

Revised Turn Sequence - For All Games

by Michael Raymond

This is a suggested turn sequence for those using my variant rule sets. It adds to the normal in-game list to enlarge your experience. My rules change none of the existing ones, only adding various situations and dangers to your patrols. My rules begin after you have left port, so I don't list the preparation steps that you make in port. The added steps are, in brief:

Weather check for each patrol box entered.
Possible equipment failures to repair or deal with.
Shadowing & Wolfpack attacks with possible enemy radio detection.
Time passing while you call in extra boats to the attack.
Possible armed merchant ships after 1940
Extra scope use to improve hit chances & possible U-Boat spotting.
Possible close range collisions in Fog or Mist.
Enemy zig-zag course changes during attacks.
Enemy use of smoke floats to hamper your vision.
Flooding specific compartments & casualties possible.

The details:

1. Weather check - when you enter each Travel Box roll 1d6 to determine the weather that you encounter. This will limit the range that you may spot potential targets.
2. Roll for Equipment Problems: 2d6 and consult my Equipment Failure Table. Attempt repairs, including any left unrepaired from previous Travel Boxes.
3. Determine random event Game Rule (12.0) or resolve Air or Ship Encounter (8.0) allowing for the range limitation caused by the weather. Attacking is always voluntary.
4. If contact is made and an attack is decided, determine if you wish to call in a Wolfpack - acting as the shadow boat. If so, roll 2d6 each for up to four additional boats that could be called in. Consult my Shadowing & Huff-Duff variant rules to determine if your radio transmission or your sub are detected.

5. If a fourth U-Boat joins the pack, it is night and you may lose contact with the convoy. Roll 1d6 using the existing game rule for following a convoy. It is your boat that is shadowing and possibly losing contact. If you do lose contact the encounter is over. You may roll again on the Encounter table but without a Wolfpack. You may begin the pack attack before the fourth boat is added to avoid the possible loss of contact.
6. Before you attack you want to determine two things. Do you see an armed merchant ship through the periscope? Will you use extra scope sightings to improve chances for torpedoe hits? Refer to my Zig-Zag & Armed Merchants variant and roll 1d6 for armed merchants for 1941 + patrols. Refer to my Weather & U-Boat Spotting variant and roll 1d6 if using extra scope sightings. Begin first attack round.
7. If it is a Wolfpack attack, use a -1 modifier per added U-Boat on the Escort Detection Table for all attack rounds that you make. You don't resolve other boat attacks.
8. If you used extra scope sightings increase hit chances with +1 die modifier for torpedo attacks. Roll 1d6 before each attack to determine if your scope is spotted. If spotted there is a +1 die modifier for Escort Detection for the rest of the engagement.
9. When operating at close range in fog/mist roll 1d6 for collision chances as per my Collision Variant rule.
10. On the second and further attacks roll 1d6 to determine if the enemy zigs or zags his course. Do this after firing at any single target. If he altered course, your torpedoes miss. You may attack additional ships in the same combat round without rolling for course changes.
11. If attacking from long range, on the second and further attacks, roll 1d6 to determine if the enemy launch smoke dischargers as per my Zig-Zag & Armed Merchants variant rules. This might force you to move closer to see your targets.
12. Use the existing rules if attacked by depth charges or air depth bombs. Damage that includes flooding will now require a 1d6 roll on my Flooding variant rules table. This locates the compartment(s) flooded. Failure to control flooding will have consequences!
13. Repeat attacks, enemy detection attempts, and repairs as per existing game rules. Note that flooding and equipment failure can alter your sub and crew abilities.
14. You may attempt equipment and damage repairs before moving to the next Patrol Box. You must roll again in the new box for equipment failure - since different equipment can fail.