

U-Boat Leader Optional Advanced Rules:

These rules provide options for U-Boat Leader that can add difficulty to the game. You can use one, some or all of the rules in this section.

U-Boat Heavy Damage: [Addition]

[Stress Points for a U-Boat represent several aspects of the U-boat, including crew stress, U-Boat provisions (food and fuel), and U-Boat damage. This rule provides additional danger for U-Boats that are at their breaking point. Add the information below into the rules in the **Stress** section after the **Unfit** paragraph on page 5.]

When a U-Boat becomes Unfit, roll a die and compare it to the U-Boat's Experience below:

Green: 1 – 5 = Sunk

Trained: 1 – 3 = Sunk

Veteran: 1 – 2 = Sunk

Ace: 1 = Sunk

U-Boat Catastrophic Damage: [Addition]

[This rule adds additional danger to Unfit U-Boats. Add the information below into the rules in the **Stress** section after the **Unfit** paragraph on page 5.]

When a U-boat has Stress Points greater than 2 times its maximum Shaken stress, it is sunk.

Example: The maximum Shaken stress value on the sample card is 12. If the U-boat's Stress is 25+, the U-Boat is automatically sunk.

Special Mission: Attack [Change]

[This changes the attacking process for the Special Mission: Attack rule. The paragraph below replaces the similar paragraph on page 12. The **red text** shows the change.]

Draw the number of cards from the Naval deck shown in the box and conduct 1 round of Torpedo attacks on any or all of the Target cards. **You can only use Ready Torpedoes for this Attack.** The attacks use the normal U-Boat Torpedo Attack procedure and modifiers when attacking. Treat the attacks as being at range 0. **You can choose to reload your torpedoes and attack the Naval targets again, but you must draw the number of Event cards shown in the Special Attack box again before attacking.**

Day and Night Attacks: [Addition]

[This rule adds the option of Day and Night attacks to the U-Boat Leader. Add the paragraphs below into the rules before the **Retreat** decision on page 14.]

After a U-Boat draws a Convoy Card during the Contact Phase, roll a die to determine if the contact occurs during Day or Night. If the die roll is 1 – 4, the contact occurs during daylight.

The U-Boat can choose to attack during daylight or trail the convoy until nightfall. If the U-Boat chooses to attack during daylight, it can attack the convoy normally.

If the U-Boat chooses to trail the convoy until night, roll a die and add the U-Boat's Evasion Rating and compare it to the table below:

1 – 4 = Add 2 Stress and loses the convoy

5 – 8 = Add 2 Stress

9 – 12 = Add 1 Stress

13+ = No Stress

If the U-Boat loses the convoy, it cannot attack the convoy; go to Post-Combat Resolution Phase Action Decision segment. If the U-Boat becomes Unfit, it is placed in the Searched box and all other contacts are lost. If the U-Boat is not Unfit, it can attack the convoy normally.

For night attacks during “The Battle Begins” and “Operation Drumbeat” campaigns, reduce the range that Escorts can detect Surfaced U-Boats to 0 and 1 Areas (instead of 0, 1 and 2 Areas).

Variable Escort Placement: [Addition]

[This rule varies the setup of Escorts on the Tactical Display after all U-Bots are placed. Add the paragraphs below after the Form Wolfpacks section on page 15.]

For each Escort in the Short Range Area, roll a die and move the Escort as shown below.

1 = Escort moves 2 Areas Counter-Clockwise in the Short Range Area

2 – 4 = Escort moves 1 Area Counter-Clockwise in the Short Range Area

5 – 6 = the Escort does not move

7 – 9 = Escort moves 1 Area Clockwise in the Short Range Area

10 = Escort moves 2 Areas Clockwise in the Short Range Area

Diving Limit: [Addition]

[This rule limits the dive/surface options for a U-Boat. Historically U-Boats usually didn't surface after diving while engaged with a convoy. The paragraph below replaces the similar paragraph on page 15. The red text shows the change.]

A U-Boat can change between being Surfaced and Submerged before it moves. Flip its counter to indicate the change. Once a U-Boat is flipped to the Submerged side during movement or as part of a reaction, the U-Boat cannot be flipped back to its Surfaced side for the remainder of the Combat Resolution Phase.

Aggressive Escort Movement: [Change]

[This rule provides a more aggressive Escort movement when a convoy has been attacked. The paragraph below replaces the similar paragraph in the Escort Movement (Against Undetected U-Boats) section on page 17. The red text shows the change.]

If the die roll is 4-7 the Escort in the Short Range Area does not move. Exception – if there is a Ship with a Light Damage or Heavy Damage counter on the Tactical Display and there isn't an Escort in the same

Area as the damaged Ship, the Escort moves directly toward the Ship. If there is more than one damaged Ship, the Escort moves toward the closest Ship.

Tougher Torpedo Spreads: [Change]

[This rule change represents more realistic approach to torpedo spreads. The paragraph below replaces the similar paragraph on page 17. The red text shows the change. Using this change will reduce the]

When you fire Torpedoes to attack a target, you may miss, damage, or sink the target. **Roll one die for each Ship attacked with Torpedoes (not each torpedo)** modify the die roll, and look at the Torpedo Hit numbers on the Target card to determine what happens during the attack.

Example: You fire 3 Torpedoes at a Ship. You only roll once, but gain a +2 to the die roll.

Battleship Toughness: [Addition]

[This rule provides additional toughness for battleships in the game. Add the paragraph below to the end of the **Torpedo Hit Numbers** section on page 18.]

Battleships ignore the first Light Damage counter or the first Heavy Damage counter, whichever occurs first. The counter is still placed on the Target card, but the effects are ignored.

Crash Dive: [Addition]

[This change limits the attacks that can be done by submarines that use the Crash Dive U-Boat reaction. Add the following sentence after the paragraph describing the reaction die roll on page 19.]

Cautious initiative U-Boats that use the Crash Dive reaction can only attack with torpedoes if they have a Skill level of Veteran or Ace.

Deep Dive Damage: [Addition]

[This rule shows the additional danger of going deep will under depth charge attack. The paragraph below replaces the similar paragraph on page 20.]

When rolling for each Enemy Ship attack, roll 2 dice and use the lower roll. If a U-Boat using Deep Dive adds Stress Points from the attack result, double the number of Stress Points added to the U-Boat's current Stress Level.