combat Mat when resolving combat.

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

DRM	Description
A	**Attack**: modifier when conducting Submarine Torpedo/Deck Gun Fire [S1]
D	**Detection**: modifier for Escort Detection [E2], or **Dive**: modifier to avoid Aircraft Encounter [A1]
F	**AA Attack**: modifier for AA Attack vs. Aircraft [A2]
H	**Hit**: extra Hit scored when resolving Escort/Air Attack [E3]
R	**Repairs**: modifier when rolling for Repairs [E5]

[3.4] CHARTS AND TABLES

Five 2-sided Player Aid Cards are provided to facilitate game play and resolve game functions. The use of these charts and displays are explained in the appropriate rules section. Specific charts and tables are referenced by their ID in [square brackets].

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

[3.5] THE PATROL LOG SHEET

The Patrol Log Sheet is used to record for each game session your Submarine type, ID, and Captain (Cpt.) name, along with individual patrol assignments, damaged or sunk ships, and length of refit following each patrol. Feel free to photocopy these sheets as needed, or download and print from www.consimpress.com/silent-victory.

[3.6] GAME SCALE

Each Travel Box on the Submarine Display Mat represents three to four days on patrol. Generic crew boxes represent several crewmen of the approximately 60-80 total onboard. Select markers represent individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds.

[3.7] PARTS INVENTORY

A complete game of *Silent Victory* includes the following components:

- Two full-color counter sheets
- One Rules Booklet with Designer's Notes
- Five Player Aid Cards, 2-sided
- One Patrol Log Sheet, 2-sided
- Five Submarine Display Mats, 2-sided (9 submarine types)
- One Submarine Combat Mat
- Two Patrol Map Cards, 2-sided (3 maps
- Three 6-sided, one 20-sided and two 10-sided dice
- One Game Box

If any of these parts are missing or damaged, please contact our main distributor:

GMT Games LLC, PO Box 1308, Hanford, CA 93232, USA.
Phone: 800-523-6111 (US and Canada), 559-583-1236
FAX: 559-582-7775
E-Mail: gmtoffice@gmtgames.com

[4.0] GAME SET-UP

GENERAL RULE

Game set-up consists of selecting your Submarine type, preparing your log sheet, and placing the corresponding Display Mat in front of you for initial marker placement prior to conducting your first patrol. You should also have the Submarine Combat Mat [S5] set nearby, as it will be referenced when resolving engagements against enemy shipping.

CASES

[4.1] SUBMARINE MODEL SELECTION

[4.1.1] Begin by selecting one of the nine Submarine types that you wish to captain and place the corresponding Display Mat in front of you. Only one Submarine type should be selected. See 4.2, Start Date, to see what Submarine types are available at different start dates. Earlier start dates allow for more patrols, but later start dates have more advanced Submarines available. Game play consists of being Captain of a single Submarine rather than simulating control of multiple Submarines on patrol.

Note: you can start with a more advanced Submarine model, such as the Gato, but it does not become available until April 1942, which means you will not have the early months of the war to rack up easier sinkings.

[4.2] START DATE

[4.2.1] The availability date for the Submarine type will be the start date of your first patrol. This date is noted on the Submarine markers as well as on the Display Mat.

[4.2.2] Start dates in chronological order for each Submarine type are listed below:

Start Date	Class
Dec-41	Gar, Narwhal, Porpoise, Salmon, Tambor
Apr-42	Gato
Aug-42	Argonaut
Jul-43	Balao
Feb-45	Tench

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

[4.3] PREPARE PATROL LOG SHEET

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

Submarine Type: this is the Submarine type you selected.

ID: this is designated as "USS" <Submarine name> (your choice).

Cpt: this is the name you select as Captain of the Submarine.

Note: the ID and Cpt. name have no impact on game play other than building a narrative around your career to enhance your game session or after-action reports. Optional: see 14.3 for Historical Submarine IDs.

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

[4.4] SUBMARINE DISPLAY MAT SET-UP

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

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

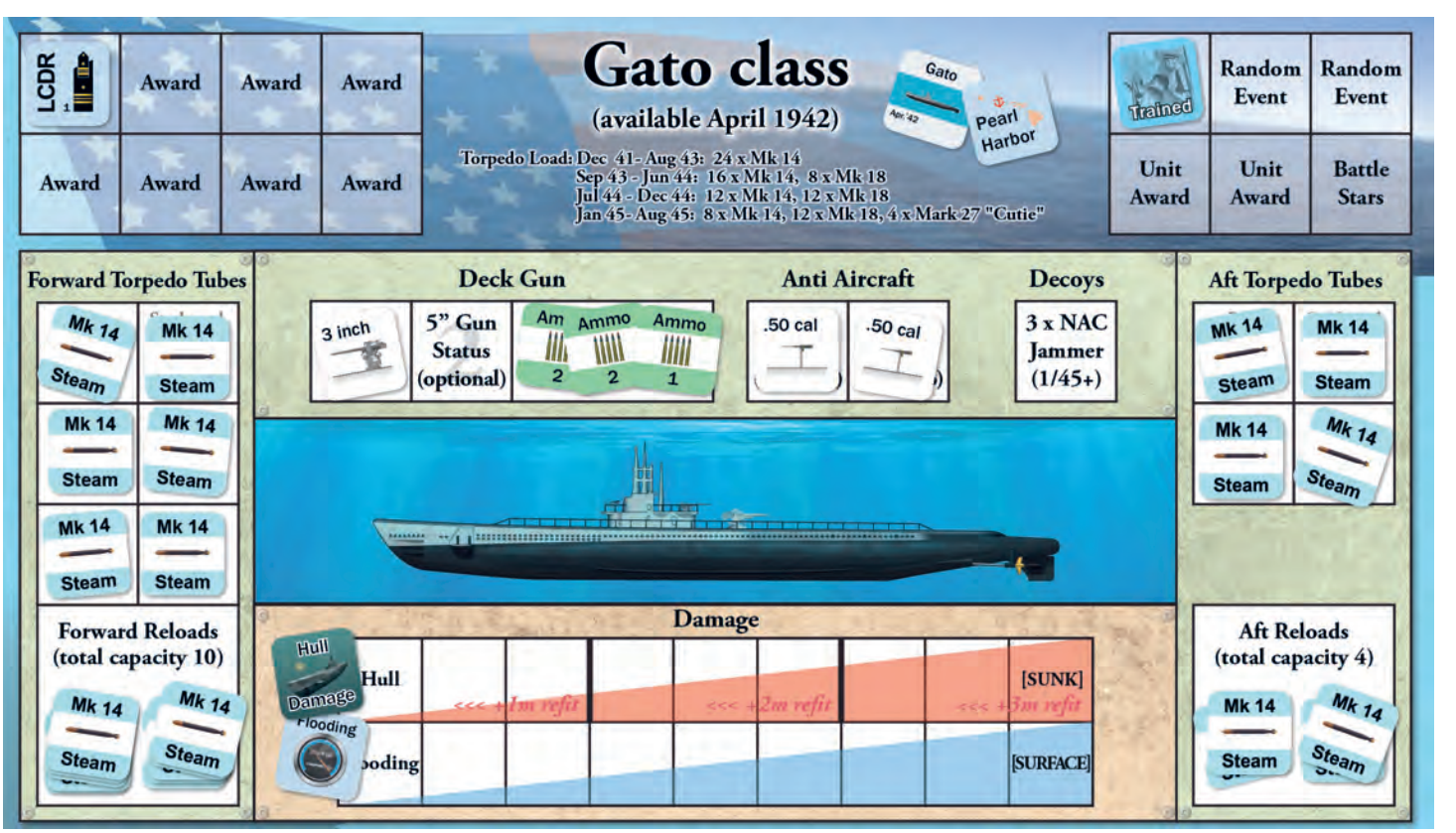
- Place the Lt. Cdr. (Lieutenant Commander) marker in the Rank box. This is your starting rank (11.2.2).
- Place the Trained Crew Quality marker in the Crew Quality box. This is your starting Crew Quality.
- Place your Submarine marker and Base marker (7.3) in the In Port (Refit) box (located in the lower right of the Patrols section).
- Place the appropriate Torpedo and Deck Gun Ammo markers in the armaments section of your Display Mat (4.5 and 4.6).
- Place the appropriate Deck and AA Gun type in the armaments section (11.6).
- Once all markers have been placed, game setup is complete. You are now ready to begin play and determine your first patrol assignment.

[4.5] TORPEDO LOAD

COMMENTARY: Depending on the date, submarines carried a different mix of Mk 14 (Steam) and Mk 18/27 (Electric) torpedoes. The steams ran a bit faster, and were therefore a bit more accurate. The electrics were slower, and therefore a bit less likely to hit at longer ranges, but left no telltale wake of steam bubbles to lead the escorts back to the submarine. This made them better for use during the day in order to decrease the possibility of detection by escorts.

PROCEDURE

1. Consult the initial Torpedo Load information in the header section of your Display Mat (beside the Rank & Awards boxes). Note that the standard load changes with time.



Initial set-up for Gato class Submarine. Note the Captain starting rank (11.2.2) and Crew Experience Level (11.1). The initial torpedo load is adhering to the initial torpedo load (4.5) for Mk 14 (steam) torpedoes. The Hull and Flooding damage markers are set aside and the Deck Gun and Anti Aircraft have been placed, along with Ammo markers for the Deck Gun. Note that no Decoy markers is placed since the patrol start date is before Jan. 1945. The Submarine and Base markers are displayed in the header area for illustrative purposes; they are to be placed in the "In Port (Refit)" box at the bottom of the Submarine Display.

2. Select a total number of torpedo markers that corresponds with the total torpedo load count.

3. You may now alter the mix of torpedo markers up to the number specified.

***Example**: Porpoise Class carries a total load of 16 torpedoes. Of these, the starting mix by torpedo type is 12 Mk 14 and 4 Mk 18 in Sept. 43-June 44. You have the option to adjust this mix of torpedoes, however. Simply select the torpedo type markers you wish to swap out (up to 4 in this case) and convert them to the other torpedo type. One could elect, for instance, to swap out 3 Mk 14 markers, in which case the adjusted torpedo mix becomes 9 Mk 14 and 7 Mk 18 torpedoes.*

4. Place the individual torpedo markers in the numbered Forward and Aft Torpedo Tube boxes. Only one torpedo marker may be placed per box.

5. Place the remaining torpedo markers in the Forward and Aft Reloads Boxes. Note the total capacity for the Reloads Boxes and make sure the number of torpedo markers equals the capacity value.

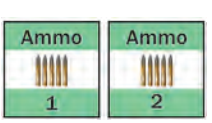
6. The total number of torpedoes loaded will usually equal the submarine's capacity. **Exception:** 7.4.2, Minelaying Special Mission.

7. Torpedoes, once loaded and placed on the Display Mat, may never be swapped out or transferred between Forward and Aft positions. Only reloading is possible (4.5.1).

8. Once torpedoes are fired from the Forward/Aft Tubes during combat, the tubes may be reloaded. Forward Torpedo Tubes are reloaded with torpedoes contained in the Forward Reloads Box. Likewise, the Aft Torpedo Tube is reloaded with torpedoes contained in the Aft Reloads Box.

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

[4.6] AMMO MARKERS



[4.6.1] The Display Mat is used to track the total number of Ammo rounds available for the Deck Gun, up to its stated capacity.

[4.6.2] Initially place sufficient Ammo markers in the Ammo box for the Deck Gun so the point value equals the total Ammo capacity listed.

[4.6.3] Each Ammo marker point value represents one Ammo round for gunnery combat. Up to two Ammo points (or Ammo rounds) can be expended per combat round.

[4.6.4] Ammo markers are not used for AA guns since they have unlimited ammunition supply (for game purposes).

Note: AA guns do not have an Ammo box associated with them; only the status of the gun is tracked on the Display Mat.

Tip: you can view a variety of play tutorial videos on YouTube by numerous content contributors who cover submarine display mat setup.

[5.0] HOW TO WIN THE GAME

GENERAL RULE

A full game consists of completing numerous patrols up to and through July 1945. The game may end early if your Submarine is sunk, or if you as Captain are killed in action or taken prisoner after scuttling your Submarine.

While the results of each patrol may result in promotion and crew advancement (or conversely, a drop in crew quality due to poor performance or even being relieved of command), the overall victory level is determined at the end of play based on total tonnage of ships sunk.

CASES

[5.1] ENDING THE GAME

[5.1.1] The game ends upon completion of your final patrol leading up to or through July 1945—no patrol assignments are conducted after July 1945.

[5.1.2] If it is determined after calculating the Refit Period that your next patrol assignment would commence after July 1945, the game ends.

[5.1.3] The game immediately ends, regardless of date, should you as Captain be relieved of command, killed in action, or taken prisoner. You may also choose to end the game early [11.7].

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

[5.2] DETERMINING VICTORY

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

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

DEFEAT: 0-9,999 tons sunk, your Submarine is captured due to unsuccessful Scuttle attempt (10.13), or you are Relieved For Cause (11.4). *Note: the moment your Submarine is captured due to unsuccessful scuttle attempt, or you are relieved of command, this results in an automatic "Defeat," regardless of tonnage amount for ships sunk.*

You are a disgrace to the United States Navy, your family, and yourself. You think back to the days before the Rising Sun flew proudly over the beach at Waikiki.

DRAW: 10,000-39,999 tons sunk

You have fulfilled your obligations to the nation. You are quietly reassigned to the Torpedo Detonator Design facility in Washington.

MARGINAL VICTORY: 40,000-69,999 tons sunk

You have enjoyed a modicum of success as a Submarine commander. Your crew respects your abilities, and the Navy places you in training command in 1945 (assuming you were not killed or taken prisoner).

SUBSTANTIAL VICTORY: 70,000-99,999 tons sunk

You are one of the Navy's elite submarine commanders, and have gained the respect of your peers, your crew, and commanders. You are often mentioned in the nation's papers and are forced to do several War Bond drives (assuming you were not killed or taken prisoner).

DECISIVE VICTORY: 100,000+ tons sunk

You are the pride of the entire United States Navy. Your legendary exploits have amazed your peers and your commanders. Several Hollywood studios have already bothered your family in attempts to secure the rights to your life story. You hopefully retire after the war.

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

[6.0] SEQUENCE OF PLAY

GENERAL RULE

Silent Victory adheres to a discrete sequence of play for conducting numerous Submarine patrols. At its most abstract level, the sequence revolves around conducting patrols with a Refit action at the end of each patrol. While there are no discretely numbered "game turns" as with other turn-based systems, game play is broken down into monthly increments of time, as reflected by the Log Sheet. The game begins on the availability date of the Submarine type selected (first patrol assignment) and patrols are carried out up through Jul-45. Each patrol takes at least one month to complete, while the number of months required to complete refit can vary by circumstance (Submarine damage and/or crew injury).

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

[6.1] GAME PLAY OUTLINE

1. DETERMINE PATROL ASSIGNMENT

   A. Consult Submarine Patrol Assignment Table (7.0) [P1a] or [P1p]

   B. Enter patrol assignment on Log Sheet (on row corresponding to patrol start date)

C. Place Submarine Marker on Display Mat beside first Travel Box of assigned patrol

2. CONDUCT PATROL

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

RESOLVE ENCOUNTER

a. Determine Random Event (if rolled, 12.0), or resolve Air or Ship Encounter (8.0). Engaging enemy ships in combat is always voluntary (8.1.4) (**exception**: 9.9, Submarine Encounters).

b. You may perform additional rounds of combat as necessary against unescorted ships (9.4.3) or attempt to "Follow" escorted ships or Convoys (9.7) until the encounter is completed, reloading torpedoes between instances.

c. Additional rounds of combat may also occur should your Submarine be detected and undergo repeated depth charge attacks. This cycle repeats automatically until your Submarine escapes Escort Detection, is forced to the surface, or is destroyed.

d. Attempt to Repair any Damaged Submarine systems once all combat rounds are completed (10.11). *Note: Following is still allowed once you escape detection.*

B. Proceed to next Travel Box and repeat until Submarine enters and resolves any possible encounter for final Travel Box (7.5). Upon completion, place Submarine marker in the In Port (Refit) Box.

3. REFIT SUBMARINE

A. Assess Submarine damage and duration required (10.14) to complete all repairs (record Refit duration on Log Sheet to determine when next patrol will begin). *Note: if the next patrol start date is after Jul-45, the game ends.*

B. Check for Crew Recovery and possible replacement (10.15).

C. Check for Crew Advancement (11.1).

D. Check for Captain Promotion and/or Awards (11.2 and 11.3).

E. Check for possible Submarine Reassignment (11.5).

F. Replenish and set Torpedo Loads (4.5) and replenish Ammo markers (4.6) in anticipation of next patrol. All damage and crew injury markers are removed from the Submarine Display Mat in anticipation of next patrol assignment.

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

[7.0] CONDUCTING PATROLS

COMMENTARY: patrols are assigned mainly as a function of time, with the patrol zones shifting as the war progresses.

GENERAL RULE

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

PROCEDURE

Consult the Submarine Patrol Assignment Table [P1a] or [P1p] and roll 2d6 under the appropriate Date column for when the patrol assignment will commence. The resulting patrol assignment should be written on your Log Sheet in the row corresponding to the start date. Patrols are conducted by placing the Submarine marker on the corresponding Track for the patrol and checking for possible encounters for each Travel Box entered. Certain exceptions or restrictions may apply when determining the patrol assignment.

CASES

[7.1] PATROL ASSIGNMENT PREPARATION

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

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

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

[7.2] WOLFPACK PATROLS

COMMENTARY: Submarines often attacked convoys in coordinated groups called *Wolfpacks*. The Americans conducted "wolfpack" operations in a significantly different manner than the centralized control and mass attacks of the larger German wolfpacks. American wolfpacks were between 2-4 boats, with the overwhelming majority of the packs consisting of 3 boats. The main advantage was the ability to keep contact with any targets through reporting. Attacks were usually somewhat staggered to prevent the boats from attacking each other by accident. This actually makes sense considering the smaller Japanese convoys.

[7.2.1] Some patrols have a **(W)** designation. This indicates that the boat is assigned to be part of a Wolfpack operation.

[7.2.2] When engaging a Convoy during a Wolfpack patrol, roll 1d6 to determine the status of the Convoy escorts:

- On a roll of 1, the Convoy escorts are busy with other boats attacking the Convoy, resulting in a favorable -1 die roll modifier when checking for Escort Detection [E2].
- On a roll of 2, the convoy has "scattered" due to attacks made by other boats. Instead of rolling for a convoy, the player has a single ship target instead (unescorted).
- On a roll of 3-5, the other boats of the Wolfpack are sending in position reports, and shadowing the convoy. You may switch to night from day (or vice versa) without a die roll, and "Following" is automatic if you desire to do so. After switching time of day (if desired) the player then attacks the convoy normally.
- On a roll of 6, the Convoy escorts are focused in your vicinity, resulting in an unfavorable +1 die roll modifier, increasing the likelihood you may be detected.

Place the Busy/Focused marker with the proper side up in the Wolfpack box of the Submarine Combat Mat [S5].

[7.2.3] This modifier applies for all rounds of combat against the Convoy; do not roll separately for each combat round. You do re-roll if you successfully Follow and reengage a convoy (9.7). This modifier does not apply if the Submarine has an inoperable Radio. If a submarine assigned to a (W) patrol (ie, Wolfpack patrol) finds itself with an inoperative radio, all remaining Convoy encounters it may have during that patrol will disregard the Wolfpack rules. Note this usually is to your detriment, as most of the time the Wolfpack rules generally assist you. You may possibly still detect and attack convoys during the rest of the patrol, and these would be resolved via the normal encounter rules. This also does not affect success or failure of that patrol; that remains per the normal sinking of at least one ship for success.

[7.2.4] Only Convoy engagements carry this special modifier. Ignore for all other types of encounters.

[7.3] SUBMARINE BASING

[7.3.1] INITIAL BASING. Depending on when you start your game and your Submarine type, your initial basing is as follows:

- 12/41 Porpoise Class: roll 1d10. 1-7: Philippines, 8-0 Pearl Harbor.
- 12/41 Salmon Class start in the Philippines.
- 12/41 All other classes start at Pearl Harbor.
- 1/42 or later: roll 1d10. 1-5: Australia, 6-0: Pearl Harbor (Narwhal Class always starts at Pearl Harbor)

[7.3.2] BASING EFFECTS. Submarines based in Australia (or the Philippines) use the [P1a] Patrol Assignment Chart to determine what patrol they are going on. Submarines based in Pearl Harbor use the [P1p] Patrol Assignment Chart.

Submarines starting the game in the Philippines automatically travel to Australia at the end of their first patrol and patrol from Australia afterwards. (For game play purposes, there is no difference between Australia and the Philippines.)

Special procedure for 12/41 patrols: Submarines that start 12/41 in the Philippines do **not** have the first two transit boxes as part of the very first patrol. They start in the first "Philippines" travel box, travel through the final two transit boxes, and then end up in Australia.

Historical Note: "Australia" includes several different bases that were actually used in the war, such as Darwin, Fremantle, Java, and later Guam. To simplify game play, all these bases are considered "Australia."

[7.3.3] *Silent Victory* contains 3 patrol maps: Pearl Harbor, Fremantle (Australia) and Brisbane (Australia). As players can just track their patrols on the Submarine Mats, their use is optional. There is **no** game difference between the two Australia maps. Both were included for historical interest. If assigned to Australia, a player may simply choose to use the Australia map that is more appealing to them.

[7.4] SPECIAL MISSIONS

There are five types of Special Missions in the game. These are designated on Patrol Charts [P1a] and [P1p] with a T, M, E, R, or L suffix to a patrol zone.

[7.4.1] TRANSPORT (T) A PASSENGER

To deliver a passenger, place a Passenger counter on the sub's Display Mat. Then, the submarine attempts to drop off the passenger by rolling on the Special Missions Encounter Chart [E1] when it arrives at the "Mission" box. (The Mission Box is the first "on station" box on the patrol, not a Transit Box). If there is no encounter, the mission is successful, and the Passenger counter is removed from the sub. However, if an Aircraft Encounter is rolled, that encounter must be processed first. If the sub is attacked, and survives, it must roll for another turn of combat to be able to drop off the passenger. Continue this process until there is no encounter and the passenger is dropped off, or the sub is sunk or is forced to abort. If the passenger is KIA (killed) or SW (severely wounded) before being dropped off, the mission is a failure.

[7.4.2] MINELAYING (M)

This mission is similar to the Transport as far as game mechanics, in that the sub must roll for an encounter using the Special Mission chart when it arrives in the first Mission Box past the Transit Boxes on the patrol. The difference is that the sub starts with mines loaded in all the torpedo tubes. This reduces the boat's torpedo load by the amount of torpedo tubes it possesses (typically 10). Once the mines have been successfully delivered, the tubes may be reloaded with torpedoes, and the rest of the patrol progresses normally.

[7.4.3] EVACUATION (E)

This mission is the reverse of the Transport mission, in that the submarine heads to the Mission Box and picks up a Passenger counter after any potential Aircraft Encounter is rolled for. For this mission to be a success, the passenger must be returned to base at the end of the patrol without being in a SW or KIA status. The sub may engage targets after picking up the Passenger, at the risk of failing the mission if the Passenger is SW or KIA.

[7.4.4] RECON (R)

This mission involves the taking of photographs and/or the taking of detailed notes on an area, typically a beach that is to be invaded in the future or possibly noting the extent of the Japanese defenses at a base. Resolve this mission as per Transport above, except that no Passengers are involved. Place the Camera counter on the Submarine Mat to indicate reconnaissance is being performed.

[7.4.5] LIFEGUARD (L)

This mission involves the submarine picking up downed aviators in a predetermined area nearby to current air operations. After checking for encounters per the same mechanics as Transport above, roll 1d10 to pick up a Passenger counter. A roll of 0 means none were found, and the mission is a failure. Any other roll means that number of downed aviators were picked up. For this mission to be a success, ***all*** the downed aviators (the Passenger counter) must be returned to base at the end of the patrol without being in a SW or KIA status. Only one counter is picked no matter how many aviators are rescued; note the number on the log sheet. After picking up the aviators, the sub may control to patrol normally and attempt to sink shipping, at the risk of failing the mission if any Passenger is SW or KIA.

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

[7.4.7] Success or failure of a Special Mission patrol assignment rests solely on whether or not the Special Mission was carried out successfully in the Mission Travel Box, regardless of whether or not any ships were sunk during the patrol. This is an **exception** to 7.5.2. Any tonnage sunk still counts towards the total tonnage sunk by the Submarine for all purposes.

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

[7.5] COMPLETING PATROLS

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

[7.5.2] Updates your Log Sheet by totaling the tonnage of enemy shipping sunk, and indicate whether the patrol was a success or failure by placing an "S" or "F" respectively on the log sheet next to the patrol month. A patrol is a success if at least one enemy ship was sunk (**exception:** 7.4.7); otherwise the patrol is a failure. This is done to help keep track of when Crew Advancement may occur (11.1).

[8.0] PATROL ENCOUNTERS

GENERAL RULE

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

PROCEDURE

For each Travel Box entered on the Patrol Track, consult the Encounter Chart [E1] to determine if an encounter occurs. If no encounter occurs, play immediately proceeds by advancing your Submarine Marker to the next Travel Box and checking again. When a ship encounter occurs, proceed by following the Encounter Chart to determine the number and type of target ships being engaged, their size and ID, whether they are under escort, and the time of day the encounter will take place. For Aircraft Encounters, immediately resolve Aircraft Combat (9.8, Aircraft Encounters).

[8.1] TYPES OF ENCOUNTERS

[8.1.1] Roll once per Travel Box for a possible encounter. If no encounter occurs, nothing happens; advance the Submarine to the next Travel Box and roll again. **Exception:** some Travel Boxes may contain a "x2" or "x3" indicator, which means you must roll for encounters that many times before advancing to the next Travel Box. Also, you may have to roll for an additional encounter when attempting to carry out a Special Mission (7.4). An Inoperable Diesel engine will also require an extra encounter roll (10.2.1).

Starting in 7/42 and for the rest of the game, US submarines are equipped with SJ Surface Search Radar. In game terms (assuming the radar is operative), this means you get to roll a second time if the first roll was a "5" on the encounter chart (Radar Systems, 10.6). A second roll of "5" means no encounter in this case.

[8.1.2] The Encounter Chart [E1] specifies the type of engagement that occurs, either against enemy ships or enemy aircraft. Engagements against ships vary by number of ships and type (8.2, Determining Ship Size and ID), as well as whether or not an escort exists.

[8.1.3] Convoys always consist of three ships (**exception**: 8.2.1). Capital ship and Convoy encounters always include enemy Escorts. Engagements against individual ships (besides Capital ships and Warships) that do not specify an Escort do not include an Escort. The following engagement does not include Escorts: Ship. *Note: convoys, of course, consisted of more than three ships in most cases. However, for game purposes, these three ships represent the ones in your vicinity that you may target.*

[8.1.4] Combat against ships is always voluntary (**exception**: 9.9, Submarine Encounters). Players may decide, after identifying the target(s), to avoid combat altogether. If so, simply advance the Submarine marker to the next Travel Box (or make the next roll if in a "x2" or "x3" box and you have not yet rolled that many iterations); the encounter has ended and the Submarine is undetected.

[8.1.5] If an Aircraft Encounter occurs, immediately resolve the combat (9.8, Aircraft Encounters). You may not choose to avoid combat with Aircraft.

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

[8.2] DETERMINE SHIP SIZE AND ID

[8.2.1] Consult the Encounter Chart [E1] and roll 1d6 for each target ship to determine its general size. Use the Determine Ship Size Table at the bottom. For convoys, roll 3d6 to determine the size of the three target ships closest to your attack position. Subs that move in to Close Range roll 4d6 for the four closest targets, but by rolling for the fourth target are committed to Close Range and will receive a Detection attempt, even if after seeing the targets they decide not to attack.

[8.2.2] To determine each ship's approximate size, roll 1d6. 1-4 is a small ship, 5-6 a large ship until 1945, when the rolls change to 1-5 for small and 6 for large (*Historical Note: most of the larger targets had been sunk by 1945*).

[8.2.3] To determine each ship's exact size and identity, for each ship first roll 1d6 to determine which Target Roster to use. 1-2 = a, 3-4 = b, 5-6 = c. Then roll d100 (2xd10, one being the "tens" digit and one the "ones;" a roll of "5" and "6" would be "56") on the appropriate Target Ship Roster to determine the ID, type, and corresponding tonnage size for each target ship. Target Rosters are provided for the following ship types and sizes:

- Small Freighter Target Rosters [T1a-c]
- Large Freighter Target Rosters [T2a-c]

Ship targets on T1 and T2 have a single letter code denoting their type: F = Freighter, T = Tanker, P = Passenger/Cargo, A = Auxiliary/ Armed Merchant, and S = Special/Munitions. Except for type "A," all other types are identical for game purposes and provided for historical reference only. "A" type ships cannot be attacked with Deck Guns (9.3).

Historical Note: Despite what most early computer games on the Pacific submarine war would imply, the danger from Japanese cargo ships firing back was pretty much nonexistent. As long as US submarines stayed out of small arms/light gun range, they were fine. Even those ships armed with deck guns had poorly trained seaman manning them. However, the Japanese did have some Auxiliary ships and armed merchants with significant surface firepower. Accordingly, those ships cannot be attacked with the deck gun, even if you encounter them sailing alone.

[8.2.4] For encounters with Capital ships, consult the Capital Ship Target Roster [T3]. Roll d20 to determine the exact target. These ships always have escorts. Notice that some of these targets are of huge tonnage; therefore, they are quite lucrative targets! Capital ship escorts were normally quite heavy, and accordingly receive a +1 on the detection chart against you. Some (but not all) Capital ships had extremely high speed, at times in excess of 26 knots. Therefore, "Fast" Capital ships (those marked with an asterisk on T3 and arrowheads on their counter) are harder to hit with torpedoes, and you receive a +1 to hit penalty against them. Notice that despite what common sense may dictate, "Capital ships," in game terms, are ***not*** "Warships" for the purposes of chart modifiers on the Torpedo/Deck Gun Fire Chart [S1].

[8.2.5] "Fast" Capital ships and Warships lose their special "+1" to hit if they have received any damage, should they not be sunk but you successfully follow and reengage them.

[8.2.6] For encounters with Warships, consult the Warship Target Roster [T4]. Roll d100 to determine the exact target. This may range from a heavy cruiser to a small submarine. These ships always are considered "escorted" for game purposes as they themselves are the "escort." As Warships, they receive a +1 on the detection chart against you. They are also faster than freighters, and so you receive a +1 to hit penalty against you.

[8.2.7] Record the tonnage of each ship on your Log Sheet, as (if sunk) it will count when determining level of victory. Optionally, you may record the target ship name as well for game replay narrative purposes only. *Historical Note: all ships identified on the target roster were actually sunk during the war.*

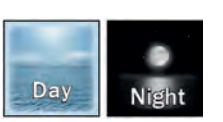
[8.2.8] As you identify type and size of ship targets, select the corresponding Target Ship marker that will be placed on the Submarine Combat Mat to resolve combat. The circled number(s) on the ship markers indicates the amount of damage required to sink the ship (based on the tonnage value of the ship).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

[8.2.9] Once ships have been identified, players may decline to attack (**exception**: 9.9, Submarine Encounters). If so, the encounter is over and the Submarine is undetected (**exception**: 9.2.2, initial Close Range detection attempt). Move your Submarine to the next Travel Box (or make the next roll if in a "x2" or "x3" box and you have not yet rolled that many iterations).

Note: why decline to attack? Maybe you are low on torpedoes, and want to wait for a bigger target. Maybe you were hoping for an unescorted target because you only have ammunition for your Deck Gun and no torpedoes, or your Submarine is damaged. You may decline to attack for any reason.

[8.3] DAY AND NIGHT ENGAGEMENTS

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



[8.3.2] Once all ships have been identified (8.2, Determine Ship Size and ID), you may attempt to switch from Day to Night at the risk of losing contact (**exception:** Capital ships and Warships may not be changed from Day to Night or vice versa). Consult the Encounter Chart [E1] to attempt changing to Night (there is never any reason to change to Day, but you may if you wish). You run the risk of losing contact with the target (on a modified roll of 6 or more), in which case the encounter immediately ends. A +1 modifier applies if the SJ Radar is inoperable or not present.

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

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

[9.0] COMBAT

GENERAL RULE

Combat takes place during a patrol assignment when an encounter occurs, or as called upon by a Random Event. Your objective as Submarine Captain is to target and sink as much enemy shipping as possible, while withstanding any possible escort depth charge attack or aircraft attack. Combat against enemy ships is voluntary (**exception**: 9.9, Submarine Encounters), and may consist of several combat rounds, including the possibility to Follow a ship or Convoy with the hope of engaging it again. If Escorts are involved, enemy detection followed by depth charge attack may occur. A player may opt to withdraw from an engagement following the first round of combat. Note, however, that a Submarine may have to withstand numerous rounds of escort depth charge attack until it is able to successfully escape detection to end an encounter. Aircraft attacks are resolved separately from shipping engagements (9.8, Aircraft Encounters).

PROCEDURE

The Submarine Combat Mat [S5] is used to resolve attacks against enemy ships (9.2). Once all targets have been identified and placed on the Combat Mat, and the time of day has been determined, then you must decide how to conduct the attack (or whether or not to attack at all). Choose between submerged or surface attack (including Night Surface Attack), as well as the range to engage the enemy targets. The existence of escorts can have a direct bearing on the aspect of the attack chosen, as this will determine if or when Escort Detection will occur.

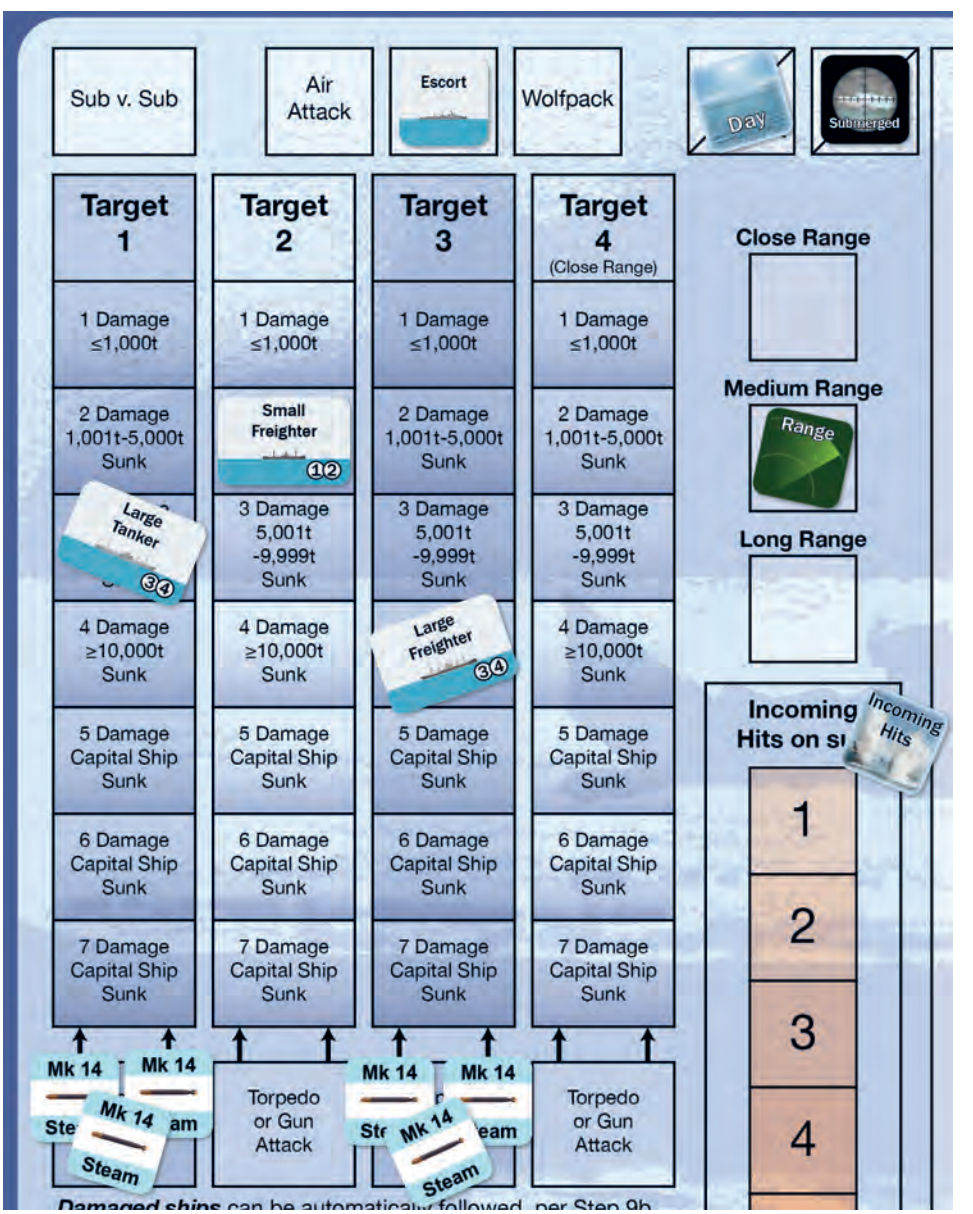
Place Torpedo and/or surface gunnery Ammo markers from the Submarine Display Mat into the Torpedo or Gun Attack box on the Combat Mat corresponding to the target selected. Resolve Submarine attacks using the Submarine Torpedo/Deck Gun Fire Chart [S1] and resolve any Hits by checking for any possible torpedo duds on the Torpedo Dud Chart [S2]. Apply all modifiers as necessary. Roll once for each Hit scored on the Attack Damage Chart [S3] to determine the amount of damage, if any, the ship target must absorb. Damaged ships should be noted by placing a check mark on the log sheet to track them, and sunk ships should have their tonnage value on the log sheet circled to record the sinking. Under certain circumstances, the Submarine may initiate another combat round or attempt to follow the enemy ship or Convoy. Note, however, that initiating another round of combat against an unescorted target involves rolling on the Additional Round of Combat table of the Encounter Chart [E1], which runs the risk of escorts or aircraft arriving on the scene.

When escorts are involved, consult the Escort Detection Chart [E2]. If detected, the Submarine undergoes an immediate depth charge attack by consulting the Escort/Air Attack Chart [E3] to determine if any Hits occur. Apply all modifiers as applicable. Submarines may attempt to slip away from detection by declaring they are Exceeding Test Depth (9.6.4), but take Hull damage as a result. For each Hit scored on the Submarine, which is recorded using the Incoming Hits marker on the Combat Mat [S5], consult the Sub Damage and Repair Chart [E4] to determine the nature of damage caused by each Hit. The result of damage inflicted is explained on the Submarines Damage and Repair Chart [E5]. Be sure to place or adjust the appropriate Damage markers on the Submarine Display Mat as damage occurs. The Submarine must then try to withstand continued depth charge attacks by returning to the Escort Detection Chart [E2]. This process is repeated until the Submarine either escapes detection, is destroyed, or is forced to the surface.

CASES

[9.1] SUBMARINE COMBAT MAT

[9.1.1] Place all target ship markers on the Submarine Combat Mat [S5]. There are four numbered columns, one for each target ship (four is the maximum number of targets possible in an encounter) that includes a number of boxes representing the amount of damage a ship can absorb. Some target columns will be ignored if you have less than four target ships involved in the engagement. The size and total tonnage (t) of



*Combat Mat set-up example. Your Submarine is engaging a convoy (Note the Escort marker present) while being **Submerged** during the **Day** at **Medium Range**. Ship targets #1 and #3 only are being targeted with a torpedo salvo of **three Mk 14 Steam torpedoes each**. The tonnage value for the Large Tanker is under 10,000t and the Large Freighter is at least 10,000t based on the space each occupies on the numbered Target track. Note: The Escort could have been targeted by moving it to the Target 4 column and placing it in the "2 Damage" space with a tonnage value of 1,200t (refer to 9.2.9).*

the ship determines which box the ship marker should initially occupy, based on the amount of damage it can absorb before being sunk.

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

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

[9.1.3] Place the Day/Night marker on the Submarine Combat Mat [S5], with the appropriate side up indicating the current time of day for the engagement.

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

[9.1.5] Place the Escort marker in the Escort box located above the four numbered target columns if escorts are present. This marker may also reflect Variable Escort Quality (14.5) when using this optional rule. If no escorts are present, the Escort box will be empty.

[9.1.6] The Air Attack box, located above the four numbered target columns, is for optional use only (14.6, Variable Aircraft Quality).

[9.1.7] The Wolfpack box is only used for Wolfpack Patrols against a Convoy target (7.2, Wolfpack Patrols). Roll to determine the status of the Convoy escorts (7.2.2) and place the appropriate Wolfpack Escort marker (Busy or Focused status side up) in the Wolfpack box. This modifier will apply for all Escort Detection [E2] attempts throughout the engagement.

[9.1.8] Place the Incoming Hits marker alongside the Incoming Hits on the Submarine Track, for possible use if the Submarines comes under attack.

[9.2] CONDUCTING SHIP COMBAT

[9.2.1] Decide if the Submarine will be firing Forward or Aft torpedoes. Using both in the same round will make you easier to detect (+1 modifier on the Escort Detection Chart [E2], 9.6) and may only be done via Night Surface Attack (9.5) or against unescorted targets. You may fire from as many or few tubes as you desire; you are not required to fire all torpedoes from the Fore or Aft tubes. Place torpedoes in the Torpedo or Gun Attack box on the Combat Mat that corresponds to the ship you are targeting. All torpedoes must be placed on the Combat Mat before rolling to see if the first torpedo hits. You may allocate your torpedoes any way you wish, including firing them all at one target.

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

Submarines attempting to go to Close Range are detected on a modified 2d6 roll of 10 or higher. *Only* the year modifier applies to this detection roll. If the boat is undetected, it may continue with its attack. If detected, however, it cannot attack, and undergoes an immediate depth-charging as if it had been detected normally. The detection/depth-charge process continues normally at that point.

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

If not detected initially at Close Range, you must check again for Escort Detection after firing torpedoes, where all normal modifiers apply, including +1 for Close Range. *Note: this is the calculated risk and double jeopardy of conducting an attack at Close Range against enemy ships under escort. You have to roll for Escort Detection twice (once before torpedo fire and again after torpedo fire), and once you are detected, you can never engage the enemy. Your sole focus becomes one of survival at which point you can decide if you are going to attempt to Follow to re-engage.*

[9.2.3] Roll for each torpedo fired on the Submarine Torpedo/Deck Gun Fire Chart [S1] to determine if any Hits are scored. Note the probability of scoring a Hit increases based on shorter range to the target ship. Certain modifiers may also apply; these are listed on the Chart.

[9.2.4] Consult the Torpedo Dud Chart [S2] and roll for each torpedo that scored a Hit. The probability of a dud is a reflection of torpedo type and date. Over time, the dud rate decreases as the Americans realize and fix the problems with their torpedoes. If the dud rate changes while a boat is at sea, continue to use the dud rate that was in effect when the boat went to sea.

Designer's note: Defective torpedoes were a **huge** *problem for the Americans at the start of the war and they did not get fully corrected for some time, as multiple problems existed. Curiously enough, this was very similar to the German U-boat torpedo experience in the Atlantic. These problems included faulty detonators, running much deeper than the depth setting, and premature detonations. For simplicity's sake I have chosen to use the term "dud" to mean any torpedo which does not damage the target, and therefore includes a variety of malfunctions.*

[9.2.5] For any of your torpedoes that Hit [S1] and that are not Duds [S2], you now roll for damage on the Attack Damage Chart [S3]. The number of damage points scored is denoted by adjusting the position of the target ship upward on the Combat Mat. Any amount of damage that is insufficient to sink the target is considered to have "damaged" the target ship (important for Following purposes, 9.7.6). When sufficient damage has been incurred that is equal to or greater than the total amount of damage a ship can take, the ship is sunk. *Note: the Attack Damage Chart [S3] (as well as the Combat Display Mat [S5]) lists the total damage points required to sink each ship type.*

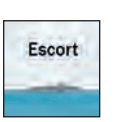
***Example**: following our Combat Mat set-up, if the Large Tanker (Target #1) takes 2 damage points, it is moved up from the 3 Damage space to the 1 Damage space, indicating that it will be sunk if 1 more Damage Point is taken. If the Large Freighter (Target #3) takes 4 Damage Points, it is moved all the way up to the Target 4 space and considered sunk (no damage points remain that it can absorb).*

[9.2.6] Any torpedoes that hit on a natural "2" ("snake eyes") are critical hits, assuming they detonate and are not duds. These torpedoes do +3 damage points. For example, you roll to hit with a torpedo, and roll a "2". You then roll a "5" for the dud check, therefore, the torpedo does explode. Rolling for damage, you roll another "5," which normally would be 1 damage point. However, because it was a critical hit, you do 4 points of damage instead of just 1.

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

[9.2.8] A single round of combat typically involves Submarine fire followed by an Escort Detection attempt (9.6, Escort Detection and Depth Charges) if any Escorts are present (**exception:** Submarines detected at Close Range can not fire at enemy ships, 9.2.2), per the Combat vs. Escorted Ships outline on the Submarine Combat Mat [S5]. If Escort Detection is successful, combat rounds will continue with repeated Escort Detection attempts and depth charge attacks until the Submarine can escape detection or is sunk/forced to surface. You may also initiate an additional round of combat if engaging unescorted ships (9.4, Unescorted Ship Targets).

[9.2.9] COMBAT AGAINST ESCORTS



Unlike the Atlantic war, combat against escorts (or just warships in general) happened with more regularity in the Pacific. To represent this, players **are** allowed (but not required) to attack an Escort that is with the target ship(s). To attack an Escort, add a generic Escort target (1200 tons). This ship can now be added to the other available ship targets and is attacked normally per the attack rules. (Although there is more than one escort, just like there are more than 3 cargo ships in a convoy, it is assumed there will only be one in your "window of opportunity" to attack.)

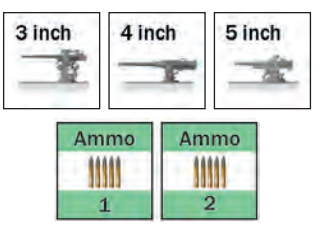
[9.2.10] If the Escort is sunk or damaged, detection rolls for the rest of the combat are made at -1 (and of course you receive credit for that Escort's tonnage if sunk). If the Escort survives your salvo unharmed, detection rolls are made at +1 for the rest of the combat. If you are using the optional Variable Escort Quality (14.5) rules, you do not re-roll quality.

Designer's Note: Although this seems like a really good deal, players should realize that

they are spending (probably) several torpedoes on a ship that has extremely small tonnage, and that several torpedoes might not even hit it, given it has a built-in +1 to hit, being a Warship. Think twice before gratuitously attacking escorts. It might be better to just deal with the potential depth-charging, since if you don't sink or damage the Escort, the Escorts counterattack you with an extra +1 to the Detection roll.

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

[9.3] SURFACE GUNNERY AND AMMO



[9.3.1] Submarines conducting surface attacks against unescorted ships (only) are eligible to use their Deck Gun in conjunction with or in lieu of torpedo salvo fire. Deck gunnery fire is never permitted when escorts are present or against "A" type freighters.

[9.3.2] The Submarine Display Mat lists the total ammo capacity for the Deck Gun. Each Ammo marker is represented with a "1" or "2," indicating the number of ammo points or rounds that the marker represents. Up to two points of Ammo can be fired per combat round, and each point of ammo can be directed at a different target. *Note: each 1 point of Ammo represents approximately 25 actual rounds.*

[9.3.3] Firing a Deck Gun is similar to resolving torpedo fire, except that there is no need to consult the Torpedo Dud Chart (the shells are never duds). To conduct Deck Gun fire, roll on the Submarine Torpedo/Deck Gun Fire Chart [S1]; any Hits scored are rolled for on the Attack Damage Chart [S3] to determine the amount of damage inflicted on the target ship.

[9.3.4] Submarines with dual deck guns (11.5.7) may fire up to 2 Ammo points per round per gun (for a total of 4).

[9.3.5] AA guns are not used for surface gunnery fire against enemy ships. They are reserved for fire against enemy aircraft only (9.8, Aircraft Encounters).

[9.4] UNESCORTED SHIP TARGETS

[9.4.1] An encounter result of "Ship" or "Two Ships" means that the target ship(s) are not escorted. They are effectively sitting ducks unless they turn out to be type "A" targets (8.2.3).

[9.4.2] Due to lack of escort, there is no Escort Detection conducted for the combat round. In effect, the Submarine has a free shot and can fire at Close Range without running the risk of being detected before being able to fire. Follow the procedure in 9.2, Conducting Ship Combat, for the first round of combat, but do not roll for Escort Detection. *Note: typically in such cases, the Submarine Captain may opt for a surface attack at Close Range in order to fire his Deck Gun (up to two points of Ammo) in lieu of, or in addition to, any torpedo salvo attack.* You may fire one weapon type (Forward Torpedo, Aft Torpedo, or Deck Gun) and see the result before firing the next type. But you must commit the number of Forward Torpedoes/Aft Torpedoes/ amount of Deck Gun Ammo before firing each *type* of weapon. You may fire the weapons in any order. When firing torpedoes, you use the -1 bonus as in 9.5.1. Also, firing from both ends of the Submarine does *not* incur the +1 penalty in 9.5.2 (you are not rushed).

***Example**: you come across a large tanker (13,000 tons) and decide to fire 3 Forward Torpedoes (you are low on ammunition). You only score 2 damage, not enough to sink the target. So you decide to fire your Aft Torpedo, scoring only 1 more point of damage. You then decide to use the Deck Gun, and commit 2 points of Ammo. The first point hits, sinking the tanker, but you still must expend the second Deck Gun Ammo point.*

[9.4.3] ADDITIONAL ROUND OF COMBAT. If, for whatever reason, an ***unescorted*** target was not sunk during the initial round of combat, the player may choose to initiate an additional round of combat. To do so, reload (if you have reloads available, 4.5.1) any torpedo tubes, and roll on the Additional Round of Combat table on the Encounter Chart [E1]. If the result is "Escort," the target ship(s) are now considered to be under escort and Escort Detection is ***resolved immediately***, regardless of what range the Submarine is to the target (but no range modifiers apply, 9.4.6). If the Submarine avoids this detection, it still must check for Escort Detection again for the new combat round, per the standard ship combat rules (9.2.2). If the result is "Aircraft," the Submarine must abort the attack, dive immediately and resolve the Aircraft Encounter (9.8). If no "Escort" or "Aircraft" is encountered, the Submarine has another round to attack the unescorted target without fear of Escort Detection or reprisal.

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

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

[9.4.6] If the Submarine is engaging an unescorted target and an Escort appears as a result of rolling for an Additional Round of Combat, the Submarine is automatically considered submerged. No range modifiers apply. *Note: Submarines may never be on the surface when Escorts are present during the day. They have effectively spotted the approaching Escort from a distance and have since submerged.*

[9.5] NIGHT SURFACE ATTACK

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

[9.5.2] Submarines conducting a Night Surface Attack may fire an immediate second salvo from the other end of the Submarine as part of their initial firing action. However, there is a negative modifier when rolling to hit on the Submarine Torpedo/Deck Gun Fire Chart [S1] (for the second salvo only), while also increasing the likelihood of being detected if escorts are present [E2]. To conduct this second salvo, place available torpedoes (from the load section opposite the ones just fired; for example, if you fired Forward Torpedoes, you may fire the second salvo from the Aft Tube) onto the Submarine Combat Mat and resolve this attack immediately. Resolve the torpedo attack normally (9.2.3) but with a +1 to hit. You must commit to this action before firing any torpedoes (i.e., you cannot wait to see the results of the first salvo before deciding to fire the second; note that this is different from an attack on an unescorted ship, where you can wait to see the results).

[9.6] ESCORT DETECTION/ DEPTH CHARGE CYCLE

The Escort Detection/Depth Charge Cycle consists of an attempt by the Escorts to detect your Submarine. If successful, the Escorts will Depth Charge your ship. They then go to the beginning of this cycle and must attempt to Detect your Submarine again. Each loop through this cycle constitutes a single round of combat. The Cycle ends with the Submarine escaping the escorts, ending the Escorts' combat round and the encounter, or the Submarine sunk/ forced to surface, ending the game.

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

[9.6.2] If you wish to conduct an additional round of combat against unescorted targets, a roll on the Additional Round of Combat table of the Encounter Chart [E1] is required. On a roll of 3 or less, an Escort will arrive. This means an Escort has not only shown up on the scene, but the Submarine must ***immediately*** undergo Escort Detection [E2] (but without Range modifiers, 9.4.6). If the Submarine is undetected for this check, the Submarine must check again for Escort Detection during the same combat round, per 9.6.1, after firing. Hence, the escorts get two detection attempts for the round, just as if it were an attack at Close Range.

[9.6.3] All modifiers are cumulative for both Escort Detection attempts and for Escort/Air

Attack. The Night Surface Attack modifier is used every round for Escort Detection but only the first round for Escort/Air Attack. The Firing Fore and Aft modifier is only used on the first round of Escort Detection.

[9.6.4] EXCEEDING TEST DEPTH Submarines may attempt to slip away from the escorts by declaring that they are exceeding test depth—but this is a risky proposition. Prior to conducting the Escort Detection attempt, you must decide if you are going to attempt to increase your chances to slip away by exceeding test depth and diving deeper than is safe. The Submarine automatically takes one Hull damage and then rolls 2d6.

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

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

[9.6.6] Submarines cannot exceed test depth during the first combat round of a Night Surface Attack or prior to attacking at Close Range. They are considered too close to the surface at this time. In addition, the China Sea patrol zone was mostly very shallow. Therefore, you may not exceed test depth when in the China Sea. Also, you may not exceed test depth if firing a Cutie torpedo at the Escorts (9.6.7).

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

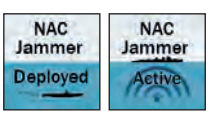
[9.6.7] USE OF THE MARK 27 "CUTIE" TORPEDO

Starting in 1945, you have a new torpedo available to you, the Mk 27 homing torpedo, known as the "Cutie." This torpedo had an extremely small warhead, slow speed and short range. However, what made it unique is it had an acoustic homing warhead—it would travel toward the loudest noise it could find, almost invariably the target's propeller screws. It was specifically designed to be fired against escorts that were chasing or hunting a sub, in the hope that the Cutie would disable that ship. Typically speaking, a Cutie detonation on an escort's screws would leave it dead in the water. *Historical Note: The roughly 100 pound warhead was insufficient to sink cargo ships.*

You may fire a Cutie defensively at Escorts, on any combat round after having been Detected. The range is Close and there is an automatic +1 for shooting at a Warship. You cannot Exceed Test Depth (9.6.4) and fire a Cutie in the same round. If it hits and detonates, the Submarine's status becomes "undetected" and the encounter is over. However, if the Cutie is fired and misses (or fails to detonate, i.e., a dud) there is no detection roll for the next round. The Submarine is automatically detected.

[9.6.8] NAC BARRAGE JAMMER

Starting in 1945, you have the "NAC" barrage jammer decoy available. Basically a noisemaker, they were deployed from either a torpedo tube or a 3" signal ejector tube. Although only partially effective against experienced sonar operators, they at least give the player a chance to get out of a bad situation. A player may deploy a NAC before any detection roll takes place. Place the NAC counter on its "Deployed" side. The next detection cycle (if there is one), before the detection roll is made, flip the NAC counter to its "Active" side and roll. On a 1d6, a roll of 1-2 means that the decoy works and the Submarine becomes undetected. You may not deploy a NAC the same round you attempt to exceed test depth. If using the optional Variable Escort Quality (14.5) rules, the decoy works on a 1d6 roll of 1-3 vs. a green escort, and only on a 1 vs. a veteran or elite escort. Players may release 1 NAC per combat encounter, and 3 are carried per patrol.



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

[9.6.10] Once a Submarine is detected, it undergoes a depth charge attack by rolling on the Escort/Air Attack Chart [E3]. To resolve the attack, add/subtract all the modifiers listed under the Escort/Air Attack Chart. Then roll 2d6. This determines the number of Hits inflicted on the Submarine, which can be tracked on the Submarine Combat Mat [S5] using the Incoming Hits marker.

The [E3] chart has two columns. Before July 1943, use the left hand column when attacked by Escorts. Starting in July 1943 (or any time with an Aircraft attack) use the right hand column.

Historical note: In June 1943, Congressman Andrew Jackson May returned from a war zone junket and essentially told the press, "Don't worry about our subs, the Japanese are setting their depth charges too shallow." This was reported in the news and got back to Japan, hence the limited damage prior to July 1943.

On a modified roll of 2-3, the Submarine suffers no damage, but it still must undergo another Escort Detection attempt. On a modified roll of 13 or more when attacked by an Aircraft, or in July 1943 or later when attacked by an Escort, the Submarine is immediately sunk and the game ends. See 5.2, Determining Victory, to see how you did. If the modified roll was 4-12, a number of Hits will be inflicted on the Submarine.

[9.6.11] If any Hits were inflicted, you must roll a 1d6+1d6 for each Hit. Use dice of two different colors and designate one to be the "tens" digit and the other to be the "ones" digit. This will produce a result between 11 and 66. Roll the two dice once for each Hit inflicted, and find the result on the Sub Damage and Repair Chart [E4]. Immediately mark any damage with damage markers for each Hit before rolling for the next. If any of the hits affect the Crew, resolve the Hit immediately on the Submarine Damage and Repair Chart [E5] before resolving the next hit (9.6.12 below for procedure). Hits with "x2" after them count as 2 of that type of Hit (but do not reduce the number of Hit determination die rolls). If any Hit sinks the Submarine (either immediately or because of accumulated Hull damage) or forces it to the surface (because of accumulated Flooding), the game is over; see 5.2 to determine your level of victory.

[9.6.12] CREW HIT RESOLUTION. If while rolling for damage effect a Crew Hit is the result, go to the Sub Damage and Repair Chart [E5]. Roll 2d6 (no modifiers) to determine which crew member is affected. If the affected crew member is already KIA or not present then treat as "no effect." Otherwise, roll 1d6 to determine the severity of the wound.

[9.6.13] If the Hull Damage marker reaches the last box, the Submarine is sunk (the hull has been crushed by damage and water pressure). If the Flooding marker reaches the last box, then the Submarine is forced to surface and you must attempt to scuttle, per 10.13. In either case, the game is over; see 5.2, Determining Victory.

[9.6.14] Once detected, continue the Cycle by going back to 9.6.3. Note that for the second and all subsequent loops through the Cycle, the Escorts receive a +1 (total, not cumulative per loop) DRM for having previously detected your Submarine. The Cycle (and the encounter) ends with either the Submarine escaping through a failed Detection roll by the Escorts (9.6.9), or with the Submarine sunk or forced to surface (9.6.13), in which case the game is over.

***Example**: your Submarine is detected after attacking while submerged at Medium Range. The attack was during the Day, and you used Mk 14 (Steam) torpedoes. So the Escorts will receive a +1 on the Detection Attempt. The Escorts roll an 8, which becomes a 9, and you*

are detected. If you survive the depth charge attack, the Escorts will receive a +1 for the Day use of Mk 14 torpedoes and a +1 for Previous Detection (and depending on what damage you took, possibly more additions to the die roll) for a total of +2. On the next roll, the Escorts get a 9, which becomes an 11, so you are detected. If you survive, the Escorts are still at +2 (+1 for Mk 14 torpedoes in Day and +1 for Previous Detection), assuming no other damage. You do not add a second +1 for Previous Detection.

[9.7] FOLLOWING ESCORTED SHIP OR CONVOY

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

[9.7.2] Following is not permitted against unescorted ships. Instead, you can consider an additional round of combat (9.4.3).

[9.7.3] Submarines that have been detected, and perhaps even damaged by escorts, can attempt to Follow the ships or Convoy previously engaged once they have escaped detection. Be sure to conduct any Submarine Repairs (10.11) prior to attempting to Follow.

[9.7.4] Due to their inherent speed, Capital ships and Warships can never be Followed unless damaged. This also means you may not Follow to change Day to Night and is an exception to 8.3.2. Furthermore, a damaged Capital ship/Warship always retains its escort (no need to roll to determine if the escort remains with them, per 9.7.6). In addition, Following Capital ships is not automatic. Roll 1d6. A modified roll of 1 means you have successfully followed the Capital ship. This die roll is modified by -1 for each point of damage on the Capital ship. ***Example:*** *a player attacks a Capital ship but only manages to inflict 2 points of damage. He wishes to follow the Capital ship and attack it again. His die roll to follow is -2 for the damage, meaning he follows on a roll of 1-3.* This die roll can also be modified by SJ Radar (10.6.1). If not present or inoperable, a modifier of +1 is applied.

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

[9.7.6] If any ships have been damaged (noted on the Log Sheet with a check mark next to the target as well as their current position on the Submarine Combat Mat), ***Following is automatic*** **(exception** 9.7.4**).** Roll 1d6. If there is only one damaged ship to Follow (instead of Following the Convoy), on a roll of 1-4 it remains under escort. On a 5-6, it is now unescorted. When Following more than one damaged ship, on a roll of 1-4, the damaged ships stay together and are still considered under escort; normal combat rules apply (9.2, Conducting Ship Combat). On a 5-6, any damaged ships become an unescorted "straggler" and separate from one another. In all cases, undamaged ships from the original encounter are no longer present. You must now decide which damaged ship will be Followed and targeted during the next combat round (only one ship can be selected).

[9.7.7] When attempting to Follow a ship or Convoy, roll 1d6. A +1 modifier applies if the SJ Radar is inoperable or not present. On a roll of 1-5, the Submarine has successfully Followed the ship or reengaged the Convoy and must roll to identify the three ships encountered (as if a "Convoy" was rolled on the Encounter Chart [E1])—the assumption here is that the Submarine is approaching the Convoy from a different perspective, presenting a fresh set of target ships. On a 6, the Convoy slips away, and the engagement ends. Advance the Submarine marker one Travel Box and continue the patrol. Note if Following a Ship + Escort or Two Ships + Escort you do not re-roll for ID (or Escort Quality if using Optional Rule 14.5).

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

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

[9.7.9] Submarines that successfully Follow treat the coming combat as though it were a new encounter, and not a second round of combat, but skipping steps that are inappropriate (for example, if you followed damaged ships, or one or two undamaged ships + Escort, then you do not ID the targets as you already know what they are). You are not required to use the same tactics as in the previous attack (Range, Night Surface, Forward/Aft, etc.). You may reload your torpedo tubes (providing you have reloads available, see 4.5.1).

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

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

[9.8] AIRCRAFT ENCOUNTERS

GENERAL RULE

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

PROCEDURE

When an Aircraft Encounter occurs, begin by consulting the Aircraft Encounter Chart [A1]. The result will indicate whether an air attack occurs (up to two separate air attacks) or not. If no attack occurs, the encounter ends. If the air attack succeeds, the Submarine consults the AA Attack vs. Aircraft Chart [A2], with AA combat results being considered simultaneous with the air attack results. The relative success of the AA attack will dictate when the engagement may end, while a failed AA attack could result in additional rounds of combat, including the possible arrival of Escorts.

[9.8.1] When an Aircraft Encounter is rolled, the Submarine will immediately attempt to dive to escape attack. Consult the Aircraft Encounter Chart [A1] and roll 2d6. If a modified 5 or more is rolled, there is no air attack. The aircraft was fortunately seen in time, and the Submarine was able to successfully crash dive to avoid possible damage, which ends the encounter; the Submarine does not fire AA. If a modified 4 or less is rolled, one or possibly even two attacks must be resolved on the Escort/Air Attack Chart [E3]. If the Encounter was rolled when attempting an additional round of combat vs. an unescorted target, the target escapes, even if the Aircraft is unable to attack. The Aircraft has driven off the Submarine.

[9.8.2] Should an aircraft be able to carry out an attack, resolve the combat by applying a +1 modifier on the Escort/Air Attack Chart [E3] (no other modifiers apply). Each Hit scored on the Submarine requires rolling a 1d6+1d6 on the Sub Damage and Repair Chart to determine the type of Submarine damage incurred. Furthermore, one Submarine Crew Injury occurs automatically, in addition to any other damage incurred (in effect, treat as if there was

a free die roll on the Sub Damage and Repair Chart which resulted in a "Crew Injury").

[9.8.3] The Submarine fires its AA guns against the enemy aircraft (only if the AA gun(s) are operational, see 9.8.4), and this fire resolution is considered simultaneous with the air attack resolution. In effect, it is possible for a Submarine to shoot down an aircraft that sinks it, as happened several times historically. Consult the AA Attack vs. Aircraft Chart [A2] to determine the result:

- If the aircraft is "Shot Down," any possible second air attack (if a modified 1 or less was rolled on the Aircraft Encounter chart) no longer occurs. Ignore the second air attack and the engagement ends.
- If the aircraft is "Damaged," any second attack still occurs. However, the encounter ends following the second air attack.
- If the AA fire result is a "Miss," the enemy aircraft shadows the Submarine after completing its own attack. In effect, the engagement continues by consulting the Additional Round of Combat table on the Encounter Chart [E1]. This may result in either an Escort arriving, which then rolls for detection on the Escort Detection Chart [E2], or a new Aircraft arriving on the scene. When rolling for detection, Escorts do receive the Previous Detection +1 modifier. Second or subsequent Aircraft do *not* attack the submarine, which is currently submerged from the first attack. Rather, they serve to keep the boat down long enough that any target ship that might have been present has escaped, even if it was damaged. They also may still vector in an Escort, which *can* attack the submarine if it successfully rolls for detection. The only modifiers used in this case would be Previously Detected +1 and the current year modifier. The Submarine may not fire AA during the second (and any subsequent) round; it is considered submerged by this point.

[9.8.4] An AA attack is not permitted if all the Submarine's AA guns are damaged and/or inoperable. For game play purposes, the AA attack is considered a "Miss", which results in an automatic check on the Additional Round of Combat table if there is no operable AA gun.

[9.8.5] For the purposes of the game, AA ammunition is in unlimited supply and is never depleted as may occur with torpedoes or deck gun ammo during the course of a given patrol.

[9.9] SUBMARINE ENCOUNTERS

GENERAL RULE

It is possible to roll for an encounter with an enemy submarine on the Warship Target Roster [T4] (this happened a quite a bit more frequently in the Pacific than in the Atlantic, where it was a rare occurrence). Other warships are always considered "escorted" even though they themselves may be a destroyer. Enemy submarines, however, operated alone, but can act as their own escort of sorts.

PROCEDURE

When an Submarine Encounter occurs, begin by determining if the enemy submarine attacks first. If so, you will roll for the enemy attack. Otherwise, you attack first, and if the enemy sub survives, it may attempt to Detect and attack your sub. Place the Japanese Submarine counter in the "Sub vs. Sub" box on the Combat Mat as a reminder.

[9.9.1] When a Submarine Encounter is rolled, roll 1d10. On a "0," the enemy sub detects you and fires first. It fires 2 torpedoes at Medium Range. Use the attack procedure in 9.9.5 to resolve the attack. If your Submarine survives the attack, you may either roll for an Additional Round of Combat or disengage and end the encounter.

[9.9.2] After this "surprise attack" by the enemy sub, the US Submarine gets to fire first per 9.9.3 in any subsequent rounds of combat. Note that the range will be Medium in this case.

[9.9.3] To attack an enemy submarine, you go through the normal procedure of deciding to attack from Medium/Long, or risk a detection roll by going to Close Range. You may not attack enemy submarines with your deck gun. You may choose not to attack, but this counts as a "miss" and you must continue with the procedure in 9.9.5. Notice that an enemy sub is harder to hit, as it receives the +1 Warship modifier when you try to hit it with torpedoes. If you are detected while attempting to get to Close Range, your attack will be aborted and the enemy sub attacks you first instead from Close Range.

[9.9.4] If you sink the enemy sub in the first round of combat, the encounter ends with no further action required. Only **one** point of damage is required, so any non-dud Hit sinks the sub.

[9.9.5] If the player misses the enemy sub, the enemy sub rolls for Detection using appropriate modifiers. If Detection occurs, it fires two torpedoes at your sub, hitting on a 2-4 at Close, 2-3 at Medium, or 2 at Long Range (rolling 2d6). Enemy submarines have duds on a roll of "1." **Any** non-dud torpedo hit by an enemy sub will sink your sub. At this point, assuming the enemy sub has not sunk your sub, you have the option of rolling for an Additional Round of Combat, or to disengage. If you disengage, the encounter is ended; move to the next Travel Box. If you opt for an Additional Round of Combat, reload, then roll for encounters, with an Aircraft or Escort result meaning the enemy sub gets away (and you have to deal with the new problem). If no Aircraft or Escort arrives, you then start a new round of combat against the enemy sub from scratch.

[10.0] SUBMARINE DAMAGE

GENERAL RULE

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

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

PROCEDURE

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

Damage results apply ***immediately*** (even before Repairs can be attempted, per 10.11) and can have a negative impact on your Submarine while it is actively engaged in combat during a given encounter. Consult the Sub Damage and Repair Chart [E5] to determine the negative impact, if any, for a damaged system for the remainder of your engagement. ***Example****: damaged Dive Planes or your Captain becoming severely wounded results in an immediate negative modifier for Escort Detection [E2], making it more difficult for your Submarine to escape detection and withstand further depth charge attacks during the current encounter.*

CASES

[10.1] FLOODING

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

[10.1.2] When the Flooding marker enters the final space of your Flooding Damage Track, the crew must blow ballast, immediately surface, and attempt to scuttle the Submarine (10.13). This action is taken immediately; ignore any remaining Hits that have not yet been resolved.

[10.1.3] ADDITIONAL FLOODING
Following any combat round in which the Submarine sustained at least one Flooding damage result, the Submarine must check for additional flooding damage. Roll 1d6 with a 5-6 resulting in additional flooding; immediately advance the Flooding marker one space on your Flooding Track. On a roll of 4 or less, no additional flooding occurs. Note that if your Chief Engineer is rated "Expert," you receive a −1 favorable die roll modifier. If your Chief Engineer is KIA or SW, all additional flooding die rolls receive an unfavorable +1 modifier.

[10.2] ENGINES AND MOTORS

COMMENTARY: Electric motors are used while the Submarine is submerged; the diesels are used to power the electrics while running on the surface.

[10.2.1] If only one Diesel engine is operable, the Submarine must abort the patrol (10.12, Patrol Abort) and roll twice when checking for possible encounters (10.12.3) for each Travel Box entered as it heads home. If all Diesel engines are Inoperable, the boat is towed home if within one Travel Box of its base (the first or final Travel Box on the Patrol Track). Otherwise, the Submarine must be immediately scuttled (10.13.4).

[10.2.2] If one electric motor is out, the Submarine cannot maneuver as well underwater, so it takes +1 on any attacks on the Escort/Air Attack Chart [E3] immediately. If two motors are out, +2 on the Escort/Air Attack Chart [E3] immediately. Boats with 4 electric motors are +1 if 2 or 3 motors are out, +2 if all 4 are out.

[10.3] HULL

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

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

[10.3.3] The amount of Hull damage will impact the length of Refit for the Submarine (10.14).

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

[10.4] FUEL TANKS

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

[10.4.2] If Repair of Fuel Tanks fails, the Submarine must abort its patrol (10.12). *Note: an "Inoperable" counter on the Fuel Tanks means they are still leaking after attempted repairs.*

[10.5] BATTERIES

[10.5.1] The Batteries are crucial for power while submerged. When Damaged, the boat cannot maneuver as effectively underwater, with serious combat effects per the Sub Damage and Repair Chart [E5]. *Note: the "Inoperative" marker does not mean the Batteries are completely destroyed. Rather, it should be interpreted as the Batteries are still operating at reduced power despite repair attempts.*

[10.6] RADAR SYSTEMS

[10.6.1] American subs had two radar systems, Initially SD Air Search and later SJ Surface Search. If the SD radar is inoperative, the sub receives a penalty when rolling on the Aircraft Encounter Chart [A1]. If the SJ radar is not operating (or is not present) the player receives a +1 to the die roll when attempting to Follow or when attempting to switch from Day to Night or vice versa. Additionally, if the SJ radar is working, players get a second roll on Encounter Chart [E1] if a 5 is rolled that resulted in "no contact" during a Travel Box encounter check. If the second encounter roll is also a 5, treat that result as a "no contact" and move to the next Travel Box.

[10.7] AA GUNS

US Subs carried a variety of AA systems. The Damage Chart applies damage in the following manner:

[10.7.1] For a 40mm/20mm combo, any "AA Gun" result on the Damage Chart damages the 40mm gun first. If already Damaged, then damage the 20mm gun. If they are both already Damaged or Inoperative, treat as no result.

[10.7.2] For a dual .50 cal machine gun-equipped boat, damage one machine gun. Any second result damages the second one. Any additional damage is treated as no result.

[10.7.3] For a single machine gun-equipped boat, damage the machine gun. Additional damage results are treated as no result.

[10.8] TORPEDO TUBES

[10.8.1] Most US submarines had six forward and four aft torpedo tubes, although some only had 4 forward and 2 aft. Damage to the fore tubes will occur by half, listed as "ODD" or "EVEN" on the damage chart. (Odd tubes were on the starboard side, even tubes on the port side.) For example, "ODD" tube damage to a submarine with 6 forward tubes knocks out tubes 1,3, and 5 (the starboard 3 tubes) while the same damage to a submarine with 4 forward tubes knocks out tubes 1 and 3. The aft tubes, when damaged, are knocked out as a group. Un-fired torpedoes in non-operational tubes may be moved to functional tubes if desired, except never from fore to aft or vice versa.

[10.9] CREW INJURY

COMMENTARY: the submarine crews consisted of roughly 60-80 men, plus or minus based on the type of boat. For game purposes, 5 individual designated crewmen (plus possible passengers) are individually tracked, along with 4 generic Crew boxes representing the remaining crew onboard.

[10.9.1] When a Crew Injury results on the Sub Damage Chart [E4], immediately consult the Crew Injury Table of the Sub Damage and Repair Chart [E5] to determine the results of the crew injury. The three possible results for crew injury are Light Wound (LW), Serious Wound (SW), and Killed in Action (KIA).

[10.9.2] If the Submarine Captain is Killed in Action (KIA), the game immediately ends. Proceed to check your Victory Level (5.2).

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

Captain: if the Captain becomes SW, the Executive Officer (Exec) takes over the boat (resulting in a negative modifier for Torpedo/Deck Gun Fire [S1] and Escort Detection [E2], per chart modifiers).

Exec: no effect, unless he was in charge. If so, the 3rd Officer takes over the Submarine (resulting in a negative modifier for Torpedo/Deck Gun Fire [S1] and Escort Detection [E2], per chart modifiers).

3rd Officer: no effect, unless he was in charge. In that case, the Chief Engineer takes over the Submarine, and the Submarine must immediately abort the patrol and return to base (10.12, Patrol Abort).

Pharmacist's Mate: all SW crewmen may suffer loss of life. Roll 1d6 for each SW crewman when entering a new Travel Box, before checking for possible encounter. A roll of 1-3 is no result, a roll of 4-6 is a KIA result. *Historical Note: US submarines did not carry doctors. However, the Pharmacist's Mate had a decent amount of medical training.* If the Pharmacist's Mate is not SW or KIA, then no survival rolls are needed for SW crewmen.

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

Crew: no effect. However, if ALL generic Crew boxes are SW or KIA, then any Aircraft Encounters (9.8) receive a −1 modifier, which reflects the additional difficulty the Submarine has in operating shorthanded. Unwounded generic crewmen must absorb wounds before additional wounds can be applied to previously wounded generic crew boxes. Any LW crew spaces must absorb second wounds before SW crewmen.

PASSENGER: If, by some extreme bad luck, you roll and have the Passenger seriously wounded or killed before he is landed, transported, or brought home, the mission is a failure and you will NOT get credit for a successful war patrol, despite any sinkings you may achieve on the patrol. If a Passenger is not present, treat a 12 on the Crew Injury chart as "no effect."

[10.10] MULTIPLE DAMAGE RESULTS

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

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

[10.10.3] No other damage results are cumulative. Recurring damage for a system that is already damaged (or is not present) is treated as "No Effect." **Exceptions:** 10.10.1 and 10.10.2.

[10.11] REPAIRS

GENERAL RULE

Repairs on damaged systems are conducted while out on patrol once all combat rounds have been completed, typically at the end of an engagement but *before* any Following attempt (9.7) is rolled. The results of Repair attempts are reflected on the Submarine Display Mat, resulting in either the Repair being successful and the Damage marker being removed, or the Repair failing, which results in the system becoming Inoperable for the remainder of the patrol. Inoperable systems are fixed during Refit (10.14).

PROCEDURE

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

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

[10.11.2] Roll 1d6 under the table corresponding to the system that has become damaged on the Sub Damage and Repair Chart [E5] to determine if the Repair has been successful. Submarine Display Mats also have a number printed in each Status box—roll this number or under to repair the system (this is the same as the Sub Damage and Repair Chart [E5]).

[10.11.3] "Expert" Chief Engineers provide a favorable −1 modifier for all repair attempts, so long as the Chief Engineer is not SW or KIA.

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

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

[10.11.6] Consult the Sub Damage and Repair Chart [E5] to determine the negative impact, if any, of a Damaged system becoming Inoperable for the remainder of your patrol. An Inoperable system may result in the Submarine having to abort the current patrol. ***Example****: if the Fuel Tanks become Inoperable due to an unsuccessful Repair attempt, the Submarine must abort its patrol.*

[10.11.7] All Inoperable systems are automatically repaired during Refit once the Submarine has returned to base and concluded its patrol (10.14, Submarine Refit).

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

[10.12] PATROL ABORT

[10.12.1] Certain results require your Submarine to abort patrol as a direct result of a damaged system becoming Inoperable, as specified on the Sub Damage and Repair Chart [E5].

[10.12.2] To abort the patrol, immediately place the Submarine marker in the nearest Transit Box space and roll for an encounter normally. Continue moving towards your home base, rolling for encounters in each Transit Box, until you reach the base. *Note: the Submarine can move backwards on the track if the nearest Transit Box is located where it embarked on its patrol assignment.*

[10.12.3] If the Submarine has only one operable Diesel engine, it must roll twice per Travel Box entered for possible encounters.

[10.12.4] Submarines that are aborting patrol are not allowed to initiate combat, although they may be attacked if detected by ships or aircraft. This includes encounters with unescorted ships—the Submarine may not initiate combat.

[10.12.5] You can always abort a patrol voluntarily. This can be due to whatever reason you desire, although this is normally due to significant Submarine damage or lack of torpedoes. Aborting a patrol does not necessarily mean the patrol is a failure. See 7.5.2 and 7.4.7 for success/failure criteria for a mission.

[10.13] SCUTTLING

[10.13.1] Certain results require the Captain to order his crew to scuttle the Submarine. For example, if the Flooding Damage marker enters the last space on the Flooding Damage Track, the Submarine must immediately surface so the crew can attempt to scuttle it.

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

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

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

[10.13.5] Apply an unfavorable +4 modifier to the crew rescue attempt if the Submarine Radio is Inoperable.

When aborting a patrol, place the Submarine Marker in the nearest Transit Box (10.12.2) and roll for Encounter normally for each Transit Box until returning to either Base. If nearest Transit Box is equidistant in both directions, select either one.

[10.14] SUBMARINE REFIT

GENERAL RULE

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

PROCEDURE

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

CASES

[10.14.1] Every Submarine automatically spends a minimum of one month to conduct a Refit before it is able to begin its next patrol assignment.

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

[10.14.3] The length of refit can vary based on the level of Hull damage absorbed. For every three spaces of Hull damage (or fraction thereof), one additional month is added to the Refit period.

Example: for 5 spaces of Hull damage incurred, the Refit period would be extended by 2 months. If 7 spaces of Hull damage were incurred, the Refit period would be extended by 3 months.

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

***Example**: A Gato submarine returns to base with a damaged periscope, fuel tanks, dive planes, and 5 Hull damage boxes. The duration for the Refit period will be four months, calculated as follows: **one** month (per base minimum, 10.14.1) plus **one** month for damaged systems since it exceeded two systems (10.14.2), plus **two** months for Hull damage (10.14.3).*

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

[10.14.5] If a Submarine returns and requires 5 months to conduct a Refit, the player automatically receives a new Submarine of the same type (and latest model), per 11.5.2.

[10.14.6] CREW INJURY RECOVERY. Crew Injury Recovery is performed during Refit.

[10.15] CREW INJURY RECOVERY

GENERAL RULE

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

PROCEDURE

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

CASES

[10.15.1] An "Expert" Pharmacist's Mate provides a favorable −1 modifier to each crew recovery roll (unless the Pharmacist's Mate is SW or KIA), representing lessening of recovery time for care received while traveling back to base.

[10.15.2] If the recuperation time is longer than the duration necessary to complete refit for the Submarine, that crewman is replaced (and you lose any special benefits they may have provided). Note that replacement named crewmen (not generic crewmen) may come aboard as "Experts" if the ship has received any Battle Stars (11.3.10.3).

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

[10.15.4] If the Captain is severely wounded (SW) and requires 5 months or more to recuperate, the player is automatically re-assigned to a newer Submarine, and joined by a completely new crew, which starts at "Trained" level with no special abilities. The Captain is assigned the latest model of Submarine currently available at the time of the next patrol of the same class as before and will begin his next patrol the month following his recovery.

[11.0] CREW AND CAPTAIN ACTIONS

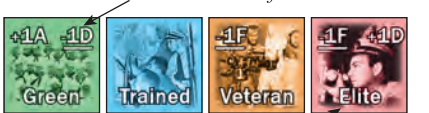
During the Refit phase, you will possibly roll for Crew Experience and Promotions. Also, if you have earned an award, it is received during this phase. You may also be assigned to a new Submarine.

[11.1] CREW ADVANCEMENT

GENERAL RULE

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

Die Roll Modifiers



Crew Skill Level

PROCEDURE

For every three successful patrols completed (7.4.7 and 7.5.2) roll 1d6 on the table following.

Roll 1d6	Crew
1	Chief Engineer is now "Expert" (all repair rolls receive favorable -1 modifier)
2	Pharmacist's Mate "Expert" (all crew injury recovery rolls receive favorable −1 modifier)
3	Exec "Expert" (no penalty if he takes command of boat)
4	3rd Officer "Expert" (no penalty if he takes command of boat)
5	CREW skill increases one level*
6	CREW skill increases one level*

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

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

[11.1.2] Ignore the result if a 1-4 is rolled and that individual crew member already holds "Expert" status. You do not roll again.

[11.1.3] The Submarine crew starts at a training level of "Trained." If a 5 or 6 is rolled, the crew level increases to "Veteran." Veteran crews may increase to "Elite" crews. Veteran and Elite

crews can provide favorable die roll modifiers, as noted on the Charts and Tables. Crews may not advance beyond "Elite" status or fall below "Green" status. "Green" crews have negative die roll modifiers.

[11.1.4] If all 4 generic crew boxes receive SW or are KIA during a patrol, the overall Crew skill level decreases one level (but may never fall below "Trained"). If a Submarine suffers 3 unsuccessful patrols in a row, the crew level decreases by one and *can* be reduced down to "Green" level. Note that 3 unsuccessful patrols in a row ends the game (11.4) unless the Captain has a Bronze Star (11.3.2), a Silver Star (11.3.3), a Navy Cross (11.3.4.1), or the Medal Of Honor (11.3.5).

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

[11.1.6] If the Submarine loses the Exec through promotions or casualty, and the 3rd Officer is rated as "Expert," the 3rd Officer is promoted to Exec on the Submarine, and retains his "Expert" status. The Submarine would effectively have an "Expert" Exec and a new 3rd Officer.

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

[11.2] CAPTAIN PROMOTION

COMMENTARY: the Captain of an American submarine was normally a Lieutenant Commander or a Commander. At higher ranks, the Captain has more influence with the Submarine command, and this has a possible impact on game play.

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

Lieutenant Commander (O-4)	The lowest possible starting rank. No special capabilities.
Commander (— O-5)	Allows the player to request a specific patrol assignment on a 1d6 roll of 1. If this occurs, the player may voluntarily choose his next patrol assignment from the currently active list on chart [P1a] or [P1p], depending where he is based. If his roll fails (is a 2-6), he simply rolls normally for a random patrol assignment. Notice this is voluntary; the player is not required to try and pick a specific patrol assignment.
Captain (O-6)	Normally a post-war promotion for successful submarine captains. Does not affect game play as this "selection" occurs as the game ends.

[11.2.2] STARTING RANK. Players begin at Lieutenant Commander regardless of starting year. Place the Lt. Cdr. Captain Rank marker in the Rank space on the Submarine Display Mat.

[11.2.3] GETTING PROMOTED. Each promotion attempt is made after the 12th month of service during the Refit phase, and every 12 months after that. For example, a player who started in 12/41 would first roll for promotion in 12/42, then again in 12/43 and 12/44. **A final promotion roll is made in 7/45 for any players still alive at that point, regardless of when the previous promotion roll was made. For this roll *only*, promotion to the rank of "Captain" is possible.**

PROCEDURE

Roll 1d6 for Promotion, with a roll of 1-4 being successful. The following die roll modifiers apply and are cumulative:

DRM	Description
-1	per award of the Navy Cross (or subsequent award) during the 12-month period
-1	for *every* 10 ships sunk during the 12-month period
-2	per award of the Medal of Honor during the 12-month period
+1	when attempting a roll for Captain (O-6) rank
+1	each unsuccessful patrol during the 12-month period
+1	Letter of Reprimand

Note: the final promotion period (the 7/45 roll) may be significantly shorter than 12 months and may have few, if any, modifiers.

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

Historical note: Although promotion to Commander from Lieutenant Commander could come in a year, promotion to Captain was much slower and harder to come by. Even Richard H. O'Kane, the top submarine commander in World War II and a Medal of Honor recipient, did not make Captain (O-6) until 1953. Furthermore, a Captain (O-6) is effectively "promoted out of the boat" as they normally commanded Squadrons of boats and held other positions. The final promotion roll is simply included as an additional measure of performance and does not affect game play.

[11.3] AWARDS AND DECORATIONS

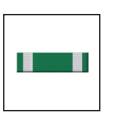
HISTORICAL COMMENTARY: The Navy Cross was the "standard" decoration for an extremely successful patrol. Since this is the Navy's second highest award for valor (only exceeded by the Medal of Honor) the emphasis is on "extremely." Less impressive patrols, yet still "successful," might normally get a Silver Star or perhaps a Bronze Star for valor. Unlike the Army Medal of Honor (which was normally awarded for a single conspicuous act of gallantry so impressive that lower awards would not suffice) the few Naval Medals of Honor that were given to submariners were typically awarded for a series of outstanding patrols, and normally posthumously.

GENERAL RULE

To receive an award, the Submarine Captain (or his crew) must meet the criteria for that particular award as noted in the cases below. Different Awards and Decorations convey specific benefits.

CASES

[11.3.1] To receive the **Navy Commendation Ribbon** (available starting in 11/1943), a player must return to base having successfully completed some type of Special Mission: minelaying, transport, recon, etc. (7.4). The player with this award subsequently is *never* affected by the Random Event "Run Aground!" and treats it as "no event" if he happens to roll it.



[11.3.2] To receive the **Bronze Star** award (BS), a player must return to base with a successful patrol that includes the sinking of at least 3 ships. A player with the Bronze Star is only Relieved For Cause after 4 unsuccessful patrols in a row, not just 3 (11.4).

[11.3.3] To receive the **Silver Star** a player must return from a patrol that resulted in at least 4 ships sunk. A player possessing a Silver Star does *not* get Relieved For Cause (11.4), no matter how many unsuccessful patrols he has after obtaining it.

[11.3.4] To receive the **Navy Cross,** a player must return from patrol having sunk at least 5 ships (or at least 1 Capital Ship). The Navy Cross has 3 game effects:

[11.3.4.1] The Navy Cross has the same ability as the Silver Star (11.3.3) in regard to being Relieved For Cause (11.4).

[11.3.4.2] It allows a player to fire a Second Salvo of torpedoes during a Night Surface Attack without the +1 to hit penalty. (The second salvo comes from the rear tubes. Such an attack must be a Night Surface Attack, as the sub cannot spin around underwater fast enough to launch a second salvo.)

[11.3.4.3] Upon award of the Navy Cross, the player receives a "Submarine Upgrade" marker and may use it immediately or save it for future use. Roll 1d6, with a roll of 1-3 as successful. Regardless of what is rolled, the upgrade marker is expended in the attempt. Players may only upgrade to a type of sub currently available. They may wish to save the upgrade markers for a future refit month, when a desired model of boat becomes available.

[11.3.5] To receive the **Medal of Honor** (MoH), a player must have finished at least 3 patrols (not required to be consecutive) and have had sunk 7 or more ships on each of the 3 patrols. He would receive the MoH at the end of the third qualifying patrol (instead of a Navy Cross). For example, if a player completes patrols of 8, 6, and 7 sinkings, he does not qualify. At some later point, if he turns in a patrol of 7+ sunk ships, he would then be eligible. Any Captain with the MoH receives an automatic boat upgrade (no die roll required) which may be saved for future use if desired. A player possessing a MoH does *not* get Relieved For Cause (11.4), no matter how many unsuccessful patrols he has after obtaining it.

[11.3.6] To receive the **Purple Heart,** a player's Captain must have received a wound of some type during the patrol. Notice the Purple Heart (and actually, all awards) may be awarded posthumously. The Purple Heart has no impact on game play, but is included for historical purposes.

[11.3.7] The **Submarine Combat Patrol Insignia** is awarded when a player returns to base after a successful patrol of any type. The player with this insignia may re-roll (once) a crew upgrade attempt, if the original roll duplicates an existing upgrade. If the re-roll also duplicates an exiting upgrade, treat as "No Effect." For every subsequent successful war patrol, a gold star is placed on the insignia (and for the 5th successful patrol, a silver star.) Gold/silver stars on the insignia have no game play impact, but are included for historical interest.

Example: a boat with an Expert Exec rolls for upgrade, and the result is "3", so the Exec becomes Expert. Since he already is Expert, the player may re-roll (once). Second example: a boat with an Elite crew rolls a "5" which would increase the crew level. However, since they are already Elite, the player may re-roll (once).

[11.3.8] Only one award for performance of duty is ever given to a Captain for a single patrol, so a player who sinks 3 ships after having successfully completed a special mission does not receive the Navy Commendation Ribbon and a Bronze Star. He only receives the higher award, in this case, the Bronze Star. The Purple Heart, however, is exempt from this restriction, as it is not an award for the performance of duty.

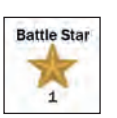
[11.3.9] Players may receive multiples of the same award (for example, a player may possibly have several Navy Crosses by the end of his career; each subsequent award is considered a Gold Star, which is placed on the original award.) Additional awards have no impact on game play but serve as an additional gauge of the player's performance.

[11.3.10] UNIT AWARDS. The Submarine itself can earn three different awards: the **Navy Unit Commendation** (NUC), the **Presidential Unit Citation** (PUC), and the **Battle Star**. These awards are separate from any award the Captain may receive and are therefore exempt from the restriction of 11.3.8 of one performance award per patrol.

[11.3.10.1] The NUC may be awarded on a 1d6 roll after a successful patrol that includes the sinking of at least 6 ships. 1-3 = NUC awarded, 4-6 = no award. It also may be awarded from a PUC die attempt, see below. Ships who have the Navy Unit Commendation may re-roll one crash dive attempt per patrol. Flip the Commendation marker to its reverse side to reflect usage during a patrol.

[11.3.10.2] The PUC may be awarded on a 1d6 roll after a successful patrol that includes the sinking of at least 7 ships 1-2 = PUC awarded. 3-6 = award downgraded, boat receives NUC instead. Ships that have been awarded the Presidential Unit Citation may re-roll one torpedo *miss* (not dud) per patrol. Flip the Citation marker to its reverse side to reflect usage during a patrol.

[11.3.10.3] A submarine receives a Battle Star for each successful patrol. There is no limit to the number of Battle Stars that can be earned. Battle Stars increase the chance a new replacement named crewman (not generic crew) will arrive as an expert (roll on a 1d10):



1-3 Battle Stars:	1
4-6 Battle Stars:	1-2
7-9 Battle Stars:	1-3
10+ Battle Stars:	1-4

Historical note: the USS Narwhal *received 15 Battle Stars for her 15 patrols.*

[11.4] RELIEF FOR CAUSE

GENERAL RULE

The US Navy higher command harshly treated those sub commanders they viewed as not aggressive or unproductive. Accordingly, any Captain of an American submarine who completes 3 "unsuccessful" patrols in a row is relieved of command and the game ends.

CASES

[11.4.1] A "successful" patrol is defined as one in which at least *one* enemy ship was sunk, or a patrol in which a Special Mission (transport, recon, minelaying, etc., 7.4) was completed.

[11.4.2] This is triggered by 4 "unsuccessful" patrols in a row instead if the player has a Bronze Star award (11.3.2).

[11.4.3] It *never* is triggered by players who have a Silver Star, Navy Cross, or MoH.

[11.5] REASSIGNMENT TO A NEWER SUBMARINE

GENERAL RULE

Under certain cases, you may be reassigned to a newer model Submarine, or may have his Submarine upgraded.

CASES

[11.5.1] If the Captain is severely wounded (SW) and requires 5 months or more to recover, the player is automatically re-assigned to a newer Submarine (10.15.4).

[11.5.2] If a Submarine returns and requires 5 months to conduct a Refit, the player automatically receives a new Submarine of the same class (and latest model). The Captain retains the same crew with any special abilities they may have, and goes out to sea as early as one month after returning to base (the minimum Refit period), or longer if the Captain requires time to recuperate from injury. Crew members that require more time to recuperate from injury than the Captain are replaced (10.15.2 and 10.15.3).

[11.5.3] At the end of the patrol in which a Captain receives a Navy Cross (11.3.4) or the Medal of Honor (11.3.5), the player may request a newer model Submarine. Roll 1d6 (for a Navy Cross holder, automatic for MoH holders) with a roll of 1-3 being successful. The player may save and accumulate all these requests for a later month if he wishes (during a future refit) since a newer model of Submarine that is desired may not yet be available. Place the Submarine Upgrade marker on your Submarine Display Mat as a reminder to exercise this option when desired. In such a case, the Captain gets to retain his previous crew (unless any require more time to recuperate, per 10.15.2), and goes out to sea in the new boat 1 month after having received it.

[11.5.4] REBASING AND DELAY. Any Captain who requests and receives a new boat receives a one month delay as he links up with his new boat. This replaces the old boat's refit. He is then assigned to Pearl Harbor for the rest of the game.

[11.5.5] LIMITED AVAILABILITY BOATS. The Captain may not request a new boat which is no longer being produced. These are the Narwhal, Argonaut, Salmon, Porpoise Class, and Tambor.

[11.6] SUBMARINE UPGRADES AND RESTRICTIONS

GENERAL RULE

Some classes of Submarines were retired during the war, so you may need to change to another class. Others were upgraded during the war. Still others were special-purpose submarines and have their missions altered.

[11.6.1] PORPOISE CLASS RESTRICTION. All Porpoise Class submarines were withdrawn from front line combat duties by November 1944. Any player still running a Porpoise Class at that time automatically switches to a Balao class submarine as soon as they return from a patrol ending in October or November 1944.

[11.6.2] SPECIAL GATO/TAMBOR/BALAO CLASS RULES FOR GUNS AND AA. The Tambor Class was the primary fleet boat at the start of World War II for the Americans. The Gato Class became the backbone of the American submarine fleet during the war. Both started with small deck guns and AA machine guns, but later came equipped with different deck configurations of gun armament. Additionally, this armament was changed as the war progressed. To represent this in the game, the following rules apply:

1941-2: Tambor Class subs start with a 3" gun standard and 2 x .50 caliber machine guns for AA. Gato Class subs start with a 3" gun or a 4" gun and 2 x .50 caliber machine guns (roll 1d6: 1-2 = 3" gun, 3-6 = 4" gun).

1942: From June to August during the year after a patrol, a Gato/Tambor Class can upgrade to a 4" deck gun and a 40mm/20mm AA gun configuration.

1942: From September until the end of the war after a patrol, a Tambor Class can upgrade to a 5" deck gun and a 40mm/20mm AA gun configuration.

1943: Any time during the year after a patrol, a Gato Class can upgrade to a 5" deck gun and a 40mm/20mm AA gun configuration.

1944: Any time after a successful patrol, a Navy Cross holder may upgrade a Gato or Balao Class sub to 2 x 5" deck guns on a 1d6 roll of 4-6.

Gato/Tambor submarines fire at aircraft with no modifier if both .50 caliber machine guns are active, and receive a -1 to hit if using both larger caliber AA guns (the 40mm/20mm combo).

The 3" and 5" deck guns have different modifiers to use on the Attack Damage Chart [S3]. The 4" gun uses the chart without modification. If equipped with 2 x 5" guns, you may fire 2 rounds of deck gun ammo per operational deck gun in each combat round.

[11.6.3] SPECIAL RULES FOR NARWHAL CLASS and the *ARGONAUT*. These subs were large, slow-diving, and a bit outdated at the start of World War II. Still, all boats in the classes performed superbly as (mainly) special transports, as they had the capacity to carry more passengers than a regular fleet boat. However, some special rules must be used to reflect their historical use during the war.

- All patrols in a Narwhal Class or the *Argonaut* automatically include a T (Transport) special mission when assigned a patrol, regardless of what the patrol assignment actually says.
- Starting in November 1942 (or as soon as possible afterwards), a Narwhal Class boat must enter a special refit. It will be available to patrol again starting in April 1943. During that time, 4 additional torpedo tubes are fitted, bringing the boat up to a total of 10 tubes (6 forward, 4 aft) and a total of 24 torpedoes.
- Narwhal Class submarines base in Pearl Harbor only.
- Narwhal Class submarines receive -1 when attempting to crash dive from Aircraft.
- *Argonaut's* center patrol box is always a "x3" instead of a "x2" due to the extra range she had.

[11.6.4] SPECIAL RULES FOR SALMON AND GAR UPGRADES. The Salmon class can only upgrade to a 4" gun and upgunned AA, any time after returning from patrol starting in 1943. Use basically the same procedure in 11.6.2 as applied to the Gato/Tambor classes. (the 1942 procedure for them.) Notice you will not ever upgrade to a 5" gun with a Salmon. Gar Class should get 4" deck gun and 40/20mm upgrades from June to August 1942 and the 5" deck gun during 1943.

[11.7] EARLY REASSIGNMENT/ TRANSFER

GENERAL RULE

Submarine duty was extremely stressful. Like the actual commanders, you may decide that it has become too stressful and transfer out of Submarine duty.

[11.7.1] Submarine commanders are not required to continue patrolling until 7/45. They may opt out of command at any time (and some, who felt they had reached a breaking point, did just that) without penalty. Consider such commanders reassigned to a desk job. Their final score is tabulated at that point.

[12.0] RANDOM EVENTS

GENERAL RULE

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

PROCEDURE

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

CASES

[12.1] RESOLVING RANDOM EVENTS

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

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

[12.1.3] The "Crew Illness," "Lucky Rabbit's Foot," "Superior Torpedoes," and "Letter of Reprimand" Random Events are the four events in which you receive markers that can be placed in the Random Events space on your Submarine Display Mat. These are markers that carry benefits/penalties beyond when the Random Event was rolled. Superior Torpedoes benefit you for the current patrol only, while the Lucky Rabbit's Foot event can be used either for the current or during a subsequent patrol. Once used, these markers are removed from your Submarine Display Mat. The Letter of Reprimand remains on the Submarine Display Mat for the rest of the game as a reminder of the DRM it gives during promotion die rolls.

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

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

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

[12.1.7] Random Events cannot occur during a Special Mission patrol assignment (7.4) in the Mission Travel Box. They can occur in any other box during the mission.

Historical Note: all Random Events are based on research and happenings that transpired during the Pacific War. While some of you may cry "foul" for the game ending in this sudden manner (although the odds are extremely low that this will ever happen), consider this paying homage to the "chaos theory in gaming" in which not everything is under your direct control. Remember, stuff happens…

[13.0] MULTI-PLAYER AND TOURNAMENTS

GENERAL RULE

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

CASES

[13.1] TWO PLAYER GAME

[13.1.1] Both players should start with the same boat at the same month (for example, both could start at 4/42 with Gato Class boats) and continue until both are sunk or until reaching a pre-agreed upon ending date.

[13.1.2] The players alternate patrols, with one player running his Submarine and the other player rolling for Escort Detection attacks, damage, and air attacks. If Evasive Maneuvers are used (Optional, 14.7), the current Submarine player will decide which evasive maneuver to use, while the other player will choose a direction for the Escorts before both are revealed.

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

[13.2] TOP TONNAGE TOURNAMENTS

[13.2.1] All players start at an agreed upon date, with the same Submarine class, and run patrols until killed or until July 1945. The player with the most tonnage sunk wins (dead or alive), based on one of the two tournament formats recommended below.

[13.2.2] LONG TONNAGE TOURNAMENT

Start Date: 12/41 Starting boat: Porpoise Class, Tambor Class or Salmon Class (this is the whole banana, so to speak)

[13.2.3] SHORT TONNAGE TOURNAMENT

Start Date: 4/42 Starting boat: Gato Class

[13.3] SURVIVAL TOURNAMENT

[13.3.1] This uses the same format as the top tonnage tournaments, except the player is required to survive to 7/45.

[13.4] MIXED BOAT TOURNAMENT

[13.4.1] This uses the same format as any of the above tournaments, except the requirement to have all players use the same boat is lifted, i.e., players are free to choose any submarine of any available class at their personal whim.

[14.0] OPTIONAL RULES

GENERAL RULE

Silent Victory includes the following optional rules; any combination can be adopted at the player's choosing.

CASES

[14.1] STANDARD TONNAGE AMOUNTS

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

Small Freighter	2,500 tons
Large Freighter	7,000 tons

[14.1.2] Capital ship encounters are still rolled for separately on the Capital Ship Target Roster [T3].

[14.2] INCREASED HISTORICAL TARGETING

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

[14.2.2] If any ships sunk appear later due to an identical Target Roster die roll, please roll again. This way the same ship cannot be sunk twice. This is not normally an issue for casual play as it was a rare occurrence during playtesting.

[14.2.3] Optional Target Rosters have been provided to double the amount of ships available to target during a given engagement.

[14.3] HISTORICAL SUBMARINE IDS

[14.3.1] For those players who wish an historical name to assign to their boat, the following is a list of those Submarines by name that fell within the Classes as presented in the game:

Class	Historical Name
Porpoise	Porpoise, Pike, Shark, Tarpon, Perch, Pickerel, Permit, Plunger, Pollack, Pompano
Tambor	Tautog, Thresher, Trout, Tambor, Triton, Tuna
Gar	Gudgeon, Grayling, Gar, Grampus, Grayback, Grenadier
Salmon	Salmon, Seal, Skipjack, Snapper, Stingray, Sturgeon, Sargo, Saury, Spearfish, Seadragon, Sealion, Sculpin, Sailfish, Searaven, Seawolf, Swordfish
Gato	Gato, Greenling, Grouper, Growler, Grunion, Guardfish, Albacore, Amberjack, Barb, Blackfish, Bluefish, Bonefish, Cod, Cero, Corvina, Darter, Drum, Flying Fish, Finback, Haddock, Halibut, Herring, Kingfish, Shad, Runner, Sawfish, Scamp, Scorpion, Snook, Steelhead, Silversides, Trigger, Wahoo, Whale, Sunfish, Tunny, Tinosa, Tullibee, Angler, Bashaw, Bluegill, Bream, Cavalla, Cobia, Croaker, Dace, Dorado, Flasher, Flier, Flounder, Gabilan, Gunnel, Gurnard, Haddo, Hake, Harder, Hoe, Jack, Lapon, Mingo, Muskallunge, Paddle, Pargo, Peto, Pogy, Pompon, Puffer, Rasher, Raton, Ray, Redfin, Robalo, Rock
Tench	Tench, Thornback, Tigrone, Tirante, Trutta, Torsk, Toro, Quillback, Trumpetfish, Tusk, Turbot, Ulua, Corsair, Unicorn, Walrus, Argonaut, Runner, Conger, Cutlass, Diablo, Medregal, Requin, Irex, Sea Leopard, Odax, Sirago, Pomodon, Remora, Sarda, Spinax, Volador
Narwhal	Narwhal, Nautilus
Argonaut	Argonaut

Balao	Balao, Billfish, Bowfin, Cabrilla, Capelin, Cisco, Crevalle, Sand Lance, Picuda, Pampanito, Parche, Bang, Pilotfish, Pintado, Pipefish, Piranha, Plaice, Pomfret, Sterlet, Queenfish, Razorback, Redfish, Ronquil, Scabbardfish, Segundo, Sea Cat, Sea Devil, Sea Dog, Sea Fox, Atule, Spikefish, Sea Owl, Sea Poacher, Sea Robin, Sennet, Piper, Treadfin, Devilfish, Dragonet, Escolar, Hackleback, Lancetfish, Ling, Lionfish, Manta, Moray, Roncador, Sabalo, Sablefish, Seahorse, Skate, Tang, Tilefish, Spadefish, Trepang, Spot, Springer, Stickleback, Tiru, Apogon, Aspro, Batfish, Archerfish, Burrfish, Perch, Shark, Sealion, Barbel, Barbero, Baya, Becuna, Bergall, Besugo, Blackfin, Caiman, Blenny, Blower, Blueback, Boarfish, Charr, Chub, Brill, Bugara, Bullhead, Bumper, Cabezon, Dentuda, Capitaine, Carbonero, Carp, Catfish, Entemedor, Chivo, Chopper, Clamangore, Cobbler, Cochino, Corporal, Cubera, Cusk, Diodon, Dogfish, Greenfish, Halfbeak

[14.3.2] Enter the Historical Name on your Patrol Log Sheet (4.3.1).

[14.4] "WE'VE BEEN SUNK" TRICK

[14.4.1] Submarines in a desperate situation may attempt to fool the escorts into thinking they've been sunk by jettisoning debris/oil/bodies/etc., but this is also a risky procedure. To use the "We've Been Sunk" Trick, you roll 1d6 immediately before any Detection cycle. On a roll of 5-6 the Escorts have been fooled and the sub escapes. On a roll of 1-4 the Escorts aren't buying it, and get +1 to the Detection table for the rest of the encounter, on top of any other modifiers (such as the +1 for Previous Detection). Against Green Escorts (Optional 14.5) this trick works on a roll of 4-6 and fails on a roll of 1-3. Against Veteran or Elite Escorts (Optional 14.6) this trick works on a roll of 6 and fails on a 1-5. You may only try this trick once per combat, after at least 1 successful Detection by the Escorts.

Designer's Note: This trick was featured in the movie Run Silent, Run Deep, *which itself was based on a novel by Capt. Edward Beach, a noted submariner of World War II. It would seem that continued contact on sonar would immediately bring the ruse to light, and accordingly, I have afforded this technique a small chance of success.*

[14.5] VARIABLE ESCORT QUALITY

COMMENTARY: even early in the war, there were significant differences in the quality of the escort commanders. Some were extremely timid (and, to be blunt, inept) while others were extremely aggressive, determined, and persistent in their attacks and tactics. Additionally, there were significant differences in the quality of the equipment (ships, radars, sonars, etc.) itself. To reflect this, players may incorporate the following optional rule.

[14.5.1] Prior to rolling on the Escort Detection Chart [E2] for the first time during an encounter, roll 1d6 to determine the Escort Quality, based on the date of the patrol:

Roll 1d6	Green	Trained	Veteran	Elite
1941-1942	1	2-5	6	n/a
1943-1944	1	2-4	5	6
1945	1-2	3-5	6	n/a

[14.5.2] Place the corresponding Escort Quality marker on the Escort space on the Submarine Combat Mat [S5].

[14.5.3] The following modifiers apply based on the Variable Escort Quality.

Green Escort: subtract 1 Hit from the Escort/Air Attack Chart [E3] result. If the result was "Submarine Sunk," treat as "5 Hits" instead.

Trained Escort: no modifiers apply.

Veteran Escort: add 1 Hit to the Escort/Air Attack Chart [E3] result. If "5 Hits" were scored, the Submarine is instead sunk.

Elite Escort: same effect as Veteran Escort, plus favorable +1 modifier for Escort Detection [E2] (9.6.4).

[14.6] VARIABLE AIRCRAFT QUALITY

COMMENTARY: there were significant differences in the quality of the Japanese aircrews hunting the submarines. Some were very skilled, while others didn't drop their depth charges or bombs accurately. In addition, different aircraft had different weapon capabilities. To represent these factors, players roll for Variable Aircraft Quality.

PROCEDURE

Should the Submarine not successfully crash dive in time to evade aircraft attack (9.8.1), immediately check for Aircraft Quality before rolling on the Escort/Air Attack Chart [E3]. Roll 1d6 to determine the Aircraft Quality, based on the date of the patrol:

Roll 1d6	Green	Trained	Veteran	Elite
1941-1942	1	2-5	6	n/a
1943-1944	1	2-4	5	6
1945	1-2	3-5	6	n/a

[14.6.2] Place the corresponding Aircraft Quality marker on the Air Attack space on the Submarine Combat Mat [S5].

[14.6.3] The following modifiers apply based on the Variable Aircraft Quality.

Green Aircraft: subtract 1 Hit from the Escort/Air Attack Chart [E3] result. If the result was "Submarine Sunk," treat as 5 Hits instead.

Trained Aircraft: no modifiers apply.

Veteran Aircraft: add 1 Hit to the Escort/Air Attack Chart [E3] result. If 5 Hits were scored, the Submarine is instead sunk.

Elite Aircraft: same effect as Veteran Aircraft, plus automatic Submarine Crew Injury is increased from one to two (9.8.2).

[14.7] EVASIVE MANEUVERS

COMMENTARY: players may use this optional rule to give them some additional variation in trying to evade depth charges.

PROCEDURE

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

1 or 2 = Evading *Left*; 3 or 4 = Evading *Right*; 5 or 6 = Evading *Straight*

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

1 or 2 = Escort *Left*; 3 or 4 = Escort *Right*; 5 or 6 = Escort *Straight*

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

[14.7.2] The Submarine is not automatically sunk if the total number of Hits exceeds 5. Simply roll for each Hit separately on the Sub Damage and Repair Chart [E4].

***Example**: you choose the number 6 to evade Straight. The possible outcomes of the Escort direction die roll are:*

1-4 = wrong direction, one less Hit

5 = right direction, but not exact number match, one extra Hit

6 = right direction, exact number match, three extra Hits

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

[14.7.4] Evasive maneuvers are not possible if the Submarine's Hydrophones are damaged (skip this rule in that instance).

[14.8] CIRCULAR TORPEDO RUN

COMMENTARY: Unfortunately, US torpedoes occasionally malfunctioned and ran in a circular pattern. This had fatal results if not detected in time to evade—this problem was definitely known to have sunk the USS *Tang* and was suspected in several other sinkings. At the cost of a bit more complexity, players may wish to implement this rule.

[14.8.1] Anytime a torpedo is fired and the player rolls an unmodified 12 on the Torpedo Deck Gun/Fire Chart [S1] "To Hit," there is the possibility of a circular run. Refer to the Circular Run Chart [S4]. Roll again 2d6; on a roll of 2-11 the torpedo is merely a miss. On a roll of 12 the torpedo is a circular run. Roll to hit your sub on 2d6; it hits on a roll of 5 or less. If it hits, your last hope is that it might be a dud. Roll for dud per the normal rules. If not a dud at this point, it sinks your boat.

[14.9] LIMITED ESCORTS

[14.9.1] At the expense of another die roll, players may wish to add this rule which reflects the increasing shortage of escorts for the Japanese Navy as the war progressed. Starting in 1943, there is a possibility that a "Ship+Escort" or "Two Ships+Escort" target only has a **single** Escort with it. In that case, should the player sink that Escort, the remaining ships (if any, after the first salvo of torpedoes) are now considered "unescorted" and may be attacked by deck gun and/or any remaining torpedoes that are currently loaded (**exception**: "A" type targets, 8.23). If that does not sink the remaining cargo ships, the player may risk an Additional Round of Combat (per the normal rules) to reload torpedoes and finish them off with two more deck gun shots and/or torpedoes. If the single Escort is damaged by a Cutie torpedo, the US submarine cannot now be attacked. However, it cannot surface to attack the ship or ships; it must use torpedoes, as the Escort, although dead in the water from the Cutie, still has guns.

Roll 1d6	Single Escort
1943	1
1944	1-2
1945	1-3

Obviously this gives a player another decision to make, as Escorts are a bit harder to hit, but if it is taken out, the merchants are easy pickings.

Regardless of year, Capital ships, Warships, and Convoys always have multiple Escorts and the sinking of an Escort just gives the -1 detection modifier as normal.

[14.10] HISTORICAL SCENARIOS

[14.10.1] Players may wish to mirror the experiences of the top eight US Submarine commanders. To do so, utilize the Submarine Captain cards provided. Each captain has one or more special abilities which allow him certain game abilities, based on historical incidents or fact. The cards specify the starting submarine he used, the base he operated from, a starting date, and his historical patrol zones. You may also place the corresponding Captain marker in your Rank Box on the Submarine Display Mat.

[14.10.2] "Free Patrol" versus "Historical Mirror." Players can choose to either roll random patrol zones from the appropriate list, or may wish to use the exact patrol zones the original captain was assigned to. In "Free Patrol" the player can continue to run patrols until sunk, killed, or the end of the war. In "Historical Mirror" the player should run patrols to match the historical skipper's total, then evaluate his results. For example, O'Kane had 5 patrols. Players should match that total.

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

[14.10.4] Historical Patrol List. Refer to each Captain's card for his historical patrol zones.

[15.0] DESIGNER'S NOTES

After the success of *The Hunters*, a Pacific sequel seemed a no-brainer. In fact, based on the many requests, I should have done a Pacific game first. So work began almost immediately.

I was blessed with a wealth of information for this game...of particular use were the patrol maps contained in the back of *"United States Submarine Operations in World War II."* This allowed me to create historically-accurate Patrol assignment charts for both Australia and Pearl Harbor.

We beefed up the target listings up to 720 targets. This requires an additional die roll, but it really enhances the game's replay value, as it may take you many games before you sink the same ship. If you want to save a die roll, just reference the first chart for small and large targets.

On the topic of targets, players may wonder why there isn't the usual "small, large, tanker" target ships like *The Hunters*. There are several reasons to go with just Small and Large, one of which being the Japanese had many tankers that were smaller than 5,000 tons. Additionally, we added a new target listing of "Warships." Since damage to sink is based on tonnage, it makes better sense to just annotate in the target listings by ship type (passenger, cargo, tanker, etc.) for player interest, and then divide them into the three main groupings of Small, Large, and Warship.

I have focused on the larger Fleet submarines rather than the "S" boats (which perhaps deserve a game in their own right). Still, we have nine submarine classes to choose from, with plenty of differences between them.

Early on in the design it became quickly apparent there would be key changes to the system based on the style of war in the Pacific. Here are several key changes:

Combat vs. Escorts (unlike the first half of the Atlantic war, in the Pacific the Americans went after destroyers and other escorts.) This provides quite a wrinkle to targeting and combat...the player now has to decide whether going after an escort is worth the expenditure of torpedoes, as it reduces the probability of detection afterwards (or increases it, if he fails to damage the escort.) This is not nearly the no-brainer one may think, as they get the warship +1 speed bonus and are therefore harder to hit.

Combat vs. Other Submarines (again, unlike the Atlantic where this was a rare occurrence, it happened frequently enough to be worthy of inclusion.) Another new dimension and change from *The Hunters*...and new danger. This is the only time a player cannot decline an encounter, because the Japanese sub might see you and attack first. One US Sub was lost in this exact manner, although most of the time it was the other way around. Still, the player has to really think twice about attacking a Japanese sub, and from what range, because failure to sink it may result in devastating consequences.

A Multitude of Special Missions. Evacuation of personnel, laying minefields, reconnaissance of beaches, saving downed fliers....US Submarines were the "jack of all trades" when it came to performing special missions in the Pacific. May you always roll a "9" when saving aviators....future president Bush is depending on you :)

SD and (especially) SJ Radars. SJ radar had a huge impact on the ability of submarines to establish contacts. The ability to re-roll for an encounter if present is a good way to reflect this, along with modifiers for other situations.

Minefields as a threat. Not only can you lay minefields, they can sink you. This happened a bit more in the Pacific (although some losses will probably never be conclusively determined) so Mines definitely a factor to be dealt with in this game. Having done the research, I was somewhat dumbfounded as one might think with all those minefields in the Atlantic, the Germans would have lost more boats to them (they did

lose some toward the end of the war, but that is not during the period covered by *The Hunters*.) An experienced crew can affect survival here, as reflected by the favorable DRM.

A big improvement over *The Hunters* is the inclusion of the Patrol Maps. This was one of the main requested additions, and after having used them, I see why. Although not really needed (since you can simply run your patrols from the Submarine Display Mat) they really add a nice visual as you travel from box to box. Additionally, for those players who are not experts on Pacific geography, it helps you visualize where you're actually going.

Players might notice their tonnages are not going to be anywhere near the totals they get when playing *The Hunters*. This is by design, as I wanted the careers to roughly equate to historical tonnage levels. The top Germans were 250,000 tons and higher.....the top American captain (O'Kane) had 227,000 tons. However, after JANAC adjustment, this dropped to 94,000 tons. JANAC, the "Joint Army-Navy Adjustment Committee" drastically reduced most of the American sunk target claims post war, as they analyzed claims versus seized Japanese naval documents and records. JANAC's adjustments were most likely correct, although imperfect according to Blair, and it just points out the difficulties in actually confirming submarine successes when the primary witnesses are too busy trying to stay alive and escape after each attack. The smaller average size of Japanese merchants also tended to work against the Americans for getting large totals. This is why the American awards are tied to the number of ships sunk, versus raw tonnage as the Germans relied upon for awarding the Knight's Cross to the U-Boat commanders. In the game, some players will probably still shatter the historical tonnages...with enough games played, statistically it's bound to happen. But overall good scores will be around 100k and that is reasonably historical.

Players will also note the reduced air threat, as was historically the case. Additionally, *Silent Victory* is not quite as lethal as *The Hunters* when it comes to survival, as should be the case. Historically, the US lost 22% of their submarines. In the last large playtest session we ran during CSW Expo with 45 participants, total losses ran 20%. So I feel the game reasonably represents the historical situation here. It doesn't mean you are guaranteed to come back, but if you manage your risk and make good decisions, you have a pretty good chance of making it home.

Most of the game system's core remained intact, with some changes to die roll modifiers to reflect the differences in the theaters, as expected. Despite some key changes and nuances, I feel the goal of making *Silent Victory* feel like a comfortable pair of slippers to players who are familiar with *The Hunters* has been achieved, while being fun for new players as well. I am pleased with the final result and I sincerely hope you enjoy this new ocean to play in.

Gregory M. Smith

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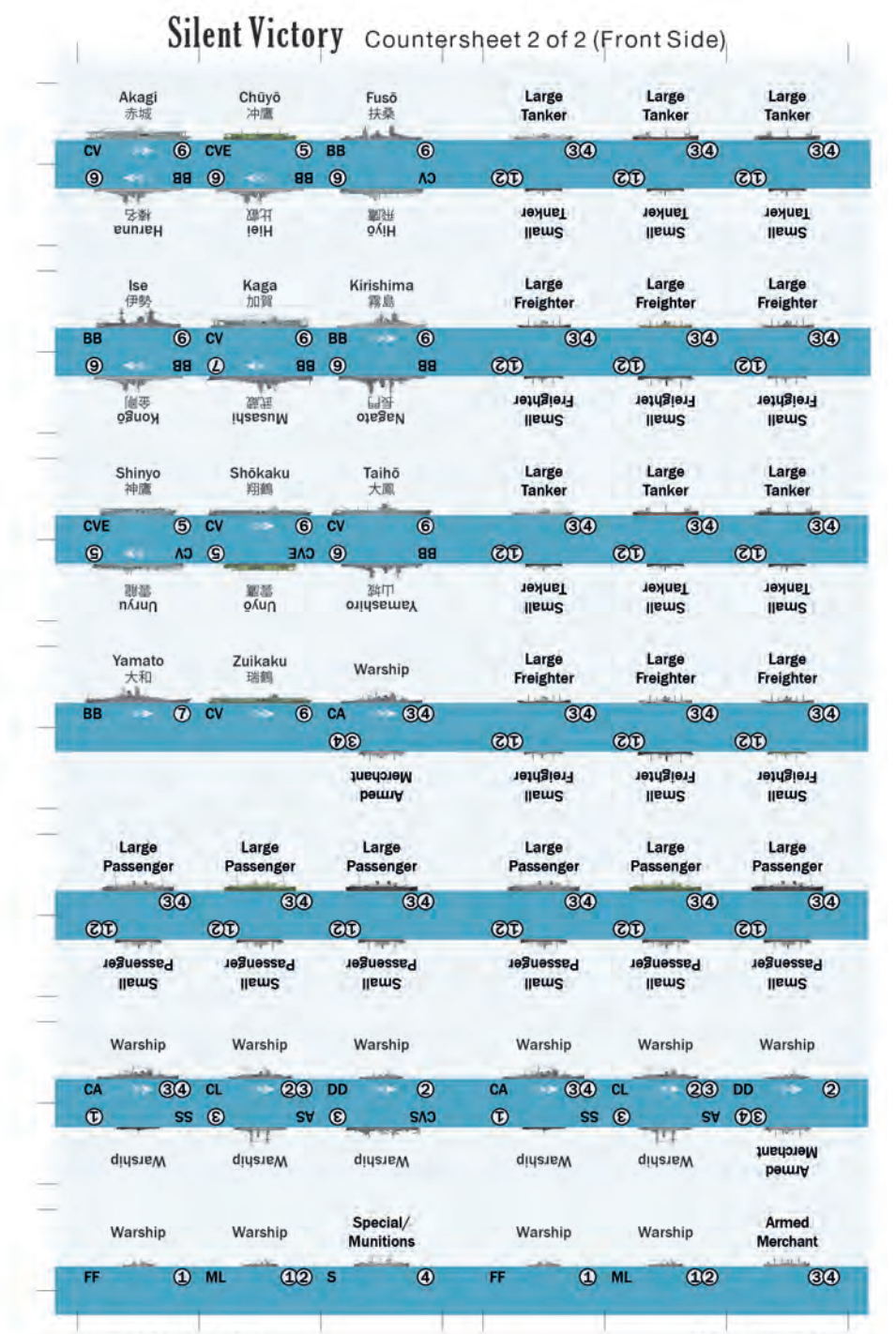

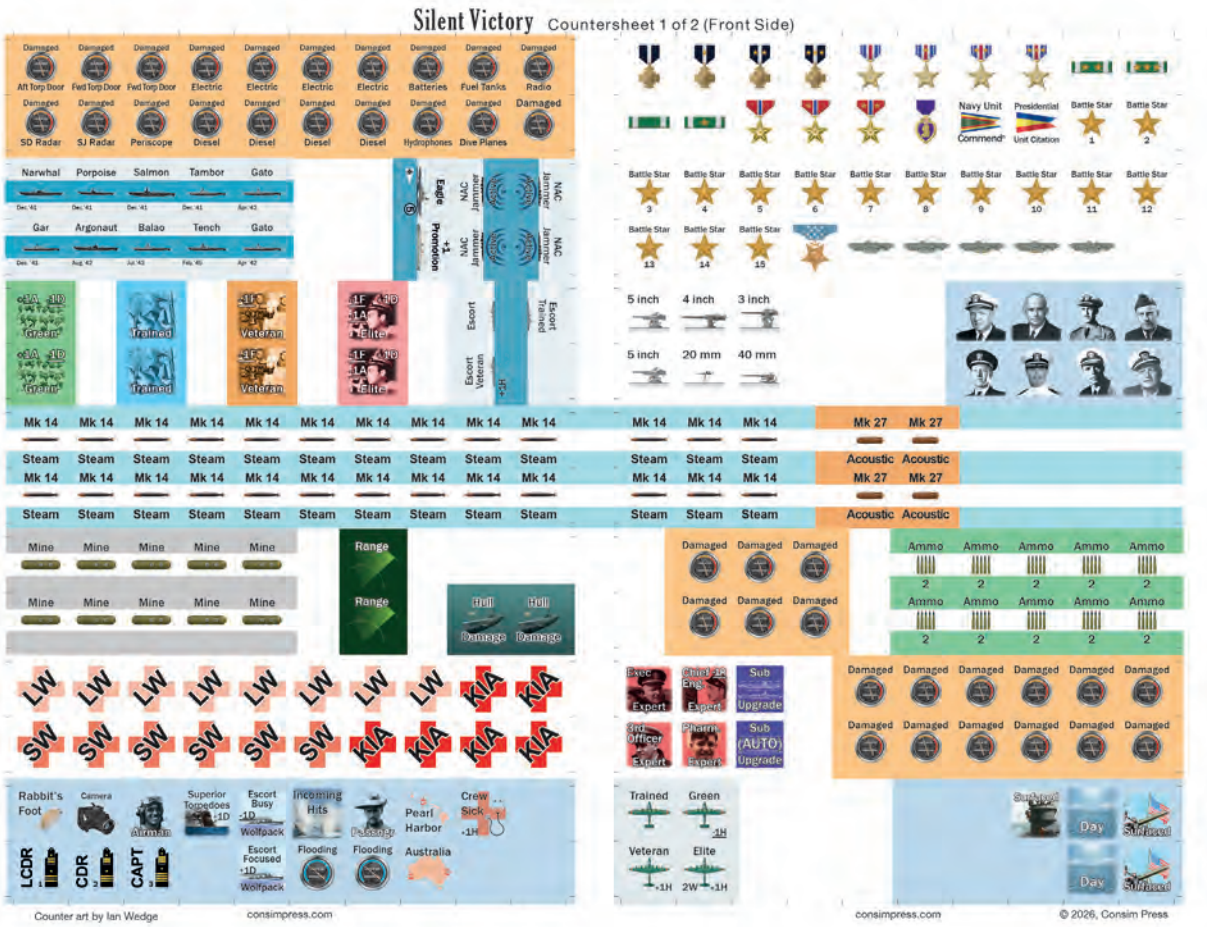
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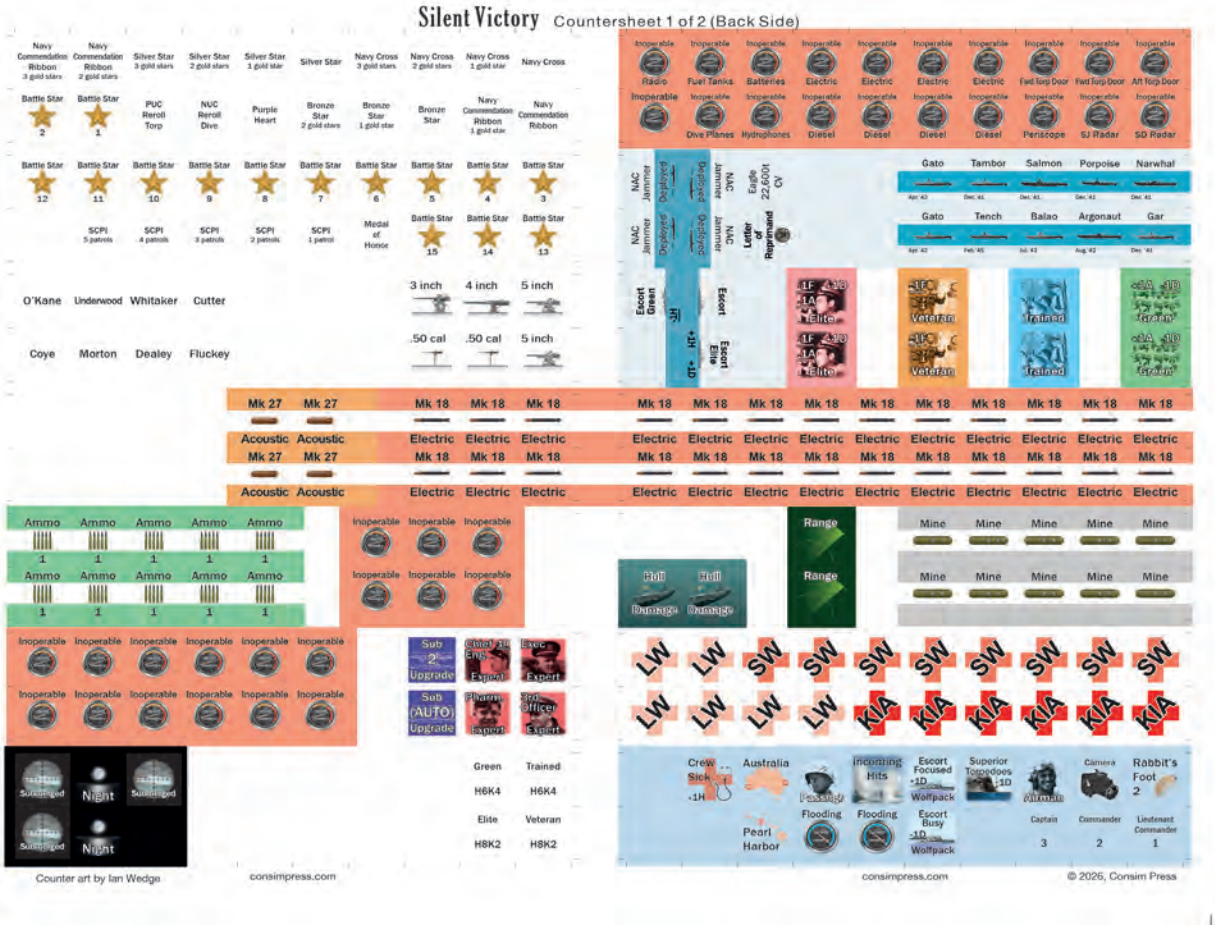
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Silent Victory Patrol Log Sheet

U.S.S: _____ **Cpt:** _____ **Rank:** _____ **Awards:** _____

DATE	PATROL	TARGETS *(ship name + tonnage)*						NOTES
Dec-41								*dud 1-4*
Jan-42								
Feb-42								
Mar-42								
Apr-42								
May-42								
Jun-42								
Jul-42								*SJ Avail.*
Aug-42								*dud 1-3*
Sep-42								
Oct-42								
Nov-42								
Dec-42								
Jan-43								*Detect +1*
Feb-43								
Mar-43								
Apr-43								
May-43								
Jun-43								
Jul-43								
Aug-43								
Sep-43								*Mk18, dud 1-2*
Oct-43								
Nov-43								
Dec-43								
Jan-44								*dud rate 1 only*
Feb-44								
Mar-44								
Apr-44								
May-44								
Jun-44								
Jul-44								
Aug-44								
Sep-44								
Oct-44								
Nov-44								
Dec-44								
Jan-45								*Mk27, NAC,*
Feb-45								*Detect +0*
Mar-45								
Apr-45								
May-45								
Jun-45								
Jul-45								

TOTAL PATROLS: **SHIPS SUNK:** **TOTAL TONNAGE:**

*Log ships **targeted** during combat. Place **checkmark** to track **damaged** ships. **Circle** tonnage # to indicate **sunk** ships.*

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[9.7.6] FOLLOW DAMAGED SHIP(S)

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

[9.7.7] FOLLOW ESCORTED SHIP(S) OR CONVOY

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

[14.5, 14.6] VARIABLE ESCORT/ AIRCRAFT QUALITY

Roll 1d6	Green	Trained	Veteran	Elite
1941-1942	1	2-5	6	n/a
1943-1944	1	2-4	5	6
1945	1-2	3-5	6	n/a

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Third Edition Rules

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