

UNTERSEEBOOT

A WWII U-BOAT SOLITAIRE GAME

GAME DESIGN BY
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"The only thing that ever really frightened me during the war was the U-boat peril."

- Winston Churchill, 1949

INTRODUCTION

Unterseeboot: U-Boat Solitaire is a solitaire print-n-play (PnP), press-your-luck wargame that depicts the dramatic operations of a German WWII submarine. As the commander of a Type VIIA U-boat, your mission is to patrol your zone, maneuver to identify targets, sink as much Allied shipping tonnage with your complement of seven torpedoes, and avoid being sunk by Allied destroyers and aircraft. Your patrol will last up to 20 turns, but may well end sooner if all of the Allied shipping has been destroyed or if your U-boat is lost at sea. You will need to manage your boat's damage, battery power, and your limited number of torpedoes to successfully return from your patrol.

WHAT YOU NEED

Map Board

The gameboard is provided at the end of this rulebook. It represents your patrol zone in the North Atlantic, with five to six spaces across and four levels deep.

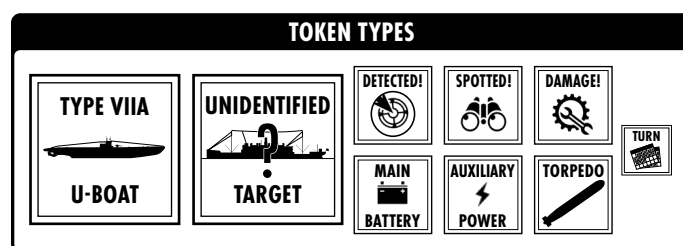
Dice

Unterseeboot uses standard six-sided dice, sometimes referred to as D6. You will need a total of six of these, including 1x Battle die and 5x Tanker dice.

Tokens or Cubes

The game uses 9 types of tokens. These are provided at the end of this document to cut out and use.

Alternatively, dice and small cubes can be used instead of tokens. In this case, you will need 7x cubes for torpedoes, 3x cubes to track damage, 3x cubes to track auxiliary batteries, and one cube to mark the current turn.



Roll and Write Version

We've also included a Roll and Write version if you would like to play in that format. To do so, when the rules refer to using or removing tokens, simply cross off the boxes on the board instead. You can also use a die to track both the location of your submarine and its battery power simultaneously if you choose to do so.

SETTING UP THE BOARD

1. Prepare your Submarine

Now, it's time to prepare your Type-VIIA Unterseeboot for its patrol.

- Place three **Hull Tokens** on the spaces indicated.
- Place six **Main Battery Tokens** on the spaces indicated.
- Place three **Auxiliary Power Tokens** on the spaces indicated.
- Place seven **Torpedo Tokens** on the spaces indicated.

Your submarine is now fully supplied and ready for its patrol.



Hull Token



Main Battery Token



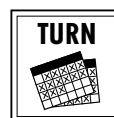
Auxiliary Power Token



Torpedo Token

2. Receive Orders

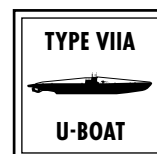
Your U-boat is ordered out to sea to patrol a zone for 20 turns. Place the **Turn Marker** on the first game turn. Move this marker to the next higher number at the start of each game turn to indicate the passage of time. The game ends at the completion of Turn 20.



Turn Marker

3. U-boat Token

With your boat fully supplied and your orders received, it is time to leave port and head to sea. Place the **U-boat Token** on the space indicated.



U-boat Token

UNTERSEEBOOT

ENEMY AIRCRAFT
Sighted on a result of: **SPOTTED!**
Strafing Attack
U-boat's Current Depth: **SURFACE** Damaged on: **3+**
Periscope Depth: **1**
100 METERS: **-**
200 METERS: **-**

ENEMY DESTROYER
Detected on a result of: **DETECTED!**
Destroyer Attack
U-boat's Current Depth: **SURFACE** Damaged on: **3+**
Periscope Depth: **4+**
100 METERS: **5+**
200 METERS: **6**

ENEMY TONNAGE SUNK
Move Target Dice here if they are sunk to keep track of your victory points.

PATROL AREA
Surface: Place Target Token Here
10m: Place Target Token Here
20m: Place Target Token Here
200m: Place Target Token Here
START PATROL HERE

TYPE-VIIA UNTERSEEBOOT
HULL: 3 tokens
MAIN BATTERY: 6 tokens
AUXILIARY POWER: 3 tokens
TORPEDO: 7 tokens
TURN: 1 token
Before removing a Hull token from the U-boat, the damage is repaired. Otherwise, remove the Hull token.
Remove a Battery token if the U-boat starts the Battery Phase submerged. Replenish all used Battery tokens if the U-boat starts the Battery Phase on the surface.
You may only use one Auxiliary Power token in order to fire at a target.
If the U-boat is on the surface, it may attempt to sink an Identified Target on a 3+ (or on a 4+ if at Periscope Depth). Otherwise, the torpedo misses.
TORPEDO ATTACK
U-boat's Depth: **SURFACE** Sunk on: **3+**
PERISCOPE DEPTH: **4+**

TURN
2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
PATROL ENDS ▲

4. Set Up Targets

Place one **Unidentified Target Token** on each of the Tanker locations at the Surface Level. Each of these tokens represents a potential Allied cargo ship or tanker.

During the game, you will determine the amount of tonnage of each target. When that happens, replace the Unidentified Target Token with an **Identified Target Token**. Place these tokens and the five target dice nearby.



Unidentified Target Token



Identified Target Token

5. Other Supplies & Tokens

Find a place near the board to hold the **Spotted**, **Searching**, and **Detected Tokens**, as well as the Battle die and five Target dice.



Spotted Token



Searching Token



Detected Token

TURN SEQUENCE

A game of *Unterseeboot* is played over 20 possible turns. Each turn consists of the following six phases:

1. Maneuver Phase

Player moves the U-boat on the gameboard.

2. Battery Power Phase

Player removes battery power if the U-boat is submerged, or fully replenishes battery power if surfaced.

3. Target Identification Phase

Player can identify targets if the U-boat is on the surface or at periscope depth.

4. Aircraft Phase

Enemy aircraft will attempt to spot and strafe any surfaced U-boats.

5. Torpedo Phase

Player can attempt to sink a target if the U-boat is on the surface or at periscope depth.

6. Destroyer Phase

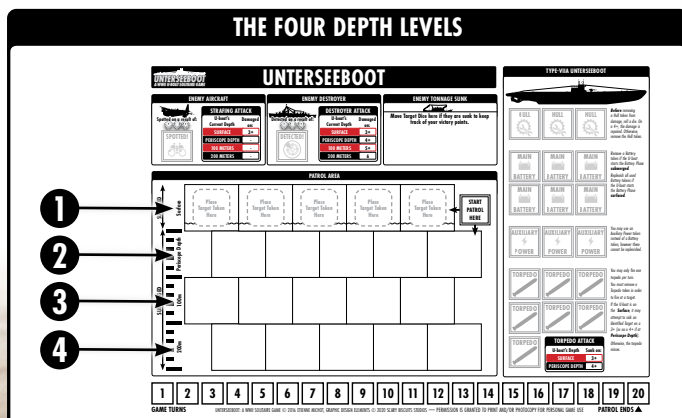
If the U-boat fired a torpedo, destroyers will attempt to engage it with surface fire or depth charges.

Once you have completed the Destroyer Phase, the turn ends and another begins with a new Maneuver Phase.

MANEUVER PHASE

During the Maneuver Phase, you may move the U-boat one space up, down, right, or left. You may also choose to remain in place.

There are four depth levels: Surface (1), Periscope Depth (2), 100 Meters (3) and 200 Meters (4).



BATTERY POWER PHASE

U-boats run on batteries while submerged, so managing the power levels is important to survival. While on the surface, the boat's batteries are recharged by its diesel engines.

Your U-boat has six **Main Battery Tokens** and three **Auxiliary Power Tokens**.

Silent Running

If the U-boat starts this phase **submerged** (Periscope Depth, 100m, or 200m), remove one Main Battery Token or an Auxiliary Power Token. If you cannot remove one of these tokens, the U-boat is immediately **Sunk** (see p. 6).

Recharging Main Batteries

If the U-boat starts this phase on the **surface**, immediately replace all used Main Battery Tokens. Auxiliary Power Tokens **cannot** be recharged, so use them wisely.

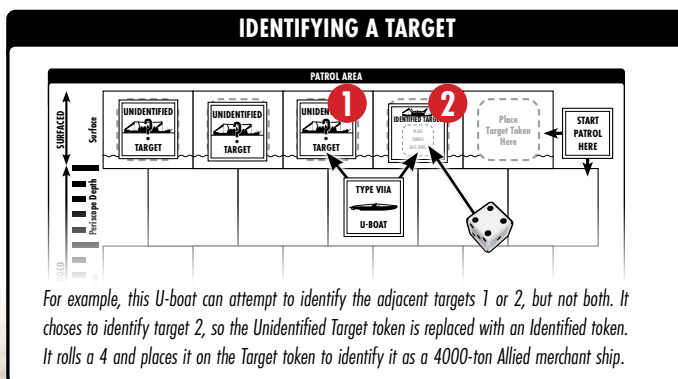
TARGET ID PHASE

If your U-boat is on the Surface or Periscope Depth, you may now attempt to identify an **Unidentified Target** in the same or an adjacent space. You may attempt to identify only one Unidentified Target per turn.

Identifying a Target

To identify a target, replace the Unidentified Target Token with an Identified Target Token and then roll one of your unused Target dice:

- On a 2+, place the die on the Identified Target Token to represent the target's tonnage, with each point representing 1000 tons.
- On a 1, you've identified a false contact, so there is no target to sink. Discard the Identified Target token.



AIRCRAFT PHASE

Allied aircraft patrol the skies looking for surfaced U-boats to attack.

Aircraft Search

If the U-boat is **submerged**, enemy aircraft cannot spot you. Discard any Spotted Tokens on this U-boat and proceed to the Torpedo Phase.

If the U-boat is **surfaced**, an enemy plane will attempt to spot you. Roll a die:

- On a 4+, the U-boat is **not** spotted and you may proceed to the Torpedo phase.
- Otherwise, the U-boat is spotted. Place a **Spotted Token** in the Enemy Aircraft area on the board.

If the U-boat starts this phase with a Spotted Token, or gains one as a result of this Search, immediately resolve a Strafing Attack before moving to the Torpedo Phase.

Strafing Attack

The aircraft attacks your U-boat. Roll a die:

- On a 3+, the U-boat is Damaged (see p. 6)
- Otherwise, the U-boat escapes damage, but remains Spotted.

STRAFING ATTACK	
U-boat's Current Depth	Damaged on:
SURFACE	3+
PERISCOPE DEPTH	-
100 METERS	-
200 METERS	-

AIRCRAFT PHASE

For example, this U-boat is on the surface (1), so an Aircraft Search has begun. The aircraft spots the U-boat on a roll of 1 (2) and places a Spotted token on the Enemy Aircraft Area (3). Now a Strafing Attack occurs. The result is a 2 (4), so the U-boat avoids damage. However, the aircraft will continue to strafe the U-boat each Spotting Phase until it submerges and discards the Spotted Token.

Evasion

If the U-boat **submerges**, enemy aircraft will lose track of you. Discard any Spotted Tokens on this U-boat.

TORPEDO PHASE

During the Torpedo Phase you may attack one Identified Target. The U-boat may only launch one torpedo per turn and cannot fire torpedoes at depths of 100m or 200m.

Surface Attack

If the U-boat is on the **Surface** and in the same space as the Target, remove a Torpedo Token from your submarine and roll a die:

- On a 3+, the Target is hit and sunk. Place the Target die on your Victories area to mark your score.
- Otherwise, the torpedo misses.

SURFACE ATTACK

For example, this U-boat is on the surface and will fire a torpedo at the Identified Target (1). The commander then removes a Torpedo Token from the U-boat's supply (2) and rolls a Torpedo Attack. The result is a 3, which is a success for a Surface attack (3), and sinks the ship! The commander moves the tonnage die to the Enemy Tonnage Sunk Area (4) to record their victory.

Submerged Attack

If the U-boat is at **Periscope Depth** and is in an adjacent space as the Target, remove a Torpedo Token from your submarine and roll a die:

- On a 4+, the Target is hit and sunk. Place the Target die on your Victories area to mark your score.
- Otherwise, the torpedo misses.

SUBMERGED ATTACK

This U-boat is at Periscope Depth (1) and as such had the choice of Identified Targets in the two adjacent squares. The commander chooses the larger of the two (2) to attack. The commander then removes a Torpedo Token from the U-boat's supply (3) and rolls a Torpedo Attack. The result is a 3 (4), which misses the target for a Submerged attack (5). The commander will have to try to sink the target on another turn.

DESTROYER PHASE

Destroyer escorts identify torpedo attacks and track down enemy submarines. Their search is determined and relentless.

If the U-boat fires a torpedo on the **Surface**, the Destroyer **automatically** Detects you and attacks. Place a **Detected Token** in the Enemy Destroyer area on the board.

If the U-boat fires a torpedo at **Periscope Depth**, the Destroyer will start a Search for you. Once a Destroyer begins its search, it will not relent until it has detected your U-boat or you have evaded it. Place a Searching token on the Enemy Destroyer area of the board to remind you to resolve a Destroyer Search during each Destroyer Phase.

Destroyer Search

If the U-boat is **submerged**, the Destroyer will search for your U-boat. Roll a die:

- On 4+, the U-boat is **not** detected and you may proceed to the next turn (however, remember to roll again for Destroyer Search next turn).
- Otherwise, the U-boat is Detected. Replace the Searching token in the Enemy Destroyer area with a **Detected Token**.

If the U-boat starts this phase with a Detected Token, or gains one as a result of this Search, immediately resolve a Destroyer Attack before moving to the next turn.

Destroyer Attack

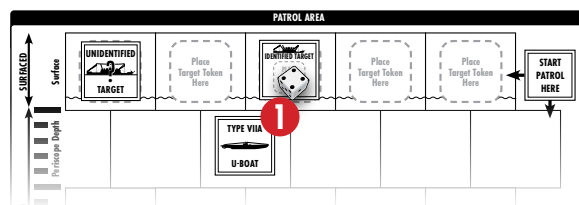
The destroyer attacks your U-boat with depth charges and surface fire. Roll a die:

- A U-boat on the **Surface** is Damaged (see p. 6) on a result of 3+
- A U-boat at **Periscope Depth** is Damaged on a result of 4+
- A U-boat at **100m** is Damaged on a result of 5+
- A U-boat at **200m** is Damaged on a result of 6
- Otherwise, you escape damage, other than having some frayed nerves!

The Destroyer will only attack once per turn.

DESTROYER ATTACK	
U-boat's Current Depth	Damaged on:
SURFACE	3+
PERISCOPE DEPTH	4+
100 METERS	5+
200 METERS	6

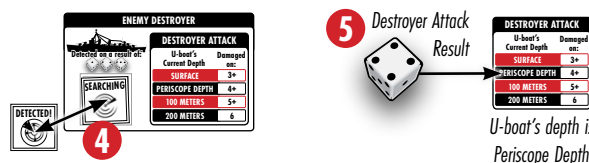
DESTROYER SEARCH & ATTACK



For example, this U-boat has fired a torpedo this turn at Periscope Depth (1). A Destroyer starts searching for it, placing a Searching Token on the Enemy Destroyer Area (2).



The Destroyer finds the U-boat on a roll of 1 (3) and replaces the Searching token with a Detected Token (4). The Destroyer Attack immediately follows. **Note:** Had this U-boat started this phase with a Detected Token, the Destroyer would skip directly to conduct a Destroyer Attack.

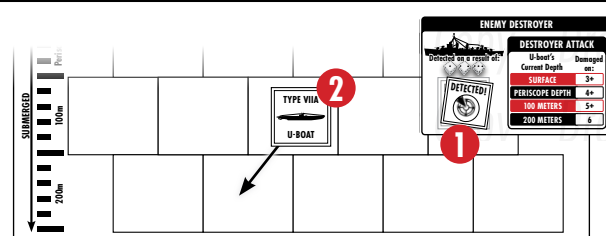


The Destroyer attacks the U-boat (5) and rolls a die, scoring a 4. The result is compared to the U-boat's current depth, which is Periscope Depth. The U-boat is hit and suffers damage.

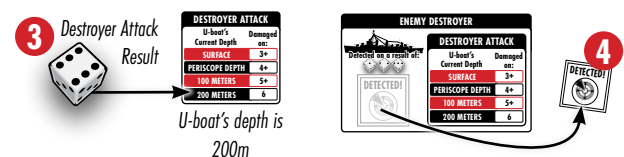
Evasion

If the U-boat **ends** this phase at **200m** having survived any Destroyer Attacks, you successfully evade the Destroyer. Discard all Search or Detected tokens from the Enemy Destroyer Area.

EVASION



For example, this U-boat has been Detected (1) and is being hunted by a destroyer every turn. During the Maneuver Phase, the commander decides to dive to 200m (2) to try and evade the destroyer attack. **Note:** Once detected, the Destroyer will relentlessly continue to attack the U-boat!



During the Destroyer Phase, the enemy attacks one more time (3), scoring a lucky result of 6. The U-boat sustains another damage, but survives to the end of the phase. The U-boat successfully evades the Destroyer and can now remove the Detected Token from the Enemy Destroyer Area (4).

Remember: The destroyer will only search for the U-boat if it fired a torpedo. So for example, if a U-boat was strafed by an Aircraft but did not fire a torpedo, it will remain undetected by the Destroyer.

DAMAGE CONTROL

Damage from strafing, depth charges and surface fire simulates things like flooding, mechanical failures, and the ship's weakening infrastructure under the stress of combat.

Your U-boat can sustain up to three points of damage before it is sunk.

When your U-boat takes a damage, you may attempt to quickly repair the damage before it becomes permanent.

Important: You have exactly one attempt per damage and only immediately after it sustained the damage.

To **Repair** the damage, roll a die:

- On a 4+, your crew has repaired the damage and it is ignored.
- Otherwise, the crew fails to repair it and you must remove a **Hull Token** from the submarine.

Your U-boat is **Sunk** and the game ends immediately if its third Hull Token is removed.

DAMAGE CONTROL	
Action:	Repaired on:
REPAIR	4+
Remember: You have exactly one attempt per damage and only immediately after it sustained the damage.	

ENDING THE GAME

The game ends immediately when either:

- You have completed Turn 20, or
- Your U-boat has been Sunk

However, you may voluntarily end the game earlier by completing the following Return to Base procedure.

Return to Base

At the start of any turn, you may choose to return to base and end the game. You may want to select this option after sinking one, some, or all target ships; or if you have expended all seven of your U-boat's torpedoes. Or you can return simply to try and survive, perhaps after suffering heavy damage, in order to refit and conduct another patrol on another day.

To successfully return to base you must:

- Begin the turn with no Detected or Searching tokens in the Enemy Destroyer Area
- Return the U-boat to the Surface, and
- Survive an Aircraft Phase one last time

If those conditions are all met, then you can cruise home for victory celebrations!

Losing the Game

You lose the game if:


- The U-boat has failed to surface by the end of Turn 20,
- You have used all of your Battery and Auxiliary Power tokens while under water, or
- Your U-boat has no more Hull tokens remaining.

Winning the Game

You win the game if you survive and successfully **Return to Base**. The level of victory is determined by the amount of tonnage sunk.

DAMAGE CONTROL


1



Before removing a Hull token from damage, roll a die. On a 4+, the damage is repaired. Otherwise, remove the Hull token.

2

Damage Repair Result

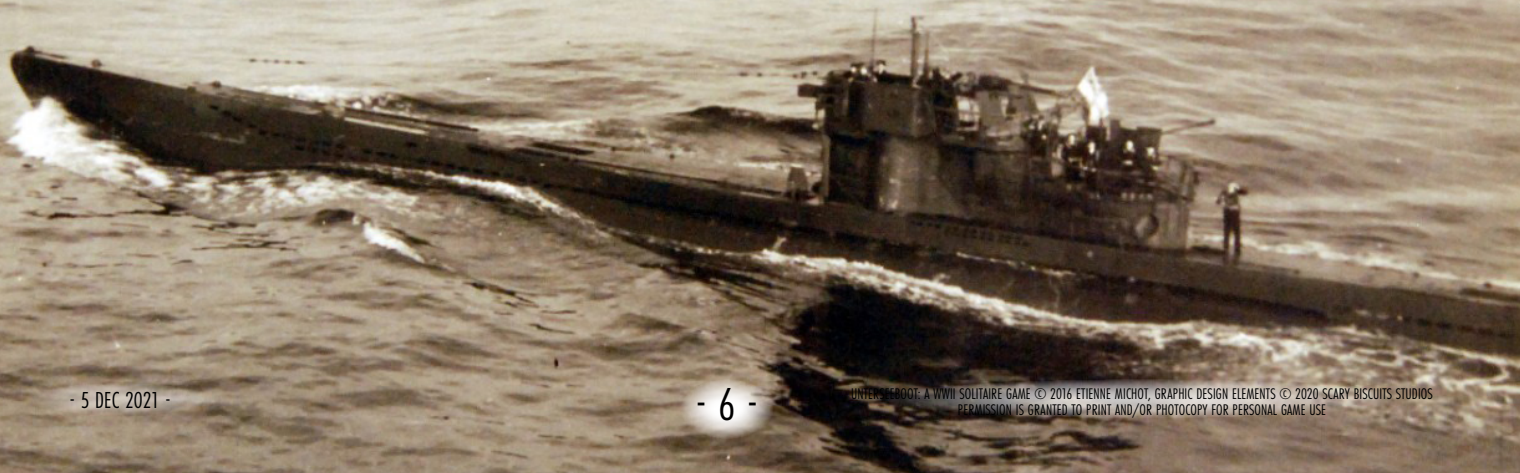


3

DAMAGE CONTROL

Action:	Repaired on:
REPAIR	4+
Remember: You have exactly one attempt per damage and only immediately after it sustained the damage.	

This U-boat has sustained some damage from an attack. It has only one Hull Token remaining (1), so this damage might sink the boat! Before removing the Hull Token, the Commander has just one chance to repair the damage before it become permanent. The result of the die roll is a 4 (2), so the damage is successfully repaired (3) and the Hull Token can remain on the U-Boat.



VICTORY CONDITIONS

Your victory level is determined by amount of tonnage sunk on your patrol and whether or not you survived.

Tally up the points in the Enemy Tonnage Sunk Area and multiply the total by 1000 to find out how many tons of Allied shipping you have sunk. Then consult the table to the right to find out how well you did.

The award you receive is based on your performance in a **single** patrol (for example, it is not cumulative over the course of a campaign).

VICTORY LEVEL RESULT	
Tonnage Sunk	Honors Awarded
0 to 6000	U-boat War Badge
7000 to 12000	U-boat Combat Clasp
13000 to 18000	Roll of Honor
19000 to 24000	Knight's Cross
25000 to 36000	Knight's Cross, with Oak Leaves
37000 to 42000	Knight's Cross, with Oak Leaves and Swords
43000 or more	Knight's Cross, with Oak Leaves, Swords, and Diamonds
KIA	German Wound Badge (posthumously awarded)

OPTIONAL RULES

Once you have gotten a few patrols under your belt, you can consider adding some or all of the following optional rules to enhance the game experience.

Patrol Entry Points

On turn 1, your U-boat may enter at any surface or depth level on either side of the board.

Big Ships

For this optional rule, you will need an 8-sided die (D8), a 10-sided die (D10), a 12-sided die (D12), and a 20-sided die (D20).

If you roll a 6 for Identifying a target, it is Identified as a Big Ship. Roll the die again and consult the table here to find out how big it is.

Use these larger dice to determine the Target's tonnage as normal. There can only be one of each type of die in play at any one time. If you need to add a second die of the same type, the D6 is set at 6 (or 6000 tons) instead.

Any ship at 10000 tons or above requires **two torpedo hits** to sink.

BIG SHIP	
Result	Die to Use
1 or 2	SET D6 TO 6
3	USE A D8
4	USE A D10
5	USE A D12
6	USE A D20

Uncontrolled Dive

If the U-boat is ever at 200m depth with only one Hull Token, and survives a Destroyer Attack, roll a die:

- On a 2+, the U-boat creaks under the strain, but remains intact.
- Otherwise, it goes into an uncontrolled dive below 200m and the U-boat implodes. The game is immediately lost.

Type-VIIC Unterseeboot

The Type-VIIC U-boats were larger and better suited for patrol work. Replace your older Type-VIIA with a new Type VIIC boat with the following upgrades:

You may now carry **14 Torpedo Tokens**.

You may launch two torpedoes at the same time during the Torpedo Phase. If you are at **Periscope Depth**, you may split the two torpedoes and fire them separately at two Identified Targets adjacent to your U-boat. If you are on the **Surface**, you may not split the shots, but may instead fire two torpedoes at an Identified Target in the same space.

Firing two torpedoes simultaneously will **automatically** trigger destroyer detection. If you fire two torpedoes simultaneously, add the **Detected Token** to the Enemy Destroyer Area.

LOG BOOK

Name	
U-Boat	

[illegible]

Playing a Campaign

A campaign is a series of linked games where you go out on several consecutive patrols. To be successful, you will need to:

- Survive at least 10 patrols, and
- Track the total tonnage you have sunk along the way.

Compare this campaign results with others to see if you can beat your previous attempts, or those of your friends!

QUICK REFERENCE

1. MANEUVER PHASE

Move the U-boat to an adjacent square.

If the U-boat **submerges**, remove any Spotted tokens it might have.

2. BATTERY POWER PHASE

If U-boat is **submerged**, remove one Main Battery or Auxiliary Power token. If you cannot, the U-boat is immediately **sunk**.

If the U-boat is on the **surface**, immediately replenish all used Main Battery Tokens.

3. TARGET IDENTIFICATION PHASE

If U-boat is on the **surface** or at **periscope depth**, it may identify an Unidentified Target token in the same square or one directly above.

Replace the token with an Identified Target Token and roll a die. Place the die face up on the Target token square to indicate the target's tonnage.

On a roll of 1, it is a false contact and there is no target. Remove die and the Unidentified Target Token from the board.

4. AIRCRAFT PHASE

If the U-boat is **submerged**, proceed to the next phase.

If a U-boat is on the **surface**, an enemy plane will attempt to spot it. Roll a die:

- On 4+ the U-boat is **not** spotted and you may proceed to the next phase.
- Otherwise, the U-boat is spotted. Place a Spotted token above and resolve a strafing attack below.

Strafing Attack: If the U-Boat is spotted, roll a die and use the Strafing Attack table to determine if the U-boat has been damaged.

STRAFING ATTACK	
U-boat's Current Depth	Damaged on:
SURFACE	3+
PERISCOPE DEPTH	-
100 METERS	-
200 METERS	-

Evasion: If the U-boat submerges, enemy aircraft will lose track of you. Discard any **Spotted Tokens** on this U-boat.

TURN PHASES

1. Maneuver Phase

2. Battery Power Phase

3. Target Identification Phase

4. Aircraft Phase

5. Torpedo Phase

6. Destroyer Phase

5. TORPEDO PHASE

If the U-boat is on the **surface**, it may attempt to sink an Identified target. Remove a Torpedo token and roll a die:

- On a 3+ the Target is hit and sunk. Place the target's die in your Log Book to record the victory.

- Otherwise, the torpedo misses and you will have to try again during another turn.

If the U-boat is at **periscope depth**, it may attempt to sink an Identified target on a result of 4+.

DAMAGE CONTROL

If you take damage, you have one chance to try and repair it. Immediately after receiving the damage, roll a die. On a 4+, the damage is repaired and you will not lose the Hull Token. Otherwise, lose a Hull Token.

DAMAGE CONTROL

Action:	Repaired on:
REPAIR	4+

Remember: You have exactly **one** attempt per damage and only **immediately after** it sustained the damage.

6. DESTROYER PHASE

If the U-boat fired a torpedo, destroyers will attempt to detect it. If the U-boat is on the **surface**, it is automatically detected and is attacked by a Destroyer. If the U-boat is **submerged**, a Destroyer will attempt to detect it. Roll a die:

- On 4+ the U-boat is **not** detected and you may proceed to the next turn.
- Otherwise, the U-boat is detected.

If the U-boat is detected, place a Detected token above and resolve a Destroyer attack below.

Destroyer Attack: If the U-Boat is detected, roll a die and use the Destroyer Attack table to determine if the U-boat has been damaged.

DESTROYER ATTACK	
U-boat's Current Depth	Damaged on:
SURFACE	3+
PERISCOPE DEPTH	4+
100 METERS	5+
200 METERS	6

Evasion: If the U-boat ends this phase at 200m having survived any Destroyer Attacks, you successfully evade the Destroyer. Discard all **Searching** or **Detected Tokens** from the Enemy Destroyer Area.

GAME ENDS WHEN:

The game ends immediately when either:

- You have completed Turn 20, or
- Your U-boat has been Sunk

You may end the game earlier by **Returning to Base**.

RETURN TO BASE

To successfully return to base you must:

- Begin the turn with no Detected or Searching tokens in the Enemy Destroyer Area
- Return the U-boat to the Surface, and
- Survive an Aircraft Phase one last time

LOSING THE GAME

You lose the game if:

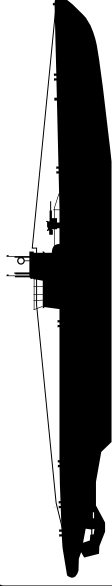
- The U-boat has failed to surface by the end of Turn 20,
- You have used all of your Battery and Auxiliary Power tokens while under water, or
- Your U-boat has no Hull tokens remaining.

WINNING THE GAME

You win the game if you survive and successfully **Return to Base**. The level of victory is determined by the amount of tonnage sunk.

UNTERSEEBOOT

TYPE-VIIA UNTERSEEBOOT



Spotted on a result of:



STRAFING ATTACK
U-boat's
Current Depth

Damaged on:	3+	-	-
SURFACE	PERISCOPE DEPTH	100 METERS	200 METERS



Detected on a result of:



DESTROYER ATTACK
U-boat's
Current Depth

Damaged on:	3+	4+	5+	6
SURFACE	PERISCOPE DEPTH	100 METERS	200 METERS	

ENEMY TONNAGE SUNK



Move Target Dice here if they are sunk to keep track of your victory points.

HULL	HULL	HULL
------	------	------

Before removing a Hull token from damage, roll a die. On a 4+, the damage is repaired. Otherwise, remove the Hull token.

MAIN BATTERY	MAIN BATTERY	MAIN BATTERY
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Remove a Battery token if the U-boat starts the Battery Phase **submerged**.

Replenish all used Battery tokens if the U-boat starts the Battery Phase **surfaced**.

AUXILIARY POWER	AUXILIARY POWER	AUXILIARY POWER
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You may use an Auxiliary Power token instead of a Battery token, however these cannot be replenished.

TORPEDO	TORPEDO	TORPEDO
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You may only fire one torpedo per turn.

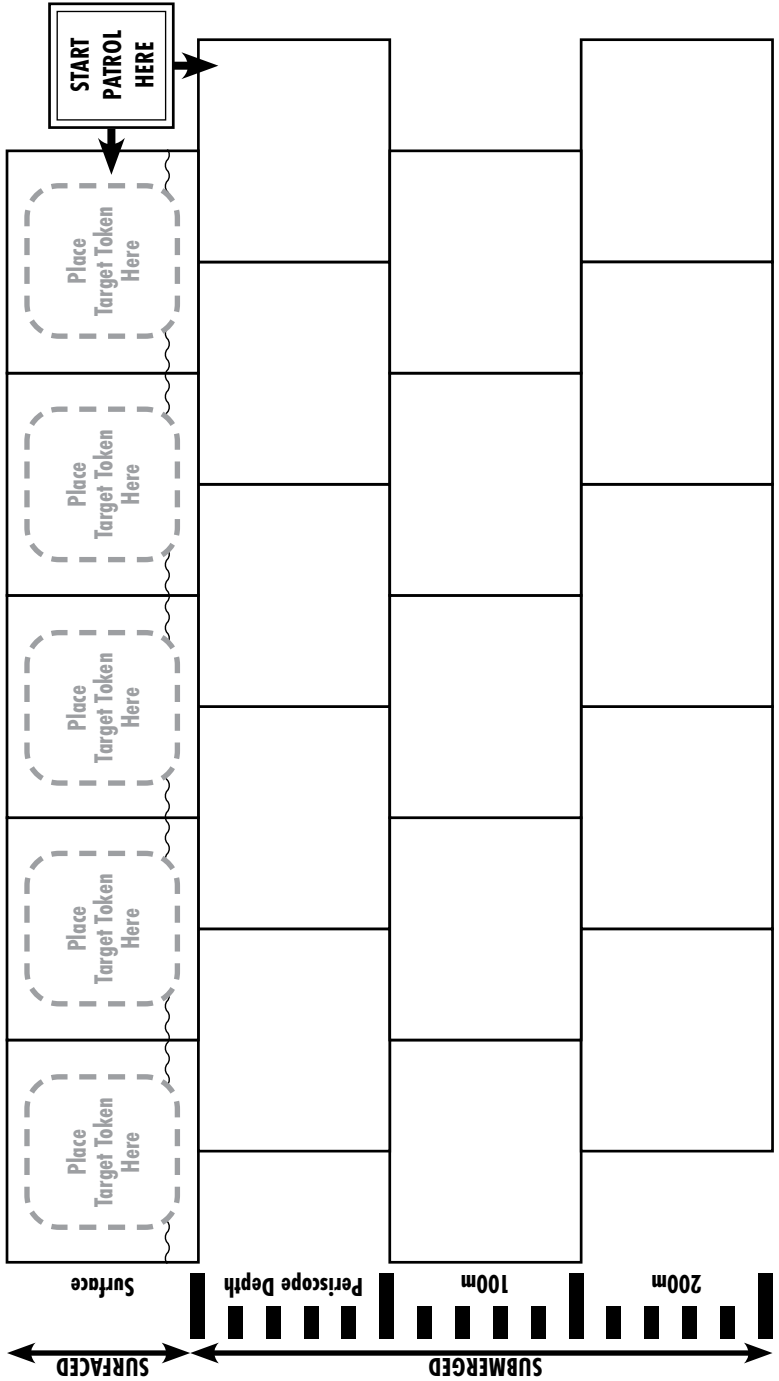
You must remove a Torpedo token in order to fire at a target.

If the U-boat is on the **Surface**, it may attempt to sink an identified target on a 3+ (or on a 4+ if at **Periscope Depth**).

Otherwise, the torpedo misses.

TORPEDO ATTACK	U-boat's Depth	Sunk on:
	SURFACE	3+
	PERISCOPE DEPTH	4+

PATROL AREA


























1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

GAME TURNS








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PATROL ENDS ▲

UNTERSEEBOOT TOKENS













TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 
MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	
HULL 	HULL 	HULL 	AUXILIARY POWER 	AUXILIARY POWER 	AUXILIARY POWER 	
TURN 	SPOTTED! 	DETECTED! 	SEARCHING 			













↑
You may want to make
these two tokens a single
Detected/Searching two-
sided token.

TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 	TORPEDO 
--	--	--	--	--	--	--

OPTIONAL: These are seven spare torpedoes for the Type VIIC U-boat.

Double-sided Tokens SIDE A SIDE B

UNIDENTIFIED TARGET 	IDENTIFIED TARGET PLACE TARGET DICE HERE 
UNIDENTIFIED TARGET 	IDENTIFIED TARGET PLACE TARGET DICE HERE 
UNIDENTIFIED TARGET 	IDENTIFIED TARGET PLACE TARGET DICE HERE 
UNIDENTIFIED TARGET 	IDENTIFIED TARGET PLACE TARGET DICE HERE 
UNIDENTIFIED TARGET 	IDENTIFIED TARGET PLACE TARGET DICE HERE 
TYPE VIIA U-BOAT 	TYPE VIIC U-BOAT 

MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 	MAIN BATTERY 
DEAD BATTERY 	DEAD BATTERY 	DEAD BATTERY 	DEAD BATTERY 	DEAD BATTERY 	DEAD BATTERY 

← If you would prefer to flip
the battery tokens, rather
than remove them, you
may want to make these
two tokens a single two-
sided Battery token.