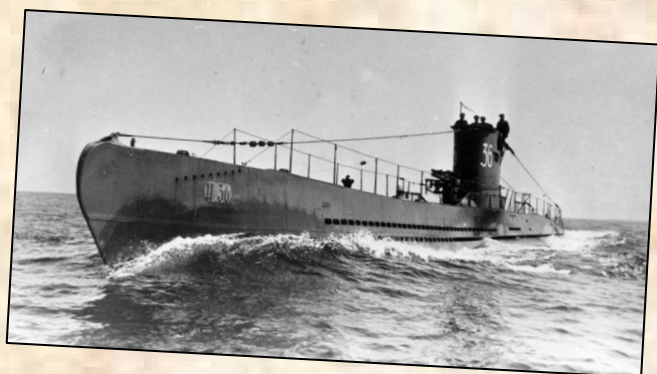


## Subs on the prowl

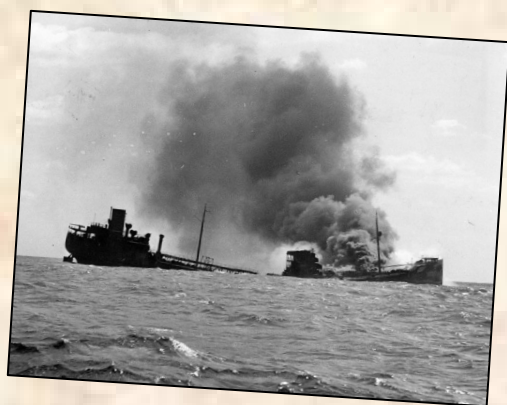
### "UP PERISCOPE - ATTACK"

Subs can attack transports with their escorts – or they can attack warships. When subs are attacking into a sea zone with enemy transports and warships, the attacker must choose to attack the transports or the warships. In this case, escorts are considered to protect transports (Convoy rule) – even though escorts have some warlike functions.



#### **Remember:**

Subs can never attack together with other units.  
Subs can never defend together with other units.  
When subs attack together with other units into enemy sea zones, the subs always attack first.  
When subs are in a sea zone with other friendly units, the attacker must choose to attack the subs or the other naval units – unless the attacker has enough units to attack both.



#### **Transports:**

When subs attack transports alone or with other transports, the attacking subs can only make a *one shot attack*. Surviving transports automatically escape.

When subs attack transports alone or with other transports, each attacking sub receives one die for each transport.

However, each attacking sub receives a maximum of two dice each. These subs attack at a die roll of "4" or less.

When the attack is over, any surviving transports remain in the same sea zone.

#### **Example:**

1 UK transport and 1 US transport occupy the same sea zone. In the same sea zone there is also a UK battleship present.

A German U-Boat attacks into this sea zone. The German U-Boat Commander must choose to attack either the battleship or the two transports.

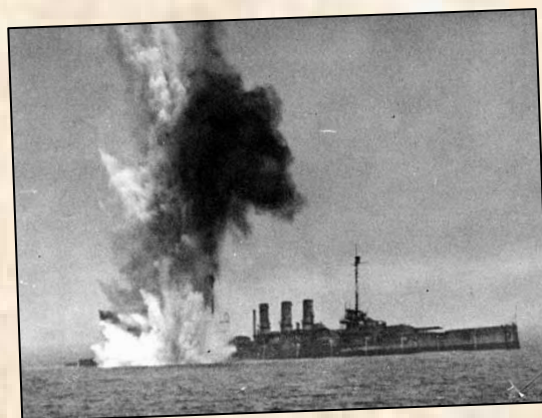
In this case the U-Boat Commander attacks the two transports – and fires two torpedoes – two dice rolls at "4" and "5". One hit and one miss.

The U-boat Commander chooses which transport has been sunk. The other transport escapes, but stays in the same sea zone.

#### **Transports with Escorts:**

When subs attack into a sea zone containing transports and escorts, the escorts automatically defend with the transports.

If a sub attacks into an enemy sea zone containing three transports, 1 escort, a carrier and two destroyers, the sub commander chooses which group to attack. The sub commander must attack the transport group with the escort, or the carrier and two destroyers.



If the sub commander chose to attack the transports, the escort would defend at "3" or less – and the transports would just take hits. In this case the escort would apply the "*Convoy Rule*". In most attacks the sub commander chooses the targets.

**Exception:**

When subs attack transports with their escorts, transports must take hits first. The sub commander can choose the order in which the transports take hits, but the escorts are last.

**Example:**

Two U-Boats are attacking two transports and one escort. The escort applies the *Convoy Rule*. The subs attack at “2” or less and the escort returns with a “3” or less. The subs fire their torpedoes – a “2” and a “4”. One hit and one miss. One transport is

removed. The escort fires back, a “4” die roll ensues. A miss.

At this time the sub commander has a decision to make – to carry on with the attack or slip away. One transport has been sunk – but the sub commander wants both transports if possible. Both subs fire their torpedoes again. This time a “4” and a “5” – no hits. The escort fires back – a “3”. One hit. One sub is lost. The remaining sub chooses to flee.

There is one other option the sub commander has during the first round of combat. When subs attack, for each hit they record, one sub can disengage from battle before surviving escorts can return fire.

**Destroyers with other Warships:**

Another exception to the sub commander choosing targets is when subs are attacking warships. The destroyers must be the targets first. The sub commander as usual can choose which destroyers take the hits first.