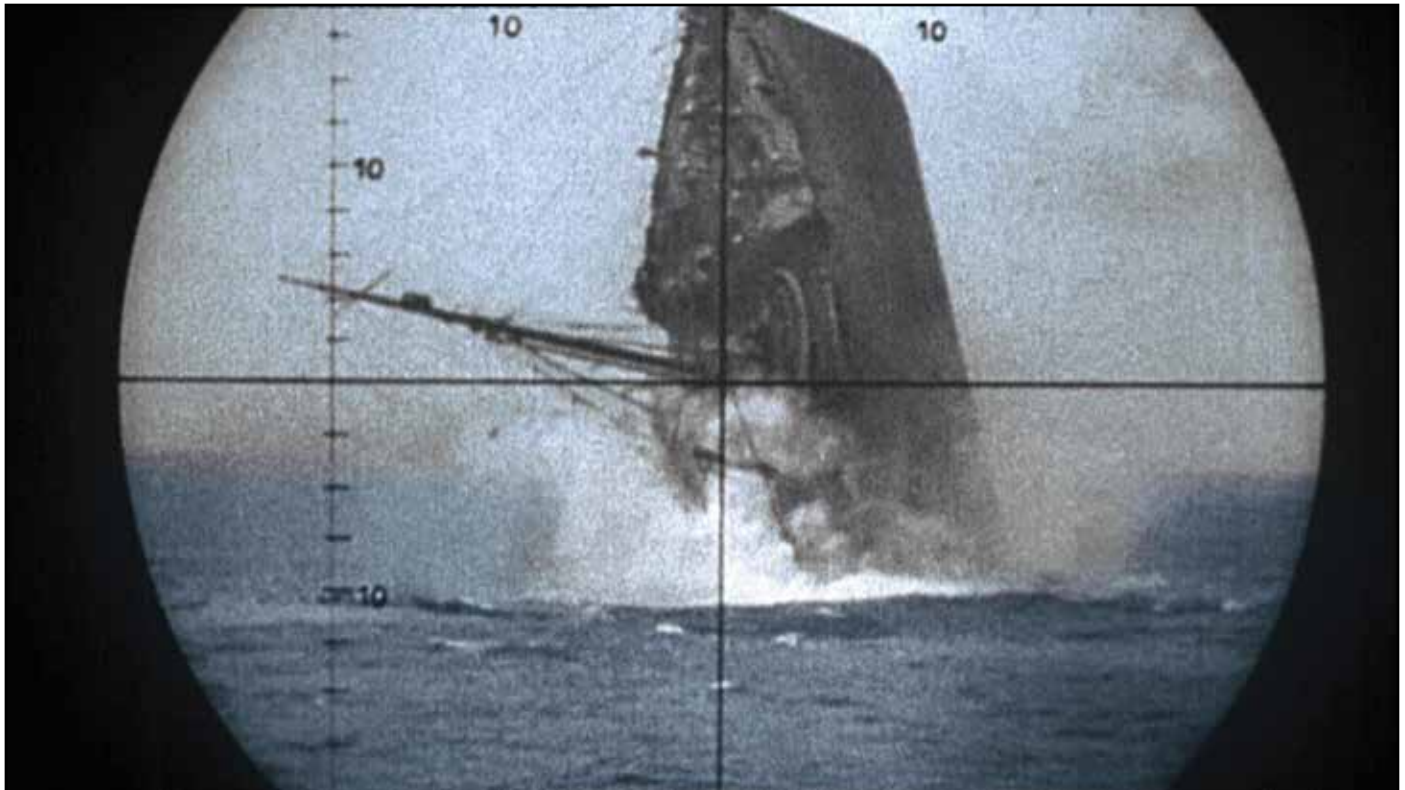

Beneath the Med



RULES OF PLAY

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[1.0] Introduction

At the time of their entry into WW2, the Italian Navy possessed the second largest submarine fleet in the world with 115 boats, second numerically only to the Russians. Yet despite their large fleet, the Italians had significant issues technically with their designs and fire control, limiting their effectiveness. The Germans were still very happy to help, and a large number of Italian boats actually ended up serving in the Atlantic, based in Bordeaux, France. In the Mediterranean, the Italians inflicted significant damage to the British, especially with their S.L.C. manned torpedoes, while suffering significant losses themselves. Italian boats, however, never really lived up to their true potential for a variety of reasons, the bravery of their crews not among them. Over 50% of Italian submarines were lost in action during the war.

Beneath the Med is a tactical level game placing you in command of one of several models of WWII Italian submarines. Your mission is to destroy as much Allied shipping and as many capital ships as possible... and still come home. Players will find it very challenging to survive an entire tour from 1940 to 1943, at which time, if still alive, you will be transferred to the Regia Marina's Training Command for the remainder of the war, having done your part on the front lines. If desired, a player may start with a more advanced model of submarine (for example, the Acciaio class becomes available to patrol starting in 4/42) but they will not have the early months of the war to rack up easier victories. 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. Players familiar with *The Hunters* or *Silent Victory* will recognize many similarities in the game system, but should limit their expectations on their ability to rack up large amounts of tonnage. *Beneath the Med* replicates the technical issues the Italian submarines had in fire control and diving times, and players will be lucky to survive, much less achieve a huge score.

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 (7.6.1)," meaning Case [7.6.1] 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 setup 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.

Online game support is available. There are several options to choose from:

Visit us on the Web:

<https://www.gmtgames.com/p-697-beneath-the-med.aspx>
(GMT product page)

<https://boardgamegeek.com/boardgame/255456/beneath-med>
(BoardGameGeek product page)

Contact us by email: gmtoffice@gmtgames.com

General customer service and game parts support are provided by GMT Games (see 3.7).

Note: Throughout the rules you will see "note" boxes such as this one. Tan boxes are Historical notes, blue boxes contain Designer's notes, pale blue boxes are Game notes.



[2.0] How to Play the Game

Object Of The Game

The object of the game is to conduct numerous patrols as an Italian submarine Comandante 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 Gold Medal (the "Medaglia d'oro al Valor Militare,") or even the Military Order of Savoy. 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 Comandante 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 Comandante 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 injuries before being able to conduct 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. Optionally, you may move your submarine marker along either the Atlantic or Mediterranean Patrol Map, depending on where your submarine is currently assigned. Both methods are identical in game terms, however, use of the maps is recommended for a better visual reference of where the patrols are occurring.

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 the 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 if one was encountered.

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 Comandante can result in delays. The possibility exists that you may be assigned a newer submarine or lose some of your crew (if they need more time to recover from their injuries). During refit, you are also able to evaluate the relative success of your patrol, which can result in crew advancement or Comandante, including the possible receipt of award(s). 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 August 1943, the game ends. Also, should you as Comandante be killed in action or be captured, or should your submarine be sunk, scuttled, or captured, the game immediately ends. Whether you survive until your final patrol or not (ending after August 1943), 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 12 Submarine Display Mats provided correspond to each Italian submarine type available, along with named Patrol Tracks containing individual Travel Boxes to track the progress of your patrol. This mat helps track the status of your crew and systems, including available armaments at your disposal. Select the appropriate Submarine 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 [B7] 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 two die-cut sheets of playing pieces (commonly called “counters”) included with *Beneath the Med*. These playing pieces are referred to as markers and are placed on either the Submarine Display Mat to track 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.

Note: Extra markers—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

The *Beneath the Med* 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 given below.

[3.3.2] Game Markers

Submarine



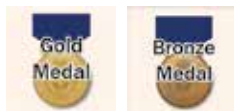
The submarine marker corresponds to the type you have selected and is placed on the Submarine Display Mat to track progress of your assigned patrol. Each of the twelve submarine markers lists its corresponding type and start date. After a conning tower rebuild, the reverse is the same submarine in a “rebuilt” status.

Officer Rank



Four numbered Officer Rank markers are provided (from 1, the lowest, to 4, the highest) to track your promotion level as submarine Comandante.

Medal & Rewards



The “Medaglia d’oro al Valor Militare” (Gold Medal for Military Valor) may be bestowed on you based on your career success, along with other possible medals. Some medals and awards confer game benefits.

Crew Quality



The crew quality corresponds to the experience and performance of your crew. Your crew begins at “Trained” level. This can possibly drop to “Green” but more hopefully, rise to Veteran and then Elite.

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: W200 (45cm) and W270 (53.3cm) which are Steam, or the German G7e, which is Electric.



Ammo markers track the number of rounds available for each Deck Gun. Additional markers include Mines, S.L.C. assault craft, supplies, and a Commando Team marker for special missions.

Damage



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

Crew Status



Crew Status markers are provided to track severity of injury or KIA results. Specialized crew members can also rise to “Expert” level (7.7) which provides certain benefits during play.

Combat Mat Markers



Markers are provided for the Submarine Combat Mat [B7] when resolving encounters. These markers include Day/Night, range of engagement, 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 modifiers, as described here, are listed on the associated charts and tables.

DRM	Description
A	Attack: modifier when conducting submarine Torpedo/Deck Gun Fire [B1]
D	Detection: modifier for Escort Detection [B3]; or Dive: modifier to avoid Aircraft Encounter [A4]
F	AA Attack: modifier for Anti-aircraft Attack vs. Aircraft [A2]
H	Hit: extra Hit scored when resolving Escort/Air Attack [B4]
R	Repairs: modifier when rolling for Repairs [B8]

[3.4] Charts and Tables

Five two-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 each game session. It includes your Submarine type, ID, and Comandante (Cmdt) 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.

[3.6] Game Scale

Each Travel Box on the Submarine Display Mat represents four to six days on patrol. Generic crew boxes represent several crewmen of the approximately 50 to 70 onboard. Select markers represent individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds.

[3.7] Parts Inventory

A complete game of *Beneath the Med* includes the following components:

- Two full-color counter sheets
- One Rules Booklet with Designer’s Notes (this manual)
- Five Player Aid Cards, 2-sided (A1a/A1b, B1-B6/B8, A3/B10, T1-T2/T3-T4, and T5/D1-D5)
- One Player Aid Card, 1-sided (A5 Commandante and Crew Status)
- One Patrol Log Sheet pad
- Six Submarine Display Mats (12 submarines total), 2-sided
- One Patrol map (Atlantic and Mediterranean), 2-sided
- One Submarine Combat mat (B7 Attack Mat)
- Three 6-sided, one 20-sided, and two 10-sided dice

If any of these parts are missing or damaged, please contact our licensed publisher:

GMT Games LLC, PO Box 1308, Hanford, CA 93232, USA

Phone: 800-523-6111 (US and Canada), or 559-583-1236

FAX: 559-582-7775

E-Mail: gmtoffice@gmtgames.com

Game Terms

The acronym “drm” means “die roll modifier” or “dice roll modifier.” This is a number which adjusts the result of a die or dice roll upwards or downwards.

“1d6” means one six-sided die, “2d6” means two six-sided dice, “1d10” means 1 ten-sided die, etc. You will often see text that says “roll 1d6” or “roll 2d6.”

A “Travel Box” is any of the boxes on the map or on the Submarine Display Mat that your submarine will “travel” along while conducting a patrol. Several categories of Travel Box exist. These are Transit boxes, Mission Boxes, the Gibraltar Travel Box, and the Bay of Biscay Transit Box. Regardless, they are all Travel Boxes.



[4.0] Game Setup

General Rule

Game setup 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 Patrol Map (if you are using it) and Submarine Combat Mat [B7] set nearby, as it will be referenced when resolving engagements against enemy shipping.

[4.1] Submarine Model Selection

Begin by selecting one of the twelve 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 Start Date (4.2) to see what submarine types are available at different dates. Earlier start dates allow for more patrols, but later start dates have the Acciaio and Flutto submarine classes available. Game play consists of being Comandante 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 Acciaio (sometimes called the Platino class), 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 ship sinkings.

[4.2] Start Date

[4.2.1] Your first patrol will be in June 1940 unless you choose the Acciaio or Flutto class.

Type	Available Date
Acciaio class	April 1942
Flutto class	January 1943
All other classes	June 1940

[4.2.2] 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 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 Class: This is the submarine class you selected.

Name: This is the boat's name. You may pick any name you desire for your submarine.

Cmdte: This is the name you select as Comandante of the submarine.

Note: The boat name and Cmdte 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 (11.7) for Historical Submarine Names.

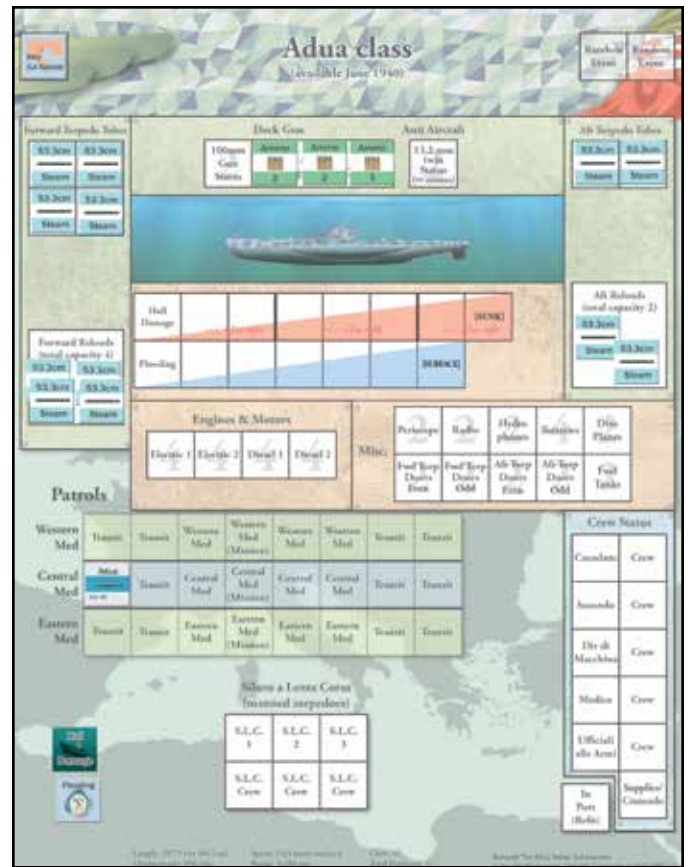
[4.3.2] The Log Sheet is used to capture information about each patrol assignment, including which target ships may have become damaged or sunk, in helping determine your victory level (5.2).

[4.4] Submarine Display Mat Setup

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

[4.4.2] Place the following markers on your Submarine Display Mat:

1. Place either the La Spezia or BETASOM port marker in the Port Base box. This is your starting port.
2. Place the Trained Crew Quality marker in the Crew Quality box. This is your starting Crew Quality.
3. Place the Hull Damage and Flooding markers where they can be easily accessed if needed (optional.)
4. Place your Submarine marker in the In Port (Refit) box. It will move to the appropriate patrol assignment starting Transit Box depending on the patrol assigned (in the example, Central Med.)
5. Place the appropriate Torpedo and Deck Gun Ammo markers in the armaments section of your Display Mat (4.5 and 4.6). In the example, the Adua is carrying a deck gun, and no S.L.C.s on deck.



Example of an Adua class submarine prepared for a patrol.

[4.5] Torpedo Load

Historical Note: Italian submarines normally carried a pure load of steam-driven torpedoes. These were the W270 for 21" tubes, and for the Cagni class, W200 18" torpedoes (53.3 cm and 45 cm respectively). Later in the war, limited numbers of G7e (electric) torpedoes became available from the Germans. 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 Medal & Rewards box). **The overall torpedo load is obtained by totalling up the torpedo boxes and adding all reloads.**
2. Select a total number of torpedo markers that corresponds with the total torpedo load count.
3. Starting in 1942, you may attempt to alter the mix by swapping out up to four 53.3 cm torpedoes with G7e torpedo markers, but this only occurs on a 1d6 roll of "1" due to limited availability.

Example: It is 1942. The Marconi class carries a total load of 16 torpedoes. These are all W270 53.3 cm torpedoes. If the player desires, and is lucky enough to roll a "1" during

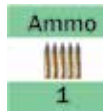
loadout, he may start the patrol with 12 W270 and 4 G7e electrics. The electrics may start loaded, or may be reloads, either fore or aft. The Cagni class can never carry electrics: It had 18" (45 cm) torpedo tubes.

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 always be equal to the boat's capacity. Exceptions: Supply Run (6.7.1) Minelaying Special Mission (6.7.2) and Commando Delivery (6.7.3).
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 (see below).
8. Once torpedoes are fired from the Forward/Aft Tubes during combat, the tubes may be reloaded when the current combat has ended. 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.
9. 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.

Historical Note: The Italians had two main factories, at Fiume and Naples, making torpedoes of many different designations. The actual designation of the W270 in the game is the W270/533.7 x 7.2 – a 21" Whitehead design. The W200 is short for the W200/450x5.75, the 18" torpedo used in the Ammiraglio Cagni class. I have used the Fiume designations in the game for ease of play.

[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 per Deck Gun.

[4.6.4] Some classes have two deck guns. You are not required to fire both, but if you do, you expend a point of ammunition each time they fire, one for each gun that fires.

[4.6.4] Ammo markers are not used for AA (Anti-aircraft) 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.

[4.7] Basing

Players will be based at one of two bases throughout the game:

[4.7.1] Italy



Most starting boats are considered to begin here in June 1940. The Italian port represents any of several submarine bases, the main one being La Spezia. These bases are all considered identical for game

play.

[4.7.2] France



Italian submarines operating in the Atlantic were based at Bordeaux, France, this base being known colloquially as "BETASOM." Being stationed in France requires the player to roll for encounters in the first and last Transit Boxes as in the Bay of Biscay (instead of it being a normal Transit Box).

[4.8] Atlantic and Mediterranean Maps

Two maps are provided in *Beneath the Med*—one for the Mediterranean operations, and one for Atlantic operations (used by boats stationed in BETASOM.) Unlike many games, map use in *Beneath the Med* is *completely optional*. When going out on patrol, you can move from Travel Box to Travel Box on your Submarine Display Mat and never use the maps. However, because they give a better geographical sense of what is happening, I would assume most players would use them barring the need for a very small "footprint" to play the game. It is important to realize the Travel Boxes on the map and the Travel Boxes on the Submarine Display Mats are the same, and players should use one or the other, not both at the same time.

[5.0] How to Win the Game

General Rule

A full game consists of completing numerous patrols up to and through August 1943. The game may end early if your submarine is sunk, or if you as Comandante 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 possibly a drop in crew quality due to poor performance), the overall victory level is determined at the end of play based on total tonnage of ships sunk.

[5.1] Ending the Game

[5.1.1] The game ends upon completion of your final patrol leading up to or through August 1943—no patrol assignments are conducted after August 1943.

[5.1.2] If it is determined after calculating the Refit Period that your next patrol assignment would commence after August 1943, the game ends.

[5.1.3] The game immediately ends, regardless of date, should you as Comandante be killed in action or taken prisoner.

[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 a submarine Comandante can be determined below.

DEFEAT—0-9,999 tons sunk or your submarine is captured due to unsuccessful scuttle attempt:

Note: The moment your submarine is captured due to an unsuccessful scuttle attempt, this results in an automatic “Defeat,” regardless of the tonnage amount for ships sunk.

You are a disgrace to the Regia Marina, your family, and yourself. If you have survived, consider a career after the war on land. If your submarine was captured, you have delivered a working code book and other secrets into Allied hands, possibly sabotaging the entire Italian war effort.

DRAW—10,000-19,999 tons sunk:

You have fulfilled your obligations to Italy and retained your honor. Book and movie offers after the war are probably not in the cards, however.

MARGINAL VICTORY—20,000-49,999 tons sunk:

You have enjoyed a modicum of success as a submarine commander. Your crew respects your abilities, and Command places you in training in 1943, just in time to surrender to the Allies.

SUBSTANTIAL VICTORY—50,000-99,999 tons sunk:

You are one of the Regia Marina’s top submarine elite, and have gained the respect of your peers, your crew, and commanders. You are often mentioned in the nation’s papers and are offered command of a Flotilla in 1943.

DECISIVE VICTORY—100,000+ tons sunk:

You are the scourge of the seas and the pride of the entire Regia Marina. Your legendary exploits place you at the top of the naval elite and are mentioned prominently in propaganda efforts. Your peers are amazed at your bold successes. You hopefully retire peacefully in a villa in Tuscany after the war, and take up winemaking.

[5.2.3] KIA

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

[6.0] Sequence of Play

General Rule

Beneath the Med 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 Patrol Log Sheet. The game begins on the availability date of the submarine class selected (first patrol assignment) and patrols are carried out up through 8/43. Each patrol takes one or two months to complete, depending on the class of submarine used, 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 Setup).

[6.1] Game Play Outline

1. Determine Patrol Assignment

- A. Consult the Submarine Patrol Assignment Chart [A1a] if assigned in the Mediterranean or [A1b] if assigned to BETASOM in the Atlantic.
- B. Enter the patrol assignment on the Log Sheet (on row corresponding to patrol start date.) Place a “P” in the month row directly below this for any boat with a 2-month patrol (See 6.2.2).
- C. Place the Submarine marker on Display Mat beside the first Travel Box of assigned patrol.

2. Conduct Patrol

- A. Check for encounters for the Travel Box occupied by consulting the Encounter Chart [A3]. The first two Travel Boxes for each patrol are rolled as “Transit” unless it is required to roll for the Bay of Biscay or a Gibraltar transit. If no encounter occurs, repeat this step for next Travel Box entered. If an encounter is rolled, follow the steps below:

Resolve Encounter

- a. Determine Random Event (if rolled, 9.0), or resolve Ship or Air Encounter (7.1, 7.3). Engaging enemy ships in combat is always voluntary (7.1).
- b. If transiting the Straits of Gibraltar (from either direction), this occurs in the second Transit Box of the patrol. Roll on the Gibraltar encounter box, applying the year modifier as required.
- c. You may perform additional rounds of combat as necessary against unescorted ships (7.2.7) or attempt to “Follow” escorted ships or Convoys (7.4) until the encounter is completed, reloading torpedoes between instances.
- d. Additional turns 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.

Note: Following a ship, ships, or convoy is still allowed once you escape detection.

- e. Attempt to Repair any Damaged systems once all combat rounds are completed (7.5.1). Reload torpedoes as desired.

B. Proceed to the next Travel Box and repeat until your submarine enters and resolves any possible encounter in the final Travel Box (which is a Transit Box.) Upon completion, place the Submarine marker in the In Port (Refit) Box.

3. Refit Submarine

- A.** Assess submarine damage and duration required (7.5.9) to complete all repairs. Record Refit duration on the Log Sheet to determine when next patrol will begin. Refit submarine by writing “R” in the Log Sheet for as many months as needed to refit. The refit time is always at least one month, damage may extend this. **Check for Conning Tower rebuild if not yet rebuilt (7.5.9.3).**

Note: If the next patrol start date is after 8/43, the game ends.

- B.** Check for Crew Recovery and possible replacement (7.5.9.4).
- C.** Check for Crew Advancement (7.7).
- D.** Check for Comandante Awards and/or Promotion (7.8, 7.9).
- E.** Replenish and set Torpedo Loads (4.5) and replenish Ammo markers (4.6) in anticipation of next patrol. All damage and crew injury markers should be removed from the Submarine Display Mat in anticipation of the 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 rule sections.

[6.2] Patrol Assignment

[6.2.1] Assignment

Patrols are assigned mainly as a function of time, as the patrol zones shift as the war progresses. For example, for BETASOM boats, the highly lucrative Caribbean patrols begin in January 1942 as part of the historical “Operation Drumbeat.”

Patrols are also dependent on which area you are operating from: BETASOM or the Mediterranean. Submarines assigned to the Mediterranean use Chart [A1a] while BETASOM submarines use Chart [A1b].

[6.2.2] Patrol Length

Different classes of submarine had different patrol lengths. The larger classes always place a “P” in the first month upon return to base (for patrol) before putting any “R” months (for refitting). This is because they had longer patrols. For example, if September was a Marconi class patrol to the Spanish coast, then October would have a “P” written in it (as the boat is still

on patrol) and November would have an “R” for refit. The boat would then go back out in December, assuming it suffered no damage.

The classes of large submarines with 2-month patrols are: Brin, Cagni, Calvi, Flutto, Glauco, Liuzzi, Marcello, and Marconi as marked on their Submarine Display Mats. All other classes have 1-month patrols.

[6.3] The Med

Although home to some of the larger boats, the smaller boats mainly operated here, conducting a variety of tasks and combat patrols. “The Med” in game terms represents being based in any of the Italian home bases... Naples, Spezia, Taranto, etc. In game terms they are all identical. If a player has one of the larger boats in the Med, it is possible they may be transferred out to BETASOM. Boats in the Med use Chart [A1a] for patrol assignments. Boats at BETASOM use Chart [A1b].

[6.4] BETASOM

This is short for “Beta Sommergibili.” (Beta, the letter B, was for Bordeaux or base, Som was short for the Italian word for submarine.) This was the Italian command that operated mainly at Bordeaux in the Bay of Biscay. Submarines technically do not start there, rather, if starting the game assigned to that base, in reality they go out on patrol from Italy in June 1940, do one transit, then do the Gibraltar transit, go to their patrol area, then end up at BETASOM at the end of that patrol. Submarines at BETASOM (or starting the game there) use Chart [A1b] for their patrol assignments. The short-ranged classes never start at—and are never transferred to—BETASOM. (Refer to Chart [A1a] for eligible classes.) However, it is possible that a BETASOM boat may be transferred back to the Med, as happened historically.

If stationed at BETASOM, their first and final Transit Boxes are rolled on the “Bay of Biscay” Encounter Chart instead of using the normal Transit Chart.

Special Rule for BETASOM starting Submarines: To start the game, you must depart from the Mediterranean, travel through Gibraltar as your second Transit Box, then conduct the rest of the patrol as rolled on Chart [A1b]. At the end of this patrol, your final Transit Box is Bay of Biscay, and you end up at BETASOM in Bordeaux. Subsequent patrols start and end in at BETASOM (unless reassigned to the Mediterranean.)

[6.5] Singapore

Several Italian boats were converted into supply boats for missions to the Far East. Outbound, they would carry (usually) mercury, other supplies, and sometimes technology for Japan. Returning they would bring such items as rubber, tin, quinine, and other strategic materials. All weapons were removed except AA machineguns. If selected for a SINGAPORE patrol, a submarine uses the West African Coast patrol track and travels to the furthest box, but every box is rolled twice for encounters and is considered a Transit Box. At the furthest West African Travel Box, it is actually the end of the patrol and the submarine is assumed to have arrived at Singapore. The process is repeated in

reverse, and at the end of that patrol, the submarine is assumed to have arrived back at Bordeaux. The patrol takes 4 months (two months each way) so the patrol log will say “Singapore” in the first month’s box, then have 3 x “P” months after that. Once assigned to a Singapore patrol, no further rolling for patrol assignment is required. Every subsequent patrol until the war’s end will be a supply run to Singapore.

Historical Note: Three of the five submarines converted for this project actually made it to the Far East. Two were destroyed. Several more were destroyed before conversion was complete.

[6.6] Initial Basing

Depending on when you start your game and with what class, your submarine is based according to the following chart:

Brin, Calvi, Ammiraglio Cagni, Glauco, Liuzzi, Marcello, Marconi classes: Roll 1d10.

6/40 1-3: BETASOM
4-0: MED

7/40-7/43 1-5: BETASOM
6-0: MED

All other classes:

6/40+ (Automatically MED)

Of course, a player may choose which base he is operating from if he so desires, but to remain reasonably historical, should avoid starting anything other than the 8 ocean-going (long-range) classes out at BETASOM. The Flutto class, despite being ocean-going and reasonably long ranged, never operated at BETASOM. Players who wish to remain historical should keep any Flutto class boats in the Med, although they could have operated there had the Italians chosen to do so.

Players should refer to rule [6.4] if starting the game at BETASOM—you actually begin at La Spezia and must transit Gibraltar to start the game.

[6.7] Special Missions

There are five types of special missions in the game for the MED patrols: Supply Runs, Minelaying, Commando Delivery, Convoy Intercept, and S.L.C. Attack. These are designated on Chart A1a as “-S” “-M” “-C” and “-I” and “-A” respectively.

In BETASOM patrols, it is also possible to get a “-W” mission, Weather Reporting Duty (see 6.7.6.).

[6.7.1] Supply Run

Submarines were often used to bring supplies to Italian forces operating in North Africa. When assigned to such a mission, a submarine has torpedoes loaded, but no reloads, as that space is being used for supplies. The sub simply attempts to drop off the supplies by rolling on the Special Missions encounter chart when they arrive at the “Mission” Box. If there is no encounter, the mission is successful. However, if an Aircraft encounter is rolled, that encounter must be processed first. If the submarine is attacked, and survives, it must roll for another turn of combat to

be able to drop off the supplies. Continue this process until there is no encounter and the supplies are dropped off, OR the submarine is sunk or is forced to abort. Notice that Special Mission encounter rolls in the Mission Box during all Special Missions except Weather Reporting Duty and S.L.C. Attack receive a “-1” due to the inherent danger of exposure in shallow waters.

[6.7.2] Minelaying

This mission is similar to the Supply Run as far as game mechanics, the difference being that the mines are carried loaded in the torpedo tubes. This reduces the boat’s torpedo load by the amount of tubes it has. Once the mines have been successfully delivered, the tubes may be reloaded with torpedoes from the reload sections, and the patrol continued. The Foca class, a dedicated minelayer, does not reduce its torpedo load, as the mines were delivered from chutes in the back and vertically from the center.

[6.7.3] Commando Delivery

This mission is similar to the Supply Run as far as game mechanics, except a Commando team of 11 men is being dropped off vice supplies. However, if SLC Crew/Cdo (Commando) is rolled as a crew casualty before they can be dropped off, and the result is a SW or KIA, the mission is a failure. During a Commando Delivery mission, the submarine does not carry torpedo reloads in order to fit the team and their equipment.

[6.7.4] Convoy Intercept

The Italians put together air, surface, and submarine assets in an attempt to intercept convoys headed to Malta. If assigned this mission, the submarine rolls 1d6 in the “Mission” Box. On a roll of “1” the player has a capital ship/warship encounter; else he automatically has a convoy encounter. When attacking the convoy during a Convoy Intercept, the submarine rolls for the escort to be busy with other Axis assets (giving a -1 to detection rolls) or the escorts will be focused in his area (+1 to detection rolls).

Roll 1d6: 1-5 = Escort is busy, -1 detection
6 = Escort focused, +1 detection

The mission is a success if at least one ship is engaged (regardless of results.)

The Capital Ship/Warship encounter for Convoy Intercepts comes from the specific list below; the exceptions are Operations Harpoon and Pedestal as listed.

Convoy Intercept Ship targets (1d6)

Operation Substance:

1-2: *Ark Royal*; 3-4: *Renown*; 5-6: *Nelson*

Operation Halberd:

1-2: *Ark Royal*; 3-4: *Rodney*; 5: *Nelson*; 6: *Prince of Wales*

Operation Harpoon:

Roll normally on the Warship target list

Operation Pedestal:

Roll normally on the Capital Ship target list

[6.7.5] S.L.C. Attack

Certain Italian submarines were outfitted to carry “human torpedoes” on their decks, for use against the British ports at either Alexandria or Gibraltar. These special weapons were known as S.L.C.s, but had the slang name of “Maiale” (pig) due to its difficulty in steering. To deliver S.L.C.s for an attack, the submarine must first survive and arrive at the S.L.C. Mission Box. Once there, the Comandante has a decision to make on how close to bring in the S.L.C.s. S.L.C. operations are conducted using Charts [D1] through [D5].

Submarines with S.L.C.-carry capability do *not* have S.L.C.s loaded unless they are embarking on an S.L.C. special mission.

S.L.C.s which are damaged or have a SW/KIA crew cannot be launched.

Historical Note: S.L.C. stands for “Siluro a Lenta Corsa” (in Italian, Low Speed Torpedo.) The term “human torpedo” is a bit misleading, as they were not suicide weapons. The frogman team steered the torpedo into the harbor, attached it to a ship with a timer, then attempted escape.

[6.7.5.1] S.L.C. Dropoff procedure

First, decide how close you are bringing in your submarine by choosing a range on Chart [D1]. Only those S.L.C.s which are undamaged, and have a non-seriously wounded crew, may be dropped off.

CLOSE: +1 to S.L.C. penetration roll. If dropping off the S.L.C.s at close range, the submarine must roll for discovery by defenders on a detection roll (2d6) of 10+. If detected, the submarine undergoes an immediate escort attack (and, to make things worse, the S.L.C.s lose their Harbor penetration bonus and are penalized –2 instead.) After resolving any escort attack, continue in the S.L.C. attack by rolling for penetration.

MEDIUM: No modifiers to S.L.C. penetration roll. If dropping off the S.L.C.s at medium range, the submarine must roll for discovery by defenders on a detection roll (2d6) of 11+. If detected, the submarine undergoes an immediate escort attack. After resolving any escort attack, continue in the S.L.C. attack by rolling for Harbor penetration with a –2 penalty.

LONG: –1 to S.L.C. Harbor penetration roll. The submarine does not roll for detection.

[6.7.5.2] S.L.C. Harbor Penetration

Each S.L.C. must roll to penetrate the harbor defenses and navigate to a target by rolling on Chart [D2]. They succeed on a 1d6 roll of “4” or higher. This roll may be modified by how close they were dropped off.

[6.7.5.3] Target Selection

Roll for harbor targets per Chart [D3]. Each S.L.C. which has successfully rolled for penetration may choose to attach to a target. Only one S.L.C. may attach to each target.

[6.7.5.4] S.L.C. Detonation

For each attached S.L.C., roll for detonation on the S.L.C. Detonation Chart [D4]. The target ships may be sunk or dam-

aged, or possibly the S.L.C. may fail to detonate. Regardless, at least *one* S.L.C. detonation is required to count this patrol as “successful.” Additionally, although you do not get to count the tonnage for your career total, as part of the operation, if a Capital Ship is sunk, you DO receive the Gold Medal (and possibly the Knight’s Cross from Germany.)

[6.7.5.5] Post Attack

The frogman teams of the S.L.C.s were expected to reach safety in Spain or escape and evade to a safe house in Egypt post-attack. For each S.L.C. that participated, roll on Chart [D5] to determine their fate. Notice this has no effect on game-play per se, but is included for historical/roleplaying interest. Players may skip this step if they wish.

[6.7.6] Weather Reporting Duty

In the Atlantic, the Italian boats were required reasonably often to perform the much-disliked weather reporting duty. (Note to players of *The Hunters*: this is no longer a random event, as it occurred more often than can be represented there.) The first two “on station” boxes of the patrol (the first two non-Transit Boxes) are spent conducting weather reporting. After that, the rest of the patrol can be conducted normally. Notice the only way to have an unsuccessful patrol would be to have a non-repairable radio damage occur in transit before the reporting can start.

[6.7.7] Special Mission Success

Successful accomplishment of any type of special mission results in a Successful Patrol for the purposes of crew advancement, whether or not any ships were sunk that patrol. Failure to complete the special mission results in no credit for a successful patrol, even if ships were sunk at some point.

[7.0] Combat

[7.1] GENERAL PROCEDURES.

[7.1.1] General

Combat is resolved for each Travel Box in turns, with each turn composed (possibly) of an attack followed by multiple turns of depth-charging, if detected. There *may* be additional rounds of combat as well, if the encounter is not completed in the first turn of combat. This is at the submarine captain’s whim; he is not forced to continue chasing a damaged ship, for example.

[7.1.2] No Encounter

If there is no encounter rolled for a particular Travel Box on Chart [A3], then nothing occurs. Move the submarine one Travel Box ahead on the chart and roll again.

[7.1.3] Cargo Ship Encounter

If a *Ship* (or *Ships*) is rolled for the encounter, roll 1d6 to determine size. (Notice there is a different chart for ships encountered in the Caribbean.) This is the easiest encounter for the submarine to handle... a ship travelling alone.

Roll 1d6: 1-3 is a small ship, 4-5 a large ship, and 6 is a tanker.

It is possible also to roll “SHIP(S)+ESCORT” in which case it is a lone ship or two, but does have escort. After size is determined, roll on the appropriate target Chart (T1 through T4) to determine the exact ship(s) encountered.

[7.1.4] Capital Ship Encounter

If a **Capital Ship** is rolled for the encounter, roll on the bottom of Chart T4 to determine which capital ship it is. Such encounters always have escort. Notice that all of these Capital Ship targets automatically confer either the Gold or Silver Medal if sunk; therefore, they are quite lucrative targets! Capital ship escorts were normally quite heavy, and accordingly receive a “+1” on the detection chart against you.

[7.1.5] Warship Encounter

If a **Warship** is rolled for the encounter, roll on Chart [T5] to determine which warship it is. Due to their speed, they receive a “+1” to hit modifier and a “+1” on the detection chart against you. Warship classes of FF, DE, and DD (and generic escorts, should you choose to attack one) receive a +2 “to hit” modifier for torpedo fire against them, instead of +1, as they are small, fast, and maneuverable. (However, this drops to a +1 if they have been damaged.)

However, despite being dangerous targets, *any* sunk warship (even an escort) confers the Silver Medal if sunk. Notice that Capital Ships and Warships are distinct and different targets in game terms. **Warship targets are always considered to be escorted, even if they themselves already fit into that category (such as a DD or DE) as they are assumed to be not alone.**

[7.1.6] Convoy Encounter

If a **Convoy** is rolled for, roll 3 dice to determine the size of the targets closest to your attack position.

Note: Convoys normally had many more ships in them than a single submarine could attack. Therefore, only 3 of the many ships are represented as being in your boat’s “window of opportunity” for that encounter.

Then roll for each ship to determine the exact ship encountered. Remember that convoys also always have escorts.

[7.1.7] Convoy Intercept

This special mission can result in a Convoy encounter, or possibly a Capital Ship/Warship encounter instead. See (6.7.4) for details.

[7.1.8] Tanker Encounter

It is possible to roll a **Tanker** target in the Caribbean or off the Brazilian Coast. In such cases, skip the size determination die roll and roll directly on the Tanker list (Chart [T3]).

[7.1.9] Aircraft Encounter

If Aircraft is rolled as the encounter, roll on Chart A4 and apply any appropriate modifiers. Resolve Aircraft encounters as described in section (7.3).

[7.1.10] Day and Night

Roll one die to determine the time of day: 1-3 is day, 4-6 is night. Night surface attacks can only be performed at night, naturally. During the day, it is also easier to see the tracks of the steam

driven torpedoes, therefore, a “+1” detection modifier is applied to those attacks when checking for detection on Chart [B3].

Designer’s Note: This +1 detection modifier stays for every detection attempt, not just the first one. Although it may seem counterintuitive, the reasoning is that the steam track gave the escorts a pretty good idea of your starting location and reduced their search area significantly for the entire combat.

[7.1.11] Switching from Day to Night

If you want to prosecute a contact in the day and you rolled for “night” or vice versa, you may do so by taking a small risk of losing contact.

Roll 1d6: 1-4 is successful, 5-6 means the target contact is lost (and so is your encounter for that Travel Box).

You *cannot* switch from day/night or night/day versus a Capital Ship or Warship (they are simply too fast).

7.2 Encounters With Ships: Attacks Against Shipping

Once the targets have been identified, and the time of day identified, the submarine commander must decide how to attack:

[7.2.1] Choosing the Range

He chooses what range to use, each with some advantages and disadvantages. If he chooses medium, long or extreme range, he fires first, with a lesser chance to hit. If he chooses to attack at close range, he must first make a detection roll on Chart [B3] and is detected on a 2d6 roll of 10-12. If still undetected, he may then still fire first. If detected, he is unable to attack and suffers an attack on Chart [B4]. Standard range is similar to close range, in that a detection roll must be made first before the attack, but for standard range is detected on a 2d6 roll of 11-12.

The Year modifiers of +1, +2, or +3 (depending on the year) are the only modifiers that apply, making it more difficult to get to close or standard range and attack as the years go by. However, there are no detection rolls made for unescorted ships, so there is no downside to firing from close range in that case.

[7.2.2] Night Surface Attack

If the encounter is at night, the player must also decide if he is prosecuting a night surface attack. Starting in 1941 (or later) he will suffer a +1 penalty modifier on the detection die roll. This represents the increasing Allied availability of surface radar. A night surface attack also suffers from a +1 modifier on Chart [B4] during the first turn of combat, and the boat cannot implement the “exceed test depth” game mechanic in that turn, as they are essentially still too close to the surface at that point.

[7.2.3] Firing Torpedoes

He then can choose to fire any/all of his fore or aft torpedoes at any target, but all must be from the same end of his boat. All shots are declared before rolling, then roll to see if the torpedoes hit. After hitting, roll to see which torpedoes are duds on Chart [B6]. Any torpedoes that hit, and are not duds, then roll for damage inflicted on Chart [B2]. It takes different amounts of damage to sink different size ships.

[7.2.3.1] Second Salvo

A submarine may fire a “second salvo” from the other end of his boat if he is conducting a night surface attack. However, these torpedoes are fired at +1 to hit. For example, a player in an Adua class boat can fire all six torpedo tubes at a convoy, with the first salvo (normally the front 4 tubes) fired normally, and the aft 2 tubes fired at +1 to hit (additional to any other to hit modifiers). **Exception:** Captains who are “Silver Medal” or “Gold Medal” holders disregard the additional +1 modifier for firing a second salvo.

Note: Capital ships (regardless of actual tonnage) take 5 to 6 damage points to sink, as listed on their chart and counters. Additionally, some Capital Ships are designated as “Fast” and therefore receive a +1 to hit penalty when firing torpedoes at them, just like a warship target.

[7.2.3.2] Deck Gun vs. Unescorted Ships

In addition to torpedo fire in first turn of combat, the submarine may fire two deck gun shots (per deck gun... some submarines have two deck guns, and could fire 4 times if desired) against unescorted ships (each “shot” from a deck gun actually represents about 25 rounds). Notice that deck gun ammunition is limited per patrol.

[7.2.4] Combat Against Escorts

Unlike the Atlantic war, combat against escorts (or just warships in general) happened with more regularity in the Med. 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). (However, see Optional Rule (11.6) “Variable Generic Escorts.”) 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 when you start.) Torpedoes fired at an escort have a +2 “to hit” penalty, although if you damage it, and choose to follow, this is reduced to only a +1.

If the escort is sunk/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 escort quality rules, you do not reroll 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 +2 to hit it, being a small 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.

[7.2.5] Detection by Escorts

Escorted ships, after the first salvo of torpedoes, now have their escorts roll on Chart [B3] to try to find the submarine and attack it. If undetected, the combat is ended. If detected, the submarine immediately undergoes an attack on Chart [B4]. For each “hit” on Chart [B4], roll once on Chart [B5] to determine the damage from the depth charges. After the damage is applied to the submarine, and additional flooding is checked for on Chart [B8] the cycle continues. Roll for detection again, now applying the “+1” for previous detection *and* any new modifiers such as dive plane or fuel tank damage, and if detected again, roll on Chart [B4]. Turns of combat continue with detecting/attacking until the submarine finally escapes detection on Chart [B3], or is sunk. Players will notice it is more difficult to evade detection in subsequent combat turns if critical damage occurs.

[7.2.6] Exceeding Test Depth

Submarines may attempt increase their odds of slipping away from the escorts by declaring they are exceeding test depth... but this is a risky procedure. Before the escort roll on Chart [B3], the player must decide if he is going to attempt to increase his 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 he rolls lower than his current # of damaged hull boxes, the boat implodes and sinks. If he rolls equal to his current # of damaged hull boxes, he takes an additional hull damage, and immediately rolls again. (If he only has the single box of hull damage he still has to roll, despite the fact it is impossible at this point for the boat to implode. If he rolls a “2” he takes another box of hull damage, and immediately rolls again.) If he rolls greater than his current number of damaged hull boxes, there is no effect, and the escort detection roll gets a –1 modifier. The submarine must take an additional hull damage and make a roll for *each* time it wishes to get a –1 modifier. You cannot exceed test depth on the first turn after a night surface attack. You may only exceed test depth once per detection attempt.

Designer’s Note: Taking your boat 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 situations you may wish to consider using this option. Although some players may think they can abuse this by constantly using it, the mandatory 1 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.

[7.2.7] Additional Round of Combat

If for whatever reason, an unescorted target was not sunk (or completely missed), the player may choose to initiate an additional round of combat by reloading his torpedo tube(s) if desired, repairing any damage if needed, and rolling on Chart [A3] under “Additional Round of Combat”.

- If no escorts or aircraft arrive, he may again fire torpedoes and/or up to 2x deck gun shots from close range per the normal combat procedure.

- If an escort arrives, he immediately must roll for detection on Chart [B3].
- If undetected, he may attack per the normal combat rules, and roll for detection again after the attack. He is essentially starting from scratch against the now escorted target.
- If detected, he cannot attack and undergoes the normal escort attack procedure, but the range is considered to be “medium” for detection purposes.
- If an aircraft is rolled for, he must abort his attack, dive immediately and roll per the Aircraft encounter rules.

Players may have two additional rounds of combat in the same Travel Box. If they require (or desire) a third additional round of combat, they must first advance the Travel Box by one and then continue. They may not do this if they are in their last non-transit Travel Box as they are short on fuel at that point.

[7.2.8] Additional Round of Combat vs. “Following”

Additional rounds of combat cannot be attempted against escorted ships, once a combat round is complete. Instead, the player may choose to try to finish off any ships by using the “Following” game mechanic (7.4). To reiterate, an “Additional Round of Combat” is used against unescorted targets, “Following” is used against escorted targets.

[7.2.9] The Submarine Combat Mat

The Submarine Combat Mat [B7] has been provided to assist during ship and convoy combat, if desired. Its use is not mandatory, but players may find it helpful in keeping track of which torpedoes are heading toward which target, etc.

[7.2.10] Special Procedure For Encounters With Enemy Submarines

It is possible to roll for an encounter with an enemy submarine on Chart [T5] (this happened quite a bit more frequently in the Med 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.

[7.2.10.1] The enemy submarine may possibly attack first. Roll 1d10 for initiative. On a roll of “1-5” this has occurred and you are detected, skip directly to the portion of (7.2.10.4) in which the enemy submarine fires two torpedoes at your submarine. This is from medium range. After this “surprise attack” by the enemy sub, the player, if he survives, gets to fire back. The range will be medium. Alternately, the Italian submarine may choose to disengage instead of firing back and the encounter is over.

[7.2.10.2] If you win the initiative roll on a “6-0” above, the player may either disengage and the encounter ends, or he may attack. To attack an enemy submarine, the player goes through the normal procedure of deciding to attack from medium/long, or risks a detection roll by going to close range. You may not attack enemy submarines with your deck gun. Notice 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, the enemy sub attacks you first

instead from close range. If this happens, and you survive, you may then fire back, or again, disengage and the encounter ends.

[7.2.10.3] If the player sinks 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.

[7.2.10.4] If the player misses the enemy sub, the enemy sub attacks back. It fires two torpedoes at the player’s sub, hitting on a 2-5 at close, 2-4 at medium, or 2-3 at long range (rolling 2d6). The range is medium if the enemy submarine is firing first per (7.2.10.1) above. Enemy submarines have duds on a roll of “1”. Any non-dud torpedo hit by an enemy sub will sink a player’s sub. At this point, assuming the enemy sub has not sunk the player’s sub, the player has the option of rolling for initiative again, or to disengage. If he disengages the encounter is ended and he moves to the next Travel Box. If he opts for another initiative roll, the entire procedure repeats.

[7.2.11] Special procedure for Gibraltar passage

When attempting a Gibraltar passage, from either direction, the player must roll on the Additional Round of Combat / Gibraltar Passage section of the [A3] Encounter Chart, applying the appropriate year modifier. If an aircraft is rolled, there is no effect (as the submarine is assumed to be travelling underwater for the passage). If an escort is rolled, the submarine undergoes an immediate attack (considered to be from Medium Range) and processes the outcome normally (as if he had been detected during an attack on shipping).

[7.3] Encounters with Aircraft

[7.3.1] General

Once an encounter with aircraft is rolled, the player rolls to see if any combat occurs on Chart [A4], by rolling 2d6 and applying any appropriate modifiers.

[7.3.2] Crash Dive

If a modified 7 or higher is rolled, there is *no* combat. The aircraft was seen in time, the boat crash dives, and nothing further occurs.

[7.3.3] Aircraft Attack due to Failure to Crash Dive

If a modified 6 or less is rolled, one (or possibly 2) attacks are rolled on Chart [B4], with a “+2” modifier applied for an aircraft attack. Damage is applied. Also, one crew injury result is rolled for in addition to any other damage that occurred. The submarine gets to fire AA guns. Combat is considered simultaneous, so it is possible for a submarine to shoot down an aircraft that sinks it (which happened several times historically). Several outcomes now occur based on the AA attack on the aircraft:

- If the aircraft is shot down, any second attack (if a modified “1” was rolled on Chart [A4]) does *not* occur. No further actions are taken this travel box.
- If the aircraft is damaged, any second attack (if a modified “1” was rolled on Chart [A4]) *does* occur. However, no further action is taken this Travel Box. The aircraft, being damaged, must immediately return to base and the encounter is complete.

- If the aircraft was missed completely by the AA attack, it shadows the submarine after completing its own attack. The submarine is considered to have dived at this point. Roll on the “Additional Round of Combat” section of the Encounter Chart [A3]. This may result in either an escort arriving which rolls for detection on Chart [B3], or a new aircraft that arrives and attacks via Chart [B4]. Notice an aircraft attack may generate another aircraft attack and so forth, if the player is extremely unlucky on the “Additional Round of Combat” rolls. Escorts must roll to detect the submarine from an assumed range of “medium” but do receive the “previous detection” +1 modifier. However, new aircraft generated by “Additional Round of Combat” table go immediately to the attack chart and attack the submarine. **NOTICE:** Aircraft attacks subsequent to the first one do *not* generate an automatic crew casualty, as the boat is considered to have already dived. After any combat is resolved, the submarine advances one Travel Box on his patrol track.

[7.3.4] Specific AA Modifiers

On the submarines with two AA machineguns, if both are operational (meaning *both* sets of twin guns) it receives a “-1” to hit modifier. If one has been knocked out, it fires without the modifier. An expert Ufficale alle Armi and a Veteran/Elite crew also each give a “-1” dm to the AA roll. Obviously, if any type of submarine has all AA guns inoperable, it cannot shoot at aircraft. Deck guns cannot fire at aircraft. For the purposes of the game, AA ammunition is unlimited.

Submarines do not “fight it out” on the surface with aircraft... if they are unfortunate enough to have to fire their AA machineguns, they are considered to dive immediately thereafter.

[7.4] “Following” a Convoy or Ship

[7.4.1] General

After all combat is complete in a round, a player advances his Submarine marker one Travel Box in the appropriate patrol track. However, if he wishes to continue to attack an escorted ship or convoy, he may stay in the same Travel Box and attempt to “follow”.

[7.4.2] Automatic Following

If any ships were damaged previously but not sunk, the “following” is automatic. If escorted, they are still considered escorted on a 1d6 roll of 1-4, and normal combat rules apply, with previous damage on the ship retained. On a 5-6 the ship is now an unescorted “straggler.”

[7.4.3] Following Multiple Damaged Ships

If any ship(s) were part of a convoy and damaged **per (7.4.2)** above, they “stay together” if escorted (1d6 1-4) but become separate stragglers if unescorted (1d6 5-6). If they separate, the player must choose which one he wishes to “finish off.” If they are together but still escorted, the player can attack any or all of them per a normal encounter, except that they are already damaged. In any case, if the player chooses to attack previously damaged ship(s), he loses contact with the original convoy and may *not* follow it again. The implication here is, it may be

profitable, depending on the situation of the boat, to attempt to follow the convoy instead of going for the automatic “following” against one or two damaged ships.

[7.4.4] Following a Convoy

If a player simply wishes to continue to follow a convoy, he attempts to “follow” with a die roll. With a roll of 1-4 he is successful, and he may attack the convoy again as if he had rolled a convoy on the Encounter Chart [A3] (roll new targets). A roll of 5-6 means the convoy has slipped away, and the round has ended. Advance the Submarine marker one Travel Box and continue the patrol.

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 or wish to follow damaged ships. Since convoys are automatically escorted, having a highly damaged submarine may influence this decision.

[7.4.5] Following a Capital Ship

If a Capital ship was damaged, following is *not* automatic, as they were quite fast compared to a submarine. In the game, it depends on the amount of damage inflicted, as it is assumed that more damage will slow the ship to the point where you can catch it. 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.

[7.4.6] Multiple Following Attempts

A convoy or escorted ship may be “followed” once (for a total of 2 attack rounds) during the same Travel Box in the Med, and twice (for a total of 3 attack rounds) in the Atlantic.

Historical Note: Convoys in the Mediterranean, on average, were much smaller than the Atlantic ones.

[7.5] SUBMARINE DAMAGE

Submarines will receive nonlethal damage during the course of operations that may possibly be repaired at sea. Additionally, damage has combat effects as listed on Chart [B8]. Further explanations of the effects are listed below.

[7.5.1] Repairs at the End of Combat

At the end of a round of combat (*not* a combat turn), the submarine crew under the direction of the Direttore di Macchina (Engineer) can attempt to repair any damage the submarine has received. Roll to fix all damaged systems other than hull damage (it cannot be repaired at sea.) Remove all “DMG” markers from fixed equipment/systems. Flip all “DMG” markers to their “INOP” sides for any item that failed the repair roll. If the Dir. di Macchina is an “Expert” all rolls are made at “-1”. If the Dir. di Macchina is dead or seriously wounded, all repair rolls are made at “+1” instead. An additional “-1” to the die roll may occur for certain systems if the Ufficale alle Armi (Weapons Of-

ficer) is an Expert. He adds his modifier to repair of Deck Guns, AA machineguns, and S.L.C. (if present). His being KIA, SW, or not being an expert does not penalize repair rolls, however.

[7.5.2] Flooding

During combat, at the end of each turn, the submarine must check for additional flooding *only* if it had received one or more Flooding Damage boxes that turn. It does not have to check, for example, if flooding had occurred 3 combat turns previously. On a roll of 5-6 an additional flooding damage point is taken. If the Dir. di Macchina is an "Expert" all rolls are made at "-1". If the Dir. di Macchina is dead or seriously wounded, all additional flooding rolls are made at "+1".

If *all* flooding boxes are full, the submarine must blow ballast, immediately surface, and roll for scuttling. Unlike other damage, all partial flooding is completely removed without having to roll after combat is complete, if the submarine survives. It is assumed to be pumped out eventually.

[7.5.3] Engines and Motors

The electric motors are used while submerged; the diesel engines are for surface running. If one diesel is inoperative, the submarine must abort and rolls twice for encounters per Travel Box enroute home. If *both* diesels are inoperative, the boat is towed home if within one Travel Box of base, otherwise, it is scuttled and the crew rolls for rescue.

The loss of electric motors has serious combat effects per Charts [B4] and [B8].

[7.5.4] Hull

Hull damage is non-repairable at sea. If the boat has every Hull Damage box with a damage marker on it, it is considered sunk with a loss of all hands. Upon return to base, every three hull damage markers (or fraction thereof) adds one month of refit time before the next patrol can be started.

[7.5.5] Fuel Tanks

If the fuel tanks are damaged, the boat must immediately abort. It rolls for encounters twice per Transit Box/Bay of Biscay. There are also significant combat penalties as the boat is easier to detect.

[7.5.6] Crew Injury

The submarine crews ran roughly 50 men (on the smaller classes) and around 70 men (on the larger classes) plus or minus. For the game, crewmen are tracked: 5 specialists and 4 or 5 "generic" crewmen which represent a group of crewmen.

Three results may happen from crew injury: Light Wound (LW), Serious Wound (SW), and Killed in Action (KIA).

If SW or KIA, the crewman cannot perform duties, with the following results:

Comandante: The Secondo (XO) must take over the boat. Torpedo/Gun rolls to hit are at +1, and escort detection rolls are at +1. Additionally, if Seriously Wounded, he must stay in base for 1d6 months while he recuperates. This time is concurrent with boat refit.

Secondo: No effect, unless he was in charge. If so, the Ufficiale alle Armi (Weapons Officer) takes over the boat. Torpedo/Gun rolls to hit are at +2, and escort detection rolls are at +2.

Ufficiale Alle Armi: No effect, unless he was in charge. In that case, the Direttore di Macchina takes over the boat and the boat must immediately abort to base.

Medico: If incapacitated, all SW crewmen have a chance to become KIA. Roll 1d6 at the start of each Travel Box: 1-3 survives, 4-6 dies of wounds. However, if the Medico is *not* incapacitated, then no survival rolls are needed for SW crew.

Direttore Di Macchina: Repair rolls are made at +1, to include additional flooding rolls during combat.

Crew: No effect. If *all* generic "crewman" boxes are SW or KIA, then the Aircraft encounter rolls on Chart A4 are made at -1. This represents the additional difficulty the boat would have in operating shorthanded. Unwounded crewmen receive wounds before second wounds are applied to previously wounded crew, and LW receive second wounds first before SW crewmen.

S.L.C. Crew: If, by some extreme bad luck, you roll and have an S.L.C. crew seriously wounded or killed before reaching the Mission Box, it reduces the number of S.L.C.s you can deploy by one per S.L.C. casualty. If S.L.C. crews are not present, treat a 12 on the Crew Injury Chart as "no effect".

Cdo (Commando): A SW or KIA result against a Commando passenger (same result as S.L.C. on Chart [B8]) results in a failed Commando Delivery Special Mission. A result of a LW (or if they are not present) is treated as a "no effect."

Multiple wounds are treated per Chart [B8].

[7.5.7] Injury Duration

All LW (Light Wounds) are considered healed upon return to port. Roll 1d6 for the months of incapacitation for any SW crewman once you return to base. (An "Expert" doctor reduces the time by 1 month, representing lessening of recovery time due to care received while traveling back to base.) If this is *longer* than the current refit required for the boat, that crewman is replaced (and you lose any special benefits he might have had.) If *all* "generic" crewmen are replaced after a single patrol, via lengthy wounds or KIA, the crew quality decreases by one level (to a minimum of "trained"). If the Captain is incapacitated, see 7.5.6 and 8.1.

[7.5.8] Multiple Damage Results

If the chart calls for damage to a system that is already damaged (or is not present, such as an S.L.C. on a boat that doesn't have any) treat as "no effect". The only damage that "accumulates" are flooding and hull damage results. Notice a result of "13.2mm AA" will damage a single twin 13.2mm machinegun mount. It takes a second result in that case to damage the other 13.2mm machinegun mount, if a second one is present on that particular boat. The same applies to S.L.C. damage (if present), each hit damages a different S.L.C. until all have been damaged.

[7.5.9] Refit Rules

Submarines always have a minimum refit time of one month, meaning, if a boat with a one-month patrol goes out in 6/40 and suffers no damage, then 7/40 is a refit month, and the boat's next patrol occurs on 8/40. Several events will lengthen this refit process:

[7.5.9.1] Extra Refit due to System Damage

Any type of damage other than hull damage that has not been repaired upon return to base is repaired "for free" up to two systems. If three or more systems (boxes) are INOP upon return, this adds one month. This cannot exceed one month—any number of damaged systems above two still adds just one extra month.

[7.5.9.2] Extra Refit due to Hull Damage

For every three Hull Damage boxes, or fraction thereof, one month is added to the refit time.

So, for example, a Perla class submarine returns to base with a damaged periscope, fuel tanks, dive planes, and five hull damage boxes. It will refit for four months... one base month, plus one for damaged systems (because it exceeded two systems), plus two more months for hull damage.

[7.5.9.3] Extra Refit due to Conning Tower Rebuild

Italian submarines were slow-diving boats, and this is reflected in Chart [A4]. However, they also had large conning towers which served to make this problem worse, not to mention being more visible. After the start of the war, the Italians rebuilt their conning towers to make them smaller. To reflect this, there is a -1 penalty on Chart [A4] (Aircraft Encounters) for all submarines who have not had their conning tower rebuilt. Any Italian submarines returning from patrol will rebuild its conning tower on a 1d6 roll of 1-4, and continue to check each time it returns until it occurs. Once rebuilt, flip your Submarine marker to the "REBUILT" side. There is a one-time, one-month refit penalty for this (one extra month of refit, not concurrent with standard refit.) Any new submarine or career starting in September 1940 or later does not have to go through this procedure and are never penalized. Therefore, Acciaio and Flutto classes never have to rebuild.

[7.5.9.4] Crew Replacement during Refit

During refit, all KIA and SW (Seriously Wounded) crew are considered to be replaced by new trained crew, and all LW (lightly wounded) crew are considered to have healed. You do not lose crew training level (veteran or elite) unless *all* generic crew were replaced due to KIA/SW (7.7.3). It is also possible you may lose your Secondo due to his promotion (7.7.5).

[7.6] Patrol Abort

[7.6.1] General

Some damage will require a submarine to abort back to base. (Damaged Fuel Tanks or one Diesel Engine out). A boat can always abort at the Captain's command. (This can be due to whatever reason he desires, although this is normally significant damage or lack of torpedoes.)

[7.6.2] Abort Procedure

To abort, the submarine jumps to the nearest Transit Box base at the end of combat and rolls for encounters normally. This may require the boat to move "backwards" on the track. If the boat has one diesel engine out, it must roll twice per Travel Box for encounters. Boats that are aborting are not allowed to initiate combat, although they may be attacked if detected by ships or aircraft. The boat continues until it reaches base or is sunk.

[7.6.3] Scuttling

A crew may be required to scuttle their boat. If all flooding boxes had flooding markers on them, the crew must immediately surface and attempt to scuttle with 2d6 roll:

Scuttling Success Table (2d6)

2-11	Successful; Crew captured and made POW.
12	Scuttling failed; Submarine captured.

+1 to roll if the Comandante is SW or KIA.

A submarine with both diesel engines inoperative must also scuttle if more than one zone out to sea, but this is automatic if out of combat.

Roll for Crew Rescue: 2-10 Rescued; 11-12 Lost at sea.

+4 to roll if Radio is inoperative.

[7.7] Skills and Crew Advancement

[7.7.1] Skills and Crew Ratings

The various crew members may gain skills during the course of the war, and the overall crew rating can increase from "Trained." For every 3 successful war patrols, pick once on the table below. (A successful patrol is defined as a patrol during which the boat returned to base and at *least* one enemy ship was hit by a torpedo [whether it detonated or not], *or* a special mission was successfully performed.)

1	Direttore di Macchina (Engineer) "Expert" (all repair rolls at -1).
2	Medico (Medic) "Expert" (rolls once to reduce SW to LW status, successful on 1-2 no change 3-6).
3	Secondo (XO) "Expert" (no penalties if takes command of boat, may reroll one "to hit" dice roll per patrol for torpedoes).
4	Ufficiale alle Armi (Weapons Officer) "Expert" (-1 to all weapons repair rolls).
5	CREW overall rating increases one level.*
6	Mechanical Genius (Direttore di Macchina may fix one INOP system per patrol, with the exception of hull damage).
7	Charisma (Comandante gets -2 drm to his promotion rolls).
8	Gunnery (Ufficiale alle Armi provides a -1 drm to AA fire, cumulative with other drms).
* Crew Rating levels are Green, Trained, Veteran, and Elite.	

[7.7.2] Crew Ratings

The submarine crew starts at a rating level of “Trained”. If the player chooses to improve the crew, a trained crew increases to “Veteran”. Veteran crews fire AA at –1 effectiveness against aircraft. Veteran crews may increase to “Elite” crews. Elite crews fire AA at –1 and *also* add +1 to Aircraft encounter rolls on Chart [A4]. Crews may not advance above “Elite” status or fall below “Green” status. “Green” crews are +1 to hit with all weapons, and get –1 on Chart [A4] Aircraft encounter rolls.

[7.7.3] Decrease of Rating Level

If all 4 crew markers receive SW or are KIA during a patrol, the crew training level *decreases* one level (to a minimum level of Trained, since the replacements would be straight out of training). However, if a submarine has 3 unsuccessful patrols in a row, the crew level decreases by one (possibly to Green). Crews cannot go lower than Green or higher than Elite.

[7.7.4] Comandante Loss

At the end of a patrol in which the Comandante is killed, the game ends.

[7.7.5] Secondo Loss due to Promotion

At the end of each patrol, roll 1d6 if the Secondo is “Expert.” A roll of 6 indicates he has been given his own submarine and must be replaced with a new Secondo with no special skills.

[7.7.6] Named Crewman Loss

If a crewman with a skill (such as Gunnery for the Ufficiale alle Armi) is seriously wounded for longer than the boat is refitting, or is killed, he is replaced by a new named crewman with no special abilities.

[7.8] Awards

[7.8.1] Gold, Silver, and Bronze Medals

In Italian, these awards are the “Medaglia d’oro al Valor Militare,” the “Medaglia d’argento al Valor Militare,” and the “Medaglia d’bronzo al Valor Militare.” Somewhat similar to the German Knight’s Cross and Iron Cross, these coveted awards were given to successful submarine captains.

To receive the Gold Medal, the player must have sunk 50,000 tons of shipping, or, alternately, have sunk any of the capital ships so designated on Chart [T4].

Players receive the Silver Medal for having sunk 25,000 tons of shipping or *any* warship (to include a generic escort.) Alternately, it may be earned by successfully completing a S.L.C. mission (unless a Capital ship was sunk, in which case, it would be a Gold Medal instead.)

Players receive the Bronze Medal for having sunk at least *three* ships on a single patrol.

[7.8.2] War Cross for Military Valor

Players receive the War Cross for Military Valor for having sunk *two* ships on a single patrol.

[7.8.3] War Merit Cross

Players receive the War Merit Cross for either the Comandante being wounded (and therefore, possibly posthumously) or for having spent one year in combat. Therefore, if a player has survived 12 months in the game, he would receive this cross.

[7.8.4] Submarine Badge

Players receive the Sommergibili (Submarine) Badge after their first successful patrol.

[7.8.5] Knight’s Cross

To receive the Knight’s Cross (from Germany) a player must have sunk 100,000 tons of shipping, *or* any battleship from the Capital ship list marked with an asterisk. (Notice you would also get a Gold Medal for this same event.) Although prestigious, the Knight’s Cross does not confer any game abilities (these are tied to the Italian medals).

Historical Note: Only 3 Knight’s Crosses were awarded to Italian submarine commanders, one of which was discovered later to have been undeserved.

[7.8.6] Iron Crosses

To receive the Iron Cross 2nd Class (from Germany) a player must have successfully completed a Special Mission.

To receive the Iron Cross 1st Class (from Germany) a player must have successfully completed a second Special Mission.

Historical Note: The Iron Crosses do not confer any game abilities, but are included as they were sometimes awarded to Italian submariners.

[7.8.7] Spanish Cross

To receive the Spanish Cross (from Germany) the Comandante must have participated in the Spanish Civil War. This is not achievable in the game, but has been included for historical interest.

Historical Note: Although I have not found the actual list of foreign recipients, one is clearly visible on the official photo of Carlo Fecia di Cossato.

[7.8.8] Military Order of Savoy

To be knighted in the Military Order of Savoy (in Italian, “Cavaliere dell’Ordine Militare di Savoia”) a player must have conducted an S.L.C. mission that resulted in the damage or sinking of at least two Capital ships. Notice other awards would be simultaneously earned by such a success.

[7.8.9] Award Benefits

Players with the Gold Medal receive a “–1” to detection on Chart [B3] and also receive the same benefits as Silver and Bronze medal holders. They are also given a “New Sub” marker for immediate or future use.

Players with the Silver Medal are not penalized with +1 to hit when firing a second salvo from the rear tube(s) during a night surface attack, and also the same benefit as a Bronze Medal holder.

Players with the Bronze Medal may “convert” one unsuccessful patrol into a successful one, for both crew advancement and promotion purposes. This is a one-time benefit per game.

Other awards have no game benefits, but are included for historical interest.

[7.8.10] Repeat Awards - [See Errata - p24](#)

Players only receive one of each medal for reaching tonnage goals (for example, you do not earn a second Silver Cross when you hit 50,000 tons sunk, you just get the Gold Cross). It is conceivable multiple awards of the Gold Cross and/or Knight's Cross may be earned by sinking Capital ships; however, this has no additional impact on game play other than each Gold Cross earned confers an additional “New Sub” marker.

[7.9] Promotions

The captain of the submarine was the “Comandante,” however his rank varied. At higher ranks, the Comandantes have more influence with the Regia Marina command, and this has various positive impacts on game play.

[7.9.1] Comandante Ranks

Tenente di Vascello (O-3): The player's lowest possible starting rank. No special abilities.

Capitano di Corvetta (O-4): Allows the player to request a specific patrol assignment on a 1d6 roll of “1.” If this occurs, the player may choose his next patrol area from the currently active list on Chart [A1a] or [A1b] as appropriate. If his roll fails (is a 2-6), he simply now rolls normally for a random patrol assignment. Notice this is voluntary; the player is not required to try and pick a specific patrol assignment.

Capitano di Fregatta (O-5): Allows the player to request a specific patrol assignment on a 1d6 roll of a 1-2, using the same procedure as above. Also allows the player to shorten any repair times in between patrols by one month, if the repair time is scheduled to be 3 months or longer (no effect on a repair of 1 or 2 months.) This represents his greater influence and ability to manipulate the system to get faster repairs.

Capitano di Vascello (O-6): Allows the player to request a specific patrol assignment on a 1d6 roll of 1-3. Also allows the player all other rank related abilities listed above.

[7.9.2] Promotion Mechanics

Each promotion attempt is made after the 12th month of service, and every 12 months after that. For example, a player who started in 6/40 would first roll for promotion in 6/41, then again in 6/42. A final promotion roll is made in 9/43 for any players still alive at that point, regardless of when the previous promotion roll was made. Failing a promotion roll simply means the player remains at his current rank, and must wait till the next period for reconsideration.

Promotion to the next higher rank occurs on a successful 1d6 roll of 1-4, with the following modifiers:

- 1 Gold or Silver Medal recipient during the period.
- 1 per 3 sinkings during the period.
- 2 Comandante possesses the “Charisma” skill.
- +1 3+ unsuccessful patrols during the period.

A player may have multiple + or - modifiers depending on how the year went. For example, it's possible a player could have a +1 modifier based on having had 3 bad patrols that year, but had sunk 4 ships for a –1 modifier, so they would cancel out.

[7.9.3] Starting Ranks

All players in a Cagni, Calvi, Glauco, Marconi, or Marcello class boat start the game as a Capitano di Corvetta. If starting in any other class of boat, begin with rank per the chart below: (1d6)

1940: 1-3: Tenente di Vascello; 4-6: Capitano di Corvetta

1941: 1: Tenente di Vascello; 2-6: Capitano di Corvetta

1942+: All start as Capitano di Corvetta

Historical Note on Italian Ranks: A Tenente di Vascello is an O-3 (game rank 1); a Capitano di Corvetta is an O-4 (game rank 2); a Capitano di Fregatta is an O-5 (game rank 3); a Capitano di Vascello is an O-6 (game rank 4). In US Navy officer rank terms, this would be Lieutenant through Captain.

[8.0] Reassignment

A player may be reassigned to a newer model submarine under certain circumstances:

[8.1] Reassignment due to Serious Wound

If seriously wounded and requiring 5-6 months to heal, the player is automatically given a new boat (and new crew which starts at “Trained” status with no special abilities for the other crewmembers) of the same type which he started on. He may also choose the latest type of boat currently available at that time and goes back out to sea 1 month after release from the hospital.

[8.2] Reassignment due to Lengthy Refit

If his current submarine returns and has a 5 month or longer refit, the player automatically receives a new boat of the same type. In this case he gets to keep the same crew with all abilities they may have, and goes out to sea after one month “refit” instead of the 5+ months. Alternately, if he has a “New Sub” marker available he may use it at this time to get a new sub per the 8.3 procedure below.

[8.3] Reassignment due to Request

At the end of the patrol in which a captain receives the Gold Cross he receives a “New Sub” marker. He may request and receive a newer or different model boat at his option, if available. He may save any/all of these requests up for a later month if he wishes (for example, a newer model of submarine that is desired may not yet be available.) In such a case, the captain gets to retain his previous crew, and goes out to sea in the new boat 1 month after having received it. The “New Sub” marker is expended.

[9.0] Random Events

[9.1] General

The first “12” rolled per patrol on the [A3] Encounter Chart is not the listed encounter; instead, a Random Event has occurred. Only one random event per patrol may occur; a second “12” rolled on Chart [A3] on a patrol is the encounter as listed.

[9.2] Random Event Resolution

Once a random event has occurred, the player should roll on Chart [B10] to see what has happened. Some random events need to be resolved immediately; some affect future operations (such as “In Bocca al Lupo”) and will require the player to place a marker on his Submarine Display Mat. The good luck charm, “In Bocca al Lupo,” may be saved indefinitely until use and more than one may be accumulated.

[10.0] Multiplayer & Tournaments

[10.1] Two-player Game

Both players should start with the same class of submarine at the same month (for example, both could start at 6/40 with Cagni class boats), and continue until both are sunk or until reaching a pre-agreed upon ending date. The player with the most tonnage sunk wins. The players alternate patrols, with one player running his submarine and the other player rolling for the escort detec-

tion, attacks, damage, and also air attacks. If optional rules are used, the current submarine player will decide which evasive maneuver to use, and the escort player will pick choose a direction before both are revealed.

[10.2] Top Tonnage Tournaments

All players start at an agreed upon date, with the same type boat, and run war patrols until killed or until August 1943. The player with the most tonnage wins (dead or alive). Two recommended formats are:

Long Tonnage Tournament: Start date is 6/40; starting boat may be any *except* Acciaio (this is the whole banana, so to speak).

Short Tonnage Tournament: Start date is 4/42; starting boat may be any.

[10.3] Survival Tournaments

This uses the same format as the top tonnage tournaments, *except* the player is required to survive to 8/1943.

[10.4] Mixed Boat Tournaments

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 class currently available at their personal whim.

[11.0] Optional Rules

[11.1] Standard Tonnage Amounts

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. They are:

Small Freighter	3,500t
Large Freighter	7,000t
Tanker	9,000t

Capital ship and Warship encounters should still be rolled for as it is a single roll.



The Italian Adua-class submarine “Macallè”.

[11.2] Increased Historical Targeting

Players who wish to add more historical flavor to their game at the expense of additional recordkeeping should consider writing the name of their targets below the tonnage on the patrol log. If any of those ships are sunk, then rolled for again as a target anytime later in the captain's career, roll again until the target is not a previously sunk ship. Therefore, you will never sink the same ship twice in a career. This is not normally an issue for casual play as it rarely occurred in testing during the course of a single career (although it did happen sometimes.)

[11.3] Evasive Maneuvers

At the cost of adding time to the combat cycle, players may use this optional rule to give them some additional variation in trying to evade depth-charges. Before each combat dice roll (assuming detection has occurred) the submarine commander chooses a number from 1-6 which is his evasive direction (Left, Right, Straight).

- 1, 2 = Evade Left
- 3, 4 = Evade Right
- 5, 6 = Evade Straight

The player then rolls one die:

- 1, 2 = Escort Left
- 3, 4 = Escort Right
- 5, 6 = Escort Straight

If the escort direction is different than the submarine's evasive direction, the submarine takes one less Hit on the Attack Chart [B4] when the attack is rolled for. If the escort direction matches the submarine's direction but the number is not exactly equal to it, the submarine takes one additional Hit on the Attack Chart (on top of however many hits were rolled for; for example, if a "12" had been rolled, the submarine would take 6 hits, not just 5).

If the escort number is *exactly* equal to the submarine's chosen evasive number, the submarine takes 3 additional hits.

EXAMPLE: The submarine player chooses the number "six" which means he is evading straight. Here are the possible results when he rolls a die for the escort direction:

- 1 = wrong direction, one less Hit
- 2 = wrong direction, one less Hit
- 3 = wrong direction, one less Hit
- 4 = wrong direction, one less Hit
- 5 = right direction, but not exact match, one additional Hit on Chart [B4].
- 6 = right direction, exact match, three additional Hits on Chart [B4].

In a two-player game, both players secretly choose direction by secretly placing their chosen number face up on a die then revealing them simultaneously.

Evasive maneuvers cannot be used if the submarine has hydrophone damage.

[11.4] Variable Escort Quality

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 represent this, players may use this rule if they wish. After an attack on an escorted ship (or ships) but before rolling for detection, check for escort quality by rolling 1d6:

1940-1941: 1 = Green; 2-5 = Trained; 6 = Veteran

1942-1943: 1 = Green; 2-4 = Trained; 5 = Veteran; 6 = Elite

Green escorts do one less Hit than whatever is rolled for on Chart [B4]. Trained escorts use the charts normally. Veteran escorts do +1 Hit on top of however many hits are rolled for when they use Chart [B4]. Elite escorts are +1 to detect in addition to doing +1 Hit on Chart [B4].

[11.5] Variable Aircraft Quality

There were significant differences in the quality of the Allied aircrews hunting the submarines. Some were very skilled while others just didn't drop their depth charges or bombs very accurately. Additionally, different aircraft had different weapons available. To represent these factors, players may use this rule if they wish. After failing to crash dive in time, but before rolling the aircraft attack, check for aircraft quality by rolling 1d6:

1940-1941: 1 = Green; 2-5 = Trained; 6 = Veteran

1942-1943: 1 = Green; 2-4 = Trained; 5 = Veteran; 6 = Elite

Green aircraft do one less Hit than whatever is rolled for on Chart [B4]. Trained aircraft use the charts normally. Veteran aircraft do +1 Hit on top of however many hits are rolled for when they use Chart [B4]. Elite aircraft cause 2 crew casualties automatically (instead of one automatic) in addition to doing +1 Hit on Chart [B4].

[11.6] Variable Generic Escorts

For players wishing more definition of the situation when attacking an escort, roll 1d6 on the table below for the type/tonnage of the generic escort being attacked. This is now your target and the tonnage to sink is per the normal damage rules.

Type	Tonnage
1 Sloop*	1300
2 Corvette*	900
3 Frigate	1400
4 Destroyer Escort	1100
5 Destroyer	1200
6 Destroyer	1200
* Only receives +1 to hit penalty due to slow speed instead of the normal +2 for escorts.	

[11.7] Historical Submarine Names

For those players who wish an “historical” name to assign to their boat, the following is a list of Submarines by class in the game:

Adua Class: Adua, Axum, Aradam, Alagi, Macalle’, Gondar, Neghelli, Ascianghi, Scire’, Dur’bo, Tembien, Lafole’, Beilul, Dagabur, Dessie’, Uarscieck, Uebi, Scebeli.

Ammiraglio Cagni Class: Ammiraglio Cagni, Ammiraglio Caracciolo, Ammiraglio Millo, Ammiraglio Saint Bon.

Brin Class: Brin, Galvani, Guglielmotti, Archimede, Torricelli.

Calvi Class: Pietro Calvi, Giuseppe Finzi, Enrico Tazzoli.

Foca Class: Foca, Zoea, Atropo.

Flutto Class: Flutto, Gorgo, Tritone, Nautilo, Marea, Vortice, Grongo, Murena, Sparide, Cernia, Dentice, Spigola.

Glauco Class: Glauco, Otaria.

Liuzzi Class: Console General Liuzzi, Reginaldo Giuliani, Alpino Bagnolini, Capitano Tarantini.

Marcello Class: Marcello, Mocenigo, Dandolo, Veniero, Provana, Nani, Barbarigo, Emo, Morosini, Cappellini, Faa’ di Bruno.

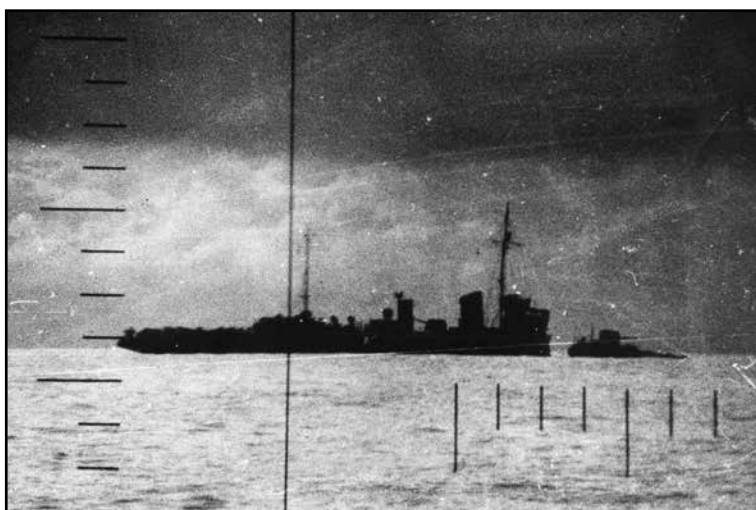
Marconi Class: Guglielmo Marconi, Leonardo da Vinci, Michele Bianchi, Luigi Torelli, Alessandro Malaspina, Maggiore Baracca.

Platino Class: Acciaio, Cobalto, Nichelio, Platino, Alabastro, Asteria, Avorio, Giada, Granito, Porfido, Argento, Bronzo, Volframio.

Perla Class: Perla, Gemma, Berillo, Diaspro, Turchese, Corallo, Ambra, Onice, Iride, Malachite.

[11.8] “Green” Training Level Start

The bravery of the Italian crews was never in question, but the Italian submarine force did suffer from a lack of training at the start of the war, especially in the conduct of attacks, on top of fire control and other issues. To represent this, players may wish to start the game with a “Green” crew instead of a “Trained” crew. This optional rule will increase the difficulty of the game somewhat.



[11.9] Notable Italian Submarine Commanders

Here are some historical Italian “aces” and their record:

Gianfranco Gazzana-Priaroggia

11 ships sunk (90,600 tons)



Gianfranco Gazzana-Priaroggia served in numerous submarines for the Regia Marina (the Millelire, Malachite, Scire’, Ballia, Durbo, and Tazzoli, and command of the Archimede) but his fame is most directly linked to his command of the

Leonardo da Vinci, a Marconi class boat. As part of BETASOM, he took the Leonardo da Vinci out on 7 October 1942, sinking no less than 5 ships, one by gunfire. In February 1943 they embarked on a patrol to the South Atlantic and Indian Ocean, where they racked up another 6 ships, most down near South Africa. As a result, Gazzana-Priaroggia was promoted to Capitano di Corvetta. Unfortunately, as they were returning to Bordeaux on 23 May 1943, they were caught by a frigate and a destroyer and sunk. There were no survivors. Gazzana-Priaroggia was awarded the Gold Medal and, from Germany, the Knight’s Cross.

Carlo Fecia di Cossato

16 ships sunk (86,500 tons)



Carlo Fecia di Cossato started the war as the commander of the submarine *Ciro Menotti*. However, in December 1940 he was transferred to the *Tazzoli*, a *Calvi* class submarine, and here he racked up sixteen ships during the next several

years. Working as part of BETASOM, one could argue his sixteen ships should rank him above Gazzana-Priaroggia, although the tonnage total is somewhat less. In February 1943, he was transferred to command a squadron of torpedo boats. After the Armistice, he actually fought against the Germans for a while, but was so unhappy with the whole situation he committed suicide in 1944. He was awarded the Gold Medal, the Silver Medal (twice) and, from the Germans, the Knight’s Cross.

Designer's Notes

After *The Hunters* was released, numerous requests came in for an Italian expansion. After doing some initial research, I was amazed at the size and scope of the Italian submarine effort. No less astounding was the fact that the Italian boats even participated in Operation Drumbeat, sinking ships in the Caribbean and South Atlantic. There were at least 27 boats operating out of the Bay of Biscay at the BETASOM base there. Intrigued, I continued research, and became quickly convinced there was a full-fledged game to be had here.

Obviously, there were some design challenges... I wanted it to continue with the "look and feel" of *The Hunters*, yet there were some significant differences between the Mediterranean fight and the BETASOM fight. I went with split patrol assignment charts, based on whether you were in the Med or out at BETASOM. This worked extremely well. Another curious historical fact I had to work with: the Italians had great luck in passing the Straits of Gibraltar, very rarely having problems. I had to tone down the danger in that event to historical levels.

One improvement I did make, however, was to allow the player to choose his skill advances, instead of randomly rolling for them. This makes for some interesting choices—personal survival (getting a better doctor, for example), or focusing on the crew so they'll dive faster, or even personal advancement via the Charisma skill. Choice in a game is always a good thing, and I'll be interested to see what the players decide to choose. I tried to make the skills reasonably balanced, depending on personal taste.

An interesting research issue was the actual designation of the Italian torpedoes... they had about as many designations as they had classes of submarine! Fortunately, most of the reason was based on different manufacturers, so I went with calling them by two of the more standard designations, W270 and W200 for the 21" and 18" torpedoes respectively.

Another issue was the fact the Italian boats, for the most part, didn't rack up the numbers the U-boats did. There are a variety of issues at work here, and I've tried to represent them to keep the tonnages "in the historical ballpark." Fire control issues, boat handling and large superstructures, even the hunting areas where they were assigned all contributed to reduced tonnages. Add to this the fact the Germans would assign a lot of the much-despised weather reporting duties to their allies, it's a wonder they sank as much as they did. Probably the main thing they did have in their favor, however, is they were not plagued by duds like the early war German torpedoes. Still, the tonnage situation for the game was a definite issue. Players will notice the "to hit" probabilities have been reduced to reflect the fire control issues.

Certain aspects of the conflict have been avoided on purpose to keep the design clean. For example, I have not included the small coastal boats, and several classes of submarine (which were essentially identical to another class) have been left out.

I wish you all luck as you travel "In Boca al Lupo!"

Selected Bibliography

Bagnasco, Erminio. *Submarines of World War Two*, Cassell & Co, 2000. Superb reference containing all the myriad of the Italian submarine classes. Highly recommended.

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Special Thanks: Paul O'Grady, John Kranz, Joe Gandara, Jack Beckman, and Nicola Saggini. The Convoy Intercept rule was suggested by Rembert Jarrell, thanks Chip!

Also, an *Extra Special Thanks* to Nicola Saggini, who provided many details about the Italian submarine force in WWII. I could even understand him... most of the time.

Beneath the Med Official Errata and Clarifications as at 21st March 2021

Altered with generous permission from Tony Curtis (GMT Games LLC) and Gregory M. Smith (Game Designer).

This is an amended copy of the rulebook which now includes the errata posted to BoardGameGeek by Gregory M. Smith:
<https://www.boardgamegeek.com/filepage/206887/beneath-med-official-errata-17-aug-2020>

I was unable to include the addition to rule 7.8.10 (below) on page 19 due to limited space on the page and I have no access to the original Adobe InDesign document.

All additions and amendments to this version of the rulebook are highlighted in RED text on pages 6, 9, 12, 15 and 19.

Lea Hudson, 29th October 2021.

Rulebook:

[7.8.10] (addition) – Only ONE award for valor (Gold, Silver, Bronze medals, and the War Cross for Military Valor) is given per patrol. If multiple awards criteria have been met, the player receives the highest award. German awards are exempted from this restriction, as are service type awards, such as the War Merit Cross and the Submarine Badge.

Charts:

Chart [A2] AA Attack vs. Aircraft Chart (omission) – the chart should include a -1 drm if firing with two sets of twin AA guns. The rulebook is correct (7.3.4).

Chart [A3] Encounter Chart (correction) – the note explaining Convoy says to roll four times for ship sizes. This should read three times. Rule 7.1.6 is correct.

Chart [A3] Encounter Chart (correction) – in the Transit section, result #3, the result of “Aircraft” has an asterisk after it. This is a typo, simply ignore it.

Chart [A4] Aircraft Encounter (correction) – this chart references the [E3] chart when it should say [B4]. Chart [A4] Aircraft

Encounter (addition) – The Acciaio class also receives a +1 drm, just like the Flutto. Chart [B1] Submarine Torpedo/Deck

Gun Fire Chart (addition) – the G7e electric torpedo has a +3 modifier to hit if fired at extreme range.

Chart [B2] Attack Damage (correction) – a die roll result of “2” for deck gun damage should be 1 point of damage, not 2. Notice the Attack Damage Chart has been duplicated on the [B7] Attack Mat; that chart is correct.

Chart [B3] Escort Detection Chart (addition) – Extreme Range gives a -2 drm.

Chart [B8] Submarine Damage and Repair Chart (addition) – Damage to the deck gun converts into SLC damage if SLCs are equipped (see bottom note on Chart [B5]) To repair, roll a 1d6 1-2.

Chart [T5] Capital Ship Target Roster (correction) – Should read “Roll 1d20.”

Perla Display Mat (addition) – The Perla class, similar to the Adua class, does not have a deck gun installed when carrying S.L.C.s.

Counters:

Ship Counters (correction) – The damage to sink DE and DD ships is 2 point and not 1 per the damage charts, which are correct. Both those $\frac{3}{4}$ ” counters should have a “2” on them.

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