

# *Beasts of the Atlantic*

Game Book

## Contents

1. Ships
  - a. U-Boats
  - b. Destroyers
  - c. Transports
  - d. Battleships
2. Order of Play
3. Scenarios
  - a. *The hunt for the Bismarck*
  - b. *Attack on Convoy HX 229/SC 122*

# 1. Ships

## German Type VII U-boat



*The most common U-boat to be found in the waters of the Atlantic with over 700 being completed, the Type VII U-boat was the workhorse of the largest submarine fleet in World War II. They took advantage of the fact that there was a large gap in air cover in the Atlantic and sunk millions of tons of allied transports throughout the war. U-boats often worked together in “Wolf Packs” to prey on the large, slow convoys.*

### Moving

U-boats may move up to 3 hexes. They may not end their move in a hex occupied by a destroyer (they may go through it).

### Attacking

U-Boats can attack ships on an adjacent hex or ships in the same hex UNLESS there is a destroyer there, in which case is must try to escape first (see depth charges or order of play). When attacking an adjacent hex, roll one dice per U-boat (exception; see Wolf Pack). A hit counts as a 1 or 2 on a transport, or a 6 on a destroyer.

### Wolf Pack

If there 3 or more U-boats attacking the same hex, hits on a transport are now 1, 2 or 3. Hits on a destroyer remain at only 6.

## British S & T Class Destroyers



*The escorts of the convoys were usually made up of a ragtag team of various destroyers, frigates, and corvettes, some of which barely able to sail on the high seas. Relying on ASDIC/SONAR, depth charges and light deck guns, these ships were the only protection for the vital convoys in the mid-atlantic.*

### **Moving**

Destroyers may move up to 2 hexes.

### **Attacking**

Destroyers can only attack ships in the same hex as its own (cannot be adjacent). When attacking, roll one dice per destroyer. A hit counts as 1 or 2.

### **Depth Charges**

A destroyer occupying the same hex as a U-Boat can prevent it from leaving that hex. If a U-boat attempts to leave a hex or attack from a hex occupied by a destroyer, the Player for Germany must roll a dice for each U-boat in the hex. If the combined total is 5 or less, the U-boats in that hex are forced to stay submerged without being able to attack.

### **British Fort Class, Canadian Park Class, and American Liberty Class Transports**



*Vital to the survival of the UK, the Convoys that provided essential supplies and materials to the Allied war effort proved their effectiveness and helped win the war. Transports are usually defenseless against U-boats; they rely on their Destroyer, Frigate or Corvette escorts to protect them. Over 3,000 of these ships were produced in total, many of them at Canadian Shipyards.*

### **Moving**

Transports may move up to 2 hexes. They may not end their move in a hex occupied by a U-Boat (they may go through it). This ship does not attack.

### **Safety in Numbers**

If there are more than 4 Transports in one hex, they can only suffer 1 casualty per round of attacks. (Even if 2 or more hits are rolled, only 1 counts)

## **King George V and Bismarck Class Battleships**



*A symbol of Naval might, the Battleship dominated the seas with its heavy guns and thick armour; however, throughout WWII their superiority was questioned by the introduction of the Aircraft Carrier. Some other names for their smaller battleships include: Heavy Cruisers, Pocket Battleships and Battlecruisers.*

### **Moving**

Battleships may move up to 2 hexes.

### **Attacking**

Battleships may attack ships in the same hex as its own or in an adjacent hex. They roll 2 dice per attack and hit on a 1, 2, or 3.

### **Heavy Armour**

Battleships take 2 hits to sink. If a Battleship suffers only 1 hit, place it on its side to symbolise that it is “damaged” and a second hit will sink it.

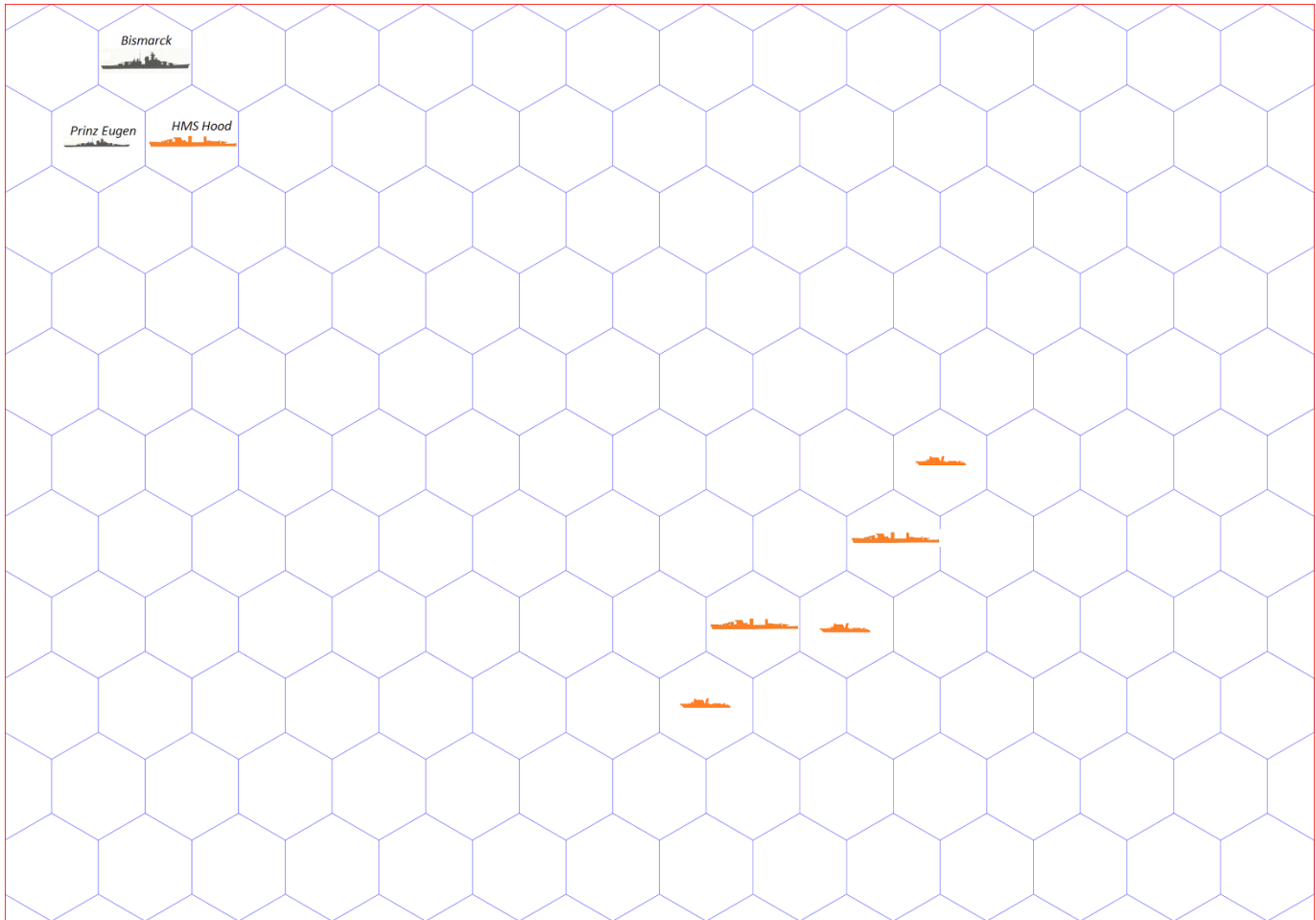
## **2. Order of Play:**

1. Germany Player
  - a. Pick a hex and move all ships within it. Perform this action until all ships have either moved or attempted to move.
    - i. If a U-boat happens to be in the same hex as a British Destroyer, roll a dice for each U-boat in the hex. If the combined total is 5 or less, the U-boats in that hex are forced to stay submerged and end their turn there without being able to attack.
    - ii. There cannot be more than 6 German Ships in one hex
  - b. Conduct attacks
    - i. Remove any ships sunk
2. Britain Player
  - a. Pick a hex and move all ships within it. Perform this action until all ships have been moved.
    - i. There cannot be more than 6 British Ships in one hex
  - b. Conduct attacks
    - i. Remove any ships sunk
3. (Scenario 2 only) Remove Safe Transports

- a. If any Transports reach any of the hexes along the eastern border, they are considered “Safe” as they are now within reach of air support. The game ends when all transports are either safe or have been sunk.

### 3. Scenarios and Setup:

#### 1. The hunt for the Bismarck



*May 1941, the newly build Battleship Bismarck and her escort, Heavy Cruiser Prinz Eugen, set off into the Atlantic to disrupt allied shipping. The actual outcome of this battle results in the sinking of the prestigious Battleship HMS Hood followed by the hunting, and shortly thereafter, the sinking of the Bismarck while the Prinz Eugen escapes to France. This Battle marked the end of the era of Commerce raiding by*

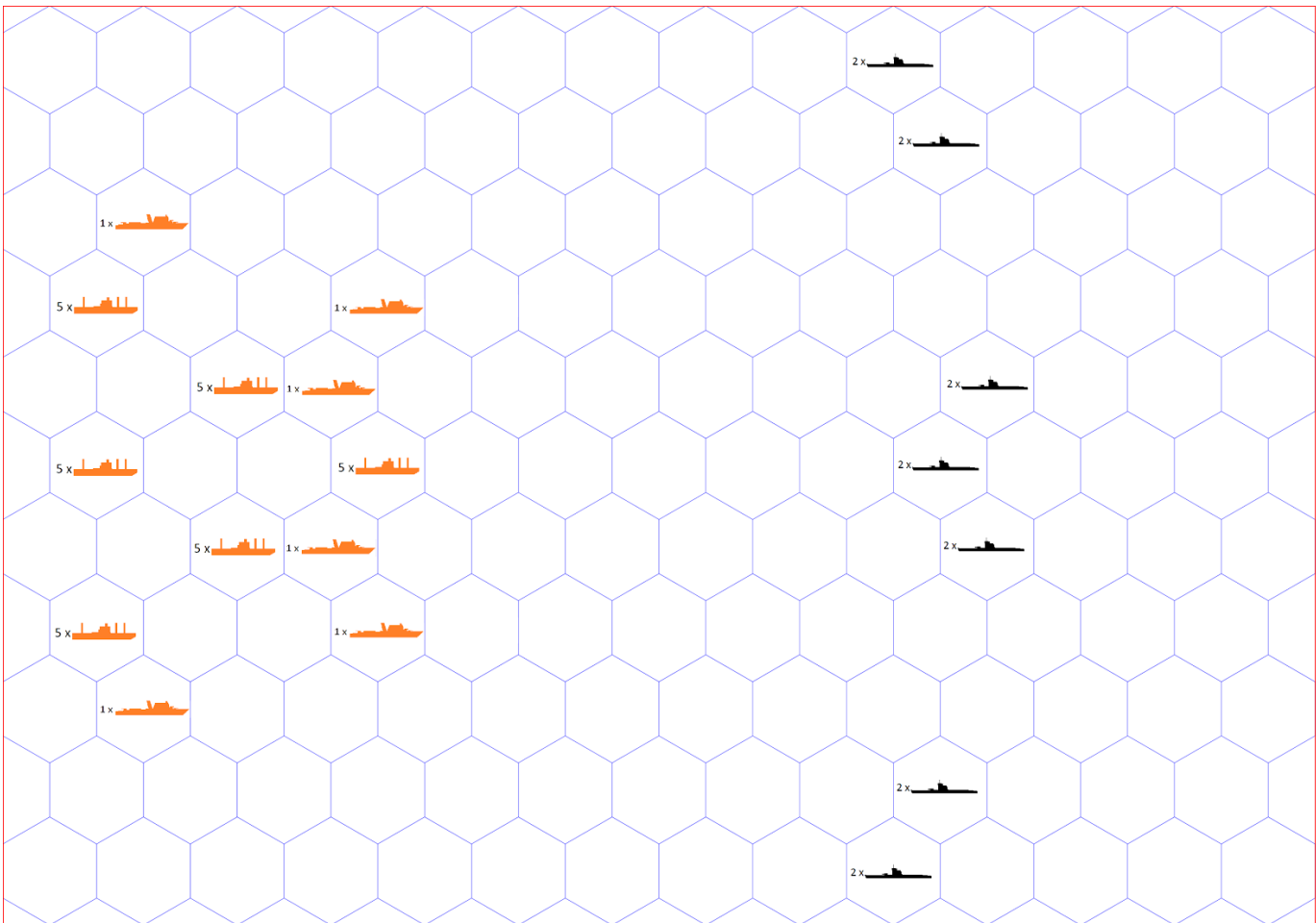
*German Surface Warships. This scenario takes place right before the sinking of the HMS Hood. For this game the Prinz Eugen is considered a battleship.*

Major Victory:

- Britain: *Prinz Eugen & Bismarck* sunk
- Germany: *Prinz Eugen & Bismarck* escape to any hex along southern or eastern borders OR all British ships sunk

Minor Victory:

- Britain: *Bismarck* sunk, *Prinz Eugen* escapes
- Germany: *Prinz Eugen* sunk, *Bismarck* escapes OR all British battleships destroyed.



## 2. Attack on Convoy HX 229/SC 122

*March 1943, during the climax of the Atlantic Campaign, the largest convoy battle in history occurs between Convoy HX 229/SC122 and 3 German Wolfpacks. To put this*

*battle into perspective, each piece on the board represents roughly 4 ships/U-boats. The actual outcome of this battle is the loss of 22 Transports and one U-boat. This scenario takes place around the time Convoy HX 229/SC122 is discovered by German Naval code breaking operations.*

Total Victory:

- Either Side: All enemy ships destroyed

Major Success:

- Britain: 25+ Transports reach any hex along the eastern border OR 10+ U-Boats are sunk.
- Germany: 20+ Transports sunk and 10+ U-Boats survive OR All U-Boats survive with 10+ Transports sunk

Minor Success:

- Britain: 15+ Transports reach any hex along eastern border OR 4+ U-Boats sunk
- Germany: 10+ Transports sunk OR All U-Boats survive and 5+ Transports sunk