

Nordkapp: The Arctic Convoys

Convoy battles in the Arctic, 1942-45

ALEA # 29

INTRODUCTION

Nordkapp: The Arctic Convoys (Nordkapp is German for "North Cape") is a two-player simulation of the convoy battles fought out in the Arctic Ocean during World War Two. *Nordkapp* is played in several scenarios, each of which simulates one of the historical convoy battles. Each player has a identical map which must be kept out of sight of the enemy player. Both players perform reconnaissance missions with aircraft and ships, indicating the sightings of enemy ships with game markers. The objective in the game for the German player is to sink the largest number of enemy merchants possible. For the Allied player, the objective of the game is to bring to Russia the greatest number of ships and/or sink one or more of the German capital ships.

Note: Solitaire rules for *Nordkapp* are under development. They are slated for publication in issue #30 of *Alea*.

Abbreviations Used:

AA: Anti Aircraft
ASW: Anti Submarine Warfare.
CAP: Combat Air Patrol. Air units in escort mission, either ASW or AA.
Recon: Reconnaissance.
Un/s.: Unit/s.
CV: Aircraft Carrier.
BB: Battleship.
BC: Battlecruiser.
CA: Cruiser.
DD: 1 or 2 Destroyers.
Sub: Submarine.
Merc: Merchant.
E: 2 or 3 minor escorts (corvettes, armed trawlers)
1D6: 1 six-sided die.
1D10: 1 10-sided die.
W, E, N, S: West, East, North, South.

Game Components.

Nordkapp includes 2 DIN A3 maps and some 240 units and markers. Players will need one D6 and one D10 (not included with the game) to resolve certain game functions.

1. THE MAP

The two maps show the area of the Arctic Ocean North of Norway and Russia where the battles were fought, roughly between the latitudes of Tromso and Murmansk.

Polar Ice. The white lines printed on the map show the limit of the polar ice pack in several different seasons of the year. The instructions for each scenario specify the exact limit of the ice pack. Ships are not allowed to navigate north of the polar ice limit specified for the scenarios. Also, to navigate within two hexes of the polar ice is possible but risky because of the danger due to collision with growlers and icebergs (see the special rules).

2. UNITS

Combat units in *Nordkapp* represent individual ships (BBs, BCs, CVs, CAs, submarines, merchants), groups

of 2-3 destroyers or minor escorts such as frigates, corvettes, armed trawlers, etc) and aircraft squadrons of 20-25 planes.

3. GAME SCALE

Each game turn represents 8 hours. Each hex represents 40 km (some 22 Nautical miles).

4. SEQUENCE OF PLAY

Each scenario of *Nordkapp* is further subdivided in a series of turns. Players must carry out each function of the game in a strict order.

4 A. Initial Deployment of Pre-Turn Phase.

a.1. Determine Sea State. One of the players rolls 1D6 and consults the Weather Table. The "Weather" marker must be placed in the corresponding box (Fair, Bad, Fog, Storm) of the Weather Track.

a.2. Air Mission Determination. Both sides assign secretly missions recon missions to recon planes to one or more hexes. Both players assign CAP missions to one more aircraft units.

4 B. Movement Phase. Both players move secretly the map hex where each naval unit must move.

4 C. Recon Phase. Both players (the German First) announce the hexes they want to recon. Both players announce if the enemy has sighted naval units.

4 D. Submarine Attack Phase

d.1. Germans. The German subs located in the same hex as a convoy can try to infiltrate inside the convoy and attack the enemy merchants. German subs located in hexes of merchants navigating alone and/or combat surface units not navigating under a "convoy" marker may attack these units without rolling first for infiltration.

d.2. Allies. Allied subs may attack enemy units located in their hex.

4 E. Surface Combat Phase (Mutual). Surface units of both sides located in the same hex may engage in surface combat.

4 F. Air Raid Phase. Both sides (the German player first) may launch air raids.

4 G. End of Turn. Roll for possible contact loss (see rule 7.2. Shadowing). Move the turn marker 1 space in the Turn Record Track and start another game turn. Air units in the Not Available box are placed in the Available box. Air units which flew missions during this turn are placed in the Not Available box of their Air bases. If it is the last turn, examine victory conditions and determinewho wins the scenario.

5. MOVEMENT

5.1 Ship Movement

During Phase B of the Sequence of Play, both players move secretly their naval units on the map (**exception:** see 7.2. Shadowing). The Movement Table shows the maximum number of hexes that each unit may move each turn.

5.2 Convoy Movement

Any one merchant unit may not abandon a convoy unless because of a storm (see 12.4) or because it is damaged and "left behind" The speed of one damaged

merchant is 1 hex per turn and the speed of a convoy is 2 hexes per turn.

6. RECONNAISSANCE

6.1 Air Reconnaissance

During the Recon Phase, both players may assign (secretly) air units of the AT or R types to fly recon missions to hexes within its operational range. That is, if the range of one air unit is 16 hexes, this unit may perform recon of hexes placed within 16 hexes of its base/CV. Attack units (AT) may be assigned to recon units, but no more than 2 such units per turn. If weather is "fair" a single recon air unit may recon up to TWO adjacent hexes per turn.

Procedure.

Each player announces in what hexes they will perform recon. If there is an enemy unit in that hex, the enemy player must announce it.

If there is one or more merchant (up to nine), the German player must say that in this hex there are "merchants". The Allied player will place a "Enemy Merchants sighted" marker in its map.

If there are 10 or more merchants in this hex, the Allied player must say "Convoy sighted" and the German player may place a "Convoy Sighted" marker in its map.

If there are only surface combatants in the hex, the Allied player must say "surface units" and the German player may place a "Surface units sighted" in its map. The same procedure is used if the Allies sight German surface ships. If the Allies sight a German submarine, the Allied player may use a "Submarine Sighting" marker.

Example. The German player has two BV 138 recon units available. He assigns one to hex 1305 and another unit to hex 1605. If there are enemy naval units in those hexes, the Allied player must announce it during phase C of the Sequence of Play. If weather is "fair": the unit in 1305 can explore hexes 1305 and any other adjacent hex, for instance hex 1304.

6.2 Naval Recon

Surface and submarine units may perform recon of the hexes they are in, although it is not mandatory. Both players (German player first) announce in what hexes they are going to perform naval recon. If there are enemy units in the hex, the enemy player must announce it, using the same procedure used for air recon.

6.3 The Norwegian Coast

If an Allied, non-submarine naval unit enters a hex that includes part of the Norwegian coast, the Allied player must announce immediately to the enemy player. The Allied player must specify the number and type of ships and the hex they are in.

7. SUBMARINES

7.1. Submarine Attack

7.1.1. Infiltration. During the Submarine Attack Phase, the subs which try to attack enemy naval units placed in the same hex and that include at least one unit with ASW capability must try first to infiltrate. Both the subs trying to infiltrate and the Allied ships are placed within sight of both players in the Combat Box. The infiltrating player rolls 1D6, applies die roll modifiers and consults the Infiltration Table. If there are more than one sub

trying to infiltrate, roll 1D6 for each sub trying to infiltrate.

7.1.2. Attack. The subs that manage to infiltrate the convoy may attack to surface units and/or merchants inside the convoy.

7.1.3. Escort Reaction. Roll 1D6 if in the hex under attack there are units with ASW capability. Consult the ASW Table and apply any results.

7.2. Operating Surfaced/submerged

Before moving, and also before trying to infiltrate a convoy, the subs may choose between operating on the surface or submerged. Place a "submerged submarine" marker over the submarines moving and/or infiltrating while submerged, otherwise the submarine is considered to be surfaced.

7.3. Event Chits

At the beginning of each scenario, each side will place the Events chits specified by the scenario instructions in an opaque container (one for the Allies, one for the Germans).

Every time a German submarine tries to infiltrate a convoy or attack surface units with ASW escort, both players must pick one Event Chit from its container. These Event Chits may be used during the infiltration, submarine attack, or ASW reaction phases. Each player will keep the obtained chits hidden and will reveal them only in the indicated moment by the chit's instructions (See Events Table). Once the infiltration attempt and/or the submarine attack are resolved, the Event Chits used by the players are returned to their respective containers before moving on to another infiltration and/or submarine attack.

7.4. Shadowing

After solving the infiltration, attack, and ASW reaction phases, the German player rolls 1D6 for each sub which is in the same hex as other enemy units and didn't try to infiltrate or attack during the last turn. The sub "maintains contact" with the enemy on a roll of 4, 5 or 6. If the sea state is "fog" there is a -1 drm, -2 if sea state is bad or stormy. If the German player "maintains contact" with the enemy, the Allied player must tell the German to what hex he will move these ships during the next turn. If the units move to different hexes, the Allied player must tell the German only one of those hexes.

8. SURFACE COMBAT

During the Surface Combat Phase, the surface units of both sides may attack other enemy surface units in the same hex.

8.1 Surface Combat Procedure

Follow the steps listed below to resolve surface combat between opposing ships.

1. Put the Allied surface units in the "Long distance" box of the Surface Combat Box, and the German units in the "Long Distance" box of the Surface Combat Box.

2. First Combat Round.

Each ship chooses one target. Each player rolls 1D10 for each firing ship and compares the result with the Firing Table. Results are applied simultaneously.

8.2 Firing Ranges

Only BB and BC type units may fire from the Long Range box. From Medium Range only BC, BB and CA

type units may fire. From Short Range only BB, BC, CA and DD type units may fire (DD type units may use only their gunnery factor). From Torpedo Range all units types may fire as well as DDs using their torpedo factor.

BB or BC units firing from Long Range have a -2 drm, and a -1 drm if firing from Medium Range. CA type units have a -1 drm if firing from Medium Range.

3. After solving the first combat round, each player notes secretly what maneuver will be done for the next combat round: close with the enemy, disengage, or flee.

4. If none of the players manages to flee, resolve subsequent combat rounds until one of the players disengages or one of the players losses all of his ships.

8.3 Maneuvers

The following maneuvers govern movement during surface combat.

8.3.1 Close: units moving closer to the enemy move to the box closer to the enemy (units in long distance box move to medium distance box, and so on).

8.3.2 Disengage: Units move to the box farthest from the enemy. That is, units in the medium distance box move to the long distance box, and so on.

8.3.3 Flight. The side trying to flee rolls 1D6. Add +1 to the die roll if all units trying to disengage have a movement factor of 1. -1 drm if there are merchants among the units trying to flee. On a die roll of 4 to 6 this side manages to disengage and surface combat ends. Add +1 drm if there is "fog" or "bad" weather.

Units may try to disengage from any box of the Surface Combat Box. Units trying to flee from the Torpedo or short distance boxes have an additional -1 drm.

9. AIR UNITS

Both sides have air units of three types: recon, attack (bombers and torpedo bombers) and fighters. Air units may perform several different missions. Air units may not fly missions on stormy weather turns. They may only fly during daily turns.

9.1 Air Search Missions

Air units with recon capability (R and AT type units) may be assigned to search hexes during the Air Recon Phase.

9.1.1 Air Shadowing. One Recon unit of the Fw 200 or Bv 138 type may "shadow" a convoy just like a submarine. During the End of Turn Phase, roll 1D6 for each Fw 200 or Bv 138 which has sighted a convoy or a group of enemy ships. On a die roll of 4-6, the Allied player must tell to what hex is going to move this group of ships during the following movement phase.

Die Roll Modifiers: -1 if weather is fog, -2 if it is bad/stormy.

9.2 CAP Missions

Air units with ASW capability and Fighter units ("C") may be assigned to patrol hexes with friendly ships and/or bases. They must remain with these ships, accompanying the escorted units during all the turn.

9.3 Attack Missions

Aircraft can perform a number of missions, limited by aircraft type.

9.3.1 Air Attack/AA Fire. During the Air Attack Phase, the "available" air units of both sides (German first,

Allied second) may attack units within its range. Each air units have a range expressed in hexes.

Example. A He111 unit has a range of 12 hexes (counting the target hex). Therefore, the unit can only attack hexes within 12 hexes of its base.

9.3.2 Air Attack Resolution. Both players must place its air units and the attacked naval units in the Combat Box.

a) Fighter Defensive Fire.

If there are fighter units flying CAP missions over the attacked hex, the fighters may fire against the attacking planes. **Procedure:** roll 1d10 for each defending fighter and check the Fire Table. Apply any results before passing to the following sub phase.

b) Anti-Aircraft (AA) Fire.

Naval units under attack may fire against the attacking planes. Roll 1d10 for each unit with AA capability and compare the result with the AA factor of the firing unit. Apply results of the Fire Table before passing to the following sub phase.

c) Anti-Ship (AS) Attack.

Attacking air units which survived AA and fighter fire may attack enemy ships. Procedure: each attacking air unit may choose a target and rolls 1d10. Compare the Anti Ship factor of the attacking plane with the die roll. Apply any results. Results are expressed as Damage Points, see the Fire Table.

9.4 German Air Bases

German Air bases have an intrinsic AA factor of 6.

9.5 AA Artillery of Merchants in Convoy

For every 5 merchants navigating under a Convoy marker, the Allied player may roll 1d10 as if there were a 2-AA factor naval unit. Fractions below 5 are ignored (That is, if in a convoy there are 23 merchants, the Allied player may fire 4 x D10 (5x4=20). The three remaining merchants are ignored.

AA ships count as surface combatants when firing against enemy aircraft.

10. MARKERS

A number of marker units are used to record unit status and game events.

10.1 Force Markers

At the beginning of each scenario, players have available several Force Markers. To avoid unmanageable stacks on map, players may move on map the Force marker while the ships forming this force are placed in the box corresponding to that force.

10.2 Convoy Markers

Convoy markers are considered force markers.

Merchant ships attached to a convoy marker per scenario instructions must remain with the convoy unless:

- It is damaged and becomes a straggler (they can't keep with the rest of the ships), or
- It is scattered by a storm, or.
- The "convoy is to scatter" order is received from the Admiralty (see PQ-17 scenario rules).

Escorts attached to a convoy (E, DD, CA type units) may leave and rejoin the convoy freely.

10.3 Damage Markers

Any one surface/air/merchant or submarine unit receiving a damage marker have its movement and combat/fire factors halved. Round down remainders (Example: $5/2=2.5$, rounded down to 2).

10.4 Armor Protection

The Armor factor of some surface units indicates the number of "hits" or Damage Points that this ship may endure before sinking. One surface unit which has received one or more Damage Points has its movement and fire factors halved. Any subsequent hits received do not decrease further its combat/movement factors.

All naval and air units have a default armor factor of 2. Naval units (BB, BC for the most part) with a higher armor factor have it indicated in the upper left side of the counter.

11. WINNING

Victory conditions are defined in each scenario instructions. In general, both players add Victory Points (VP) for sinking or damaging enemy ships.

11.1 German VP.

1 VP for each merchant sunk from a PQ convoy.

$\frac{1}{2}$ VP for each merchant sunk from a QP convoy, or for each Damage Point inflicted on a submarine, CA, DD or E type naval unit.

2 VP for each Damage Point inflicted on each Allied CV, BB or BC.

11.2 Allied VP.

1 VP for every German U-boat sunk.

3 VP for each German BB, BC or CA sunk.

$\frac{1}{2}$ VP for each damage point inflicted on a German BB, BC or CA or U-boat.

2 VP for every German DD unit sunk.

12. OPTIONAL RULES

The following rules are to increase the historical realism of the game as well as to aid in play balance between opponents of differing abilities.

12.1. Aces.

In certain scenarios the German player must place under one of its submarines an "Ace" counter. (Aces are just that, submarine commanders that were outstanding in the amount of shipping they and their crews sank). The Ace counter must remain with the same submarine for the entire scenario.

12.1.1 Effects of Aces. A submarine stacking with one ace counter may choose two Event chits instead of one before trying to infiltrate a convoy.

12.2. Arctic Ice Pack (Growlers)

At the end of the Movement Phase, the Allied player must roll 1D6 every time that one convoy marker moves adjacent to one hex within two or less hexes of the Ice Pack. On a die roll of 1-3, nothing happens. On a die roll of 4-5, one merchant is damaged. On a die roll of 6, two merchants are damaged. (Choose the damaged merchants at random).

12.3. HD/HF Detection

During the Recon Phase, the Allied player may use the HD/HF to detect enemy subs. The Allied player rolls 1D6. On a die roll of 4-5, the German player must reveal the position (hex placement) of one of its subs.

On a die roll of 6, it must reveal the position of two of its submarines. The German player will decide randomly which of its subs (die roll, flip a coin, etc) is detected.

12.3.1 Opportunity Attack. If there is any one air or surface unit with ASW capability within two hexes or less of the detected sub, the unit may move to that hex and launch an attack using the ASW Table. The unit (or units) must return to its original hex after solving the ASW Attack.

Subs navigating submerged during the Movement Phase may not suffer opportunity attack.

12.4. Storms

If sea state is "stormy", roll 1D6 for each convoy unit before moving. Consult the Convoy Dispersion Table and apply results.

12.5. Convoy Reorganization

If one or more merchants became "stragglers" and were separated from its convoy, during the following turn these ships may re-enter the convoy hex but during this turn's movement phase the convoy marker will be able to move only 1 hex instead of 2.

13. SCENARIOS

13.1 "Unternehmen Sportpalast" The First Combat Sortie of the Tirpitz, March 1942.

Operation Sportpalast was the first serious attempt by the Germans at intercepting an Arctic convoy. Having received information that a Murmansk-bound convoy had been sighted, the German High Command ordered the Tirpitz to intercept it. The battleship left Trondheim on March 6th escorted by 3 destroyers. The final results of the battle were indecisive: the Germans sank a single merchant, the Soviet Izhora, while British torpedo bombers let the Tirpitz escape unharmed.

Scenario Length.

15 turns (5 days, from 6/03/42 to 10/03/42).

Initial Deployment.

Allied Player

Convoy 1 (PQ.12) 15 merchants, 1 DD, 1 E, 1 CA. Enters on turn 00-08 h. of day 1 at any of the following hexes 1501-2601. Convoy 1 will exit the map at hexes 1020 to 1015 before the end of the scenario. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

Convoy 2 (QP.8) 15 merchants and 2 E. Local Escort East: 1 Soviet DD) enter on turn 00-08 h. of day 1 across any of the following hexes: 1020-1018. They must exit the map across hexes 1501 to 2601 before the end of the scenario. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

Home Fleet. 2 BB (King George V, Duke of York), 1 BC (Renown), 1 CV (Victorious with 2 x AT, 1 x Cz Fulmar), 2 CA, 5 DD, enters on turn 1 across any hex between hex columns 21XX to 26XX.

2 British subs in any sea hex of the map.

German Player

1 BB (*Tirpitz*) and 2 DDs. These ships enter the map at any hex of the southern limit of the map at 1001 to 1005 one turn after either of the convoys is detected.

4 U-boats randomly selected in any sea hex West of XX08. (*historically, the boats deployed were the U-134, U-377, U-403 and U-584*).

1 He 115 in any Norwegian airbase.

Victory Conditions.

Both players add their VP and then subtract the Allied total from the German total.

- + 6 or more German VPs: German operational victory.
- +2 to +5 German VP: German tactical victory.
- +1 to +0 German VP: Allied tactical victory.
- +1 to +3 VP Allied: Allied victory.

Allied Event Chits.

2 x Smoke screen, 1 x Victoria Cross, 1 x Escort coordination, 2 x Flares, 2 x Convoy Bearing Change, 2 x No Effect.

German Event Chits.

1 x No Effect, 1x *Ritterkreuz*, 2 x Radar failure, 2 x Gulf Stream.

Scenario Rules.

Local Escort East may not move West of hex-row XX14 (30° W).

Players use the winter ice pack limit line. The 0900-1700 turn of each day is considered a daylight one, all the rest of the turns are night.

The Allied player may perform up to three air search missions in hexes west of the XX08 hex-row.

Special rule 12.3.1 (Opportunity Attack) may not be used.

13.2 Enter the Luftwaffe.

The Battle for Convoy PQ.16, May 1942.

The battle for PQ-16 was perhaps the greatest success of the Luftwaffe against the Arctic convoys. Between the 25 and 27 May, the Ju 88s and He 111s of Geschwaders 26 and 30 managed to sink 7 merchant ships and damaged another three.

Scenario Length.

18 turns (6 days, from 00-08 hours of 25 May 1942 to turn 16-24 hours of 30 May 1942).

Initial Deployment.

Allied Player.

Convoy 1 (PQ.16) 35 merchants, 1 AA ship, 4 DD, 2 E, enters on turn 1 at any hexes of the W limit of the map north of 1301. Convoy PQ.16 must exit the map at the Southern edge of the map between 1020 and 1018 before the end of turn 18. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

Cruiser Force. 4 CA.

Battle Fleet. 2 BB (Washington, Duke of York), 1 CV (Victorious, with 2 AT, 1 Cz), 2 CA (1 Brit., 1 US), 5 DD Brit., 2 DD US. The Battle Fleet enters at any hex of the Western map edge located North of hex-row 23XX.

Convoy 2 (QP.12), 17 merchant ships, 3 DD, 1 AA, 2 E, and **Local Escort East** (2 DD Soviet, 1 E) enter on turn 1 between 1020 and 1017. Convoy QP.12 must exit the map at the Western edge of the map between hexes 1501 to 2601 before the end of the scenario. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

5 British subs in any sea map hex West of XX05.

3 Soviet subs East of hex 1210.

German Player.

6 *U-boats* in any sea hex East of XX05 (choose them at random: historically, the boats deployed for this battle were the *U-703, U-436, U-591, U-251, U-377* y *U-586*).

In the Norwegian air bases (maximum of 3 units/base): 2 Bv 138, 4 Ju88, 3 He 111, 1 He 115, 1 Ju87, 1 Fw 200, 2 Me109.

2 BC (*Scheer, Lutzow*) and 1 DD. These units may enter at the southern edge of the map between hexes 1001 y 1005 one turn after one of the convoys had been sighted.

Victory Conditions.

Both players add their VP and then subtract the Allied total from the German total.

- + 24 or more German VPs: German operational victory.
- +23 to +10 German VP: German tactical victory.
- +9 to +0 German VP: Allied tactical victory.
- +1 to +10 VP Allied: Allied victory.

Allied Event Chits.

2 x Smoke screen, 1 x Victoria Cross, 1 x Escort coordination, 1 x Flares, 2 x Convoy Bearing Change, 2 x No Effect.

German Event Chits.

2 x No Effect, 1x *Ritterkreuz*, 1 x Radar/ Asdic failure, 2 x Gulf Stream.

Scenario Rules.

The **Local Escort East** may not move West of the XX14 hex row (30° W).

The **Cruiser Force** may not move East of the XX10 hex-row.

All turns are considered daylight turns.

The ice pack limit is considered to be 2 hexes south of the summer ice pack limit.

The Allied player may perform up to three air searches in hexes west of XX08.

Special rule 12.3.1 (Opportunity Attack) may not be used.

13.3 "Convoy is to scatter" The slaughter of convoy PQ-17 July 1942.

The Soviet Union seemed on the verge of collapse during the summer of 1942. The need to send help required sending a convoy in the midst of the Arctic summer, with 24 hours of daylight. The menace of the Tirpitz coming out compelled the Admiralty to scatter the convoy, leaving them at the mercy of the U-boats and the Luftwaffe. 24 merchants were lost, and the convoys were suspended, at least until the end of the midnight sun season.

Scenario Length.

21 turns (8 days, from turn 00-08 hours of 2 July 1942 to turn 16-24 hours of 9 July 42).

Initial Deployment.

Allied Player.

Convoy 1 (PQ.17) 35 merchants, 2 E, 3 DD, 2 sub, 2 AA) enters on turn 1 at any western map edge hex

north of the 15XX hex-row. It must leave the map at the southern map edge before the end of turn 21 between hexes 1020 and 1018. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

Cruiser Force: 2 CA US, 2 CA British, 1 DD US, 1 DD British, enter at any western edge map hex within 4 or less hexes of the entry hex of convoy 1 (PQ 17).

Battle Fleet: 2 BB (Duke of York, USS Washington), 1 CV (Victorious, with 2 xAT, 1 Cz), 2 CA, 7 DD. Enters on turn 4 at any western edge map hex.

Convoy 2 (QP.13). 35 merchants, 3 DD, 1 AA, 3 E) enter on turn 1 between hexes 1020 and 1017. They must leave the map at any western edge map hex before the end of turn 21. If the convoy is still in the map at the end of the scenario the German players gets an automatic operational victory.

3 British subs. In any hex West of XX05 hex-row.
2 Soviet subs E of 1210.

German Player.

11 *U-boats* chosen randomly in hexes East of XX05. (Historically, the boats deployed were the *U-88, U-255, U-456, U-703, U-408, U-334, U-457, U-657, U-251, U-376 and U-355*). One of the *U-Boats* (U-255) must stack with an "ace" counter if optional rule 12.1. is used.

In any of the Norwegian air bases (maximum of 3 units per base): 2 Bv 138, 4 Ju88, 4 He 111, 1 He 115, 1 Ju87, 1 Fw 200.

Victory Conditions.

Both players add their VP and then subtract the Allied total from the German total.

+ 25 or more German VPs: German operational victory.
+24 to +15 German VP: German tactical victory.
+14 to +0 German VP: Allied tactical victory.
+1 VP Allied: Allied operational victory.

Allied Event Chits: 2 x Smoke screen, 1 x Victoria Cross, 1 x Escort coordination, 1 x Flares, 2 x Convoy Bearing Change, 2 x No Effect

German Events Chits.

2 x No Effect, 1x *Ritterkreuz*, 2 x Radar/ Asdic failure, 2 x Gulf Stream.

Scenario Rules.

All turn are treated as daylight turns.

Use the summer ice pack limit. The Cruiser Force may not move East of XX10 hex-row.

The Allied player may perform up to three air searches in hexes west of XX08.

Special rule 12.3.1 (Opportunity Attack) may not be used.

Operation Rosselsprung.

Three turns after the detection of any one of the Allied convoys, the German player may enter the following units at the southern map edge hexes between 1001 and 1005: BB Tirpitz, BC Lutzow, CA Hipper y 2 DD.

Example: On turn 09-17h.of day 2 an Allied convoy is sighted. The German ships may enter during the

movement phase of turn 09-1700 hours of day 4 of during the movement phase of any later turn.

"Convoy is to Scatter".

If the Allied player detects one or more German ships of CA, BC or BB type within 7 or less hexes of a convoy marker, he rolls 1d6. On a die roll of 1 to 5, the Admiralty orders the convoy to scatter.

Effects.

During the following movement phase, all the merchants forming this convoy must be placed on the map. Before moving each of the merchant units forming this convoy, the Allied player rolls 1d6 and consults the Storm Scatter Diagram to determine the bearing of the ship. The bearing of each ship must be determined ship by ship.

It is forbidden to form a convoy again. During the movement phases of subsequent turns, all merchants must move at maximum possible speed to the southern map edge (between hexes 1020 and 1018) and exit the map.

The Escorts (DD, E, CA type units) included in the convoy must move at maximum speed (using its full movement allowance) towards hex-row XX24 during at least the movement phase of the three following turns.

Game Credits.

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