

Battle of the Atlantic Scenario

German Shipyard and Research Sheet

Naval Repair – Lorient (Fa40-Su44)												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												
3												
2												
Launch												
<p>Waiting for Repair</p> <p>Place damaged CAs and named ships which exceed shipyard capacity here.</p>												

Naval Construction – Kiel												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
5												
4												Tirpitz (BB4)
3												Bismarck (BB4)
2										CA		
Launch												
<p>Waiting for Repair</p> <p>Place damaged CAs and named ships which exceed shipyard capacity here.</p>												

Starting Naval Units: *BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4; DD6; Sub: 1.* One additional submarine may be built in Fall 1939.

Axis RPs		2(2)	4(3)	6(3)	6(4)	8(4)	4(4)		
	Code	1939	1940	1941	1942	1943	1944	Min.	Max.
Naval		2	1	2	1	2	1	8+	
Nationality DRM (A)		-2*	-2*	-2*	-2	-2*	-2*	10+	
Torpedoes (G,I)			+2	1	1	1		7+	
<i>Advanced Subs (G)</i>						1	2	10+	
Submarine FP (G,I)	1...		2**	2	3	4	1		
Shipbuilding (G,I)***	2			1	1	1			
<p>The first number for each year indicates the number of RPs available. The number in parentheses indicates the maximum number of RPs which may be allocated to any one project. In addition, 4 RPs may be allocated to a single project only if a naval breakthrough has been achieved. Historical RP allocations are shown in gray, for reference. Players may allocate RPs as desired.</p> <p>* -2 modifier for Naval Nationality DRM because Germany's DRM starts at 2.</p> <p>** The historical profile places 3 RPs in submarine production, but the third submarine is assumed to operate on the mapboard rather than in the Atlantic SW box.</p> <p>*** Germany may produce only one SBP per year.</p>									

Battle of the Atlantic Scenario

Allied Shipyard and Research Sheet

Naval Construction – U.S.															
Rate	1	2	3	4	5	6	7	8	9	10	11	12			
	13	14	15	16	17	18	19	20	21	22	23	24			
Level	Spring			Summer			Fall			Winter					
5															
4															
3															
2															
Launch															
<p>Waiting for Repair</p> <p>Place damaged CAs and named ships which exceed shipyard capacity here.</p>															

Naval Construction – Britain															
Rate	1	2	3	4	5	6	7	8	9	10	11	12			
	Capacity	2	4	6	8	10	12	14	16	18	20	22	24		
Level	Spring			Summer			Fall			Winter					
5															
4				<i>Anson (BB4)</i>		<i>Howe (BB4)</i>		<i>Duke of York (BB4)</i>							
3				<i>Prince of Wales (BB4)</i>										<i>King George V (BB4)</i>	
2				<i>Illustrious (CVL)</i>					CA						
Launch															
<p>Waiting for Repair</p> <p>Place damaged CAs and named ships which exceed shipyard capacity here.</p>															

Starting Naval Units

Britain: *CVL:* Ark Royal, Courageous, Furious, Glorious; *BB4:* Nelson, Rodney; *BC3:* Hood, Renown, Repulse; *BB3:* Barham, Malaya, Revenge, Warspite; *CA32;* *DD13;* **Transports:** 20; **ASW:** 1. One additional ASW and five additional transports may be built in Fall 1939.

U.S.: *BB3:* New York, Texas; *CA14;* *DD6;* **ASW:** 1. One additional ASW may be built in Fall 1939.

Western Allied RPs ☞		3(3)	3(3)	9(3)	9(5)	3(3)	4(4)		
	Code	1939	1940	1941	1942	1943	1944	Min.	Max.
Naval		2	1	2	1			8+	
Nationality DRM (All)		-2*	-1*	-1*	-1*	-1*	-1*	10+	
<i>ASW Tech. (All)</i>			+1	1	2	2	1	2	6-7
ASW FP (B,US)	2,3,4,5...			3	2	2	2		
Transport FP (B,US)	1...				2				
Shipbuilding (All)**	2,3		1	1	1				

The first number for each year indicates the number of RPs available. The number in parentheses indicates the maximum number of RPs which may be allocated to any one project. In addition, 4 RPs may be allocated to a single project only if a naval breakthrough has been achieved; 5 RPs may be allocated to a single project only if two naval breakthroughs have been achieved. Historical RP allocations are shown in gray, for reference. Players may allocate RPs as desired.

* -2 modifier in 1939 because the Western Allied Naval DRM starts at 2. -1 modifier starting in Summer 1940, because of Radar research result achieved.

** The Western Allies may produce only one shipbuilding point per shipyard (Glasgow, Canada) per year, in addition to the shipbuilding points automatically added for the U.S.

Battle of the Atlantic Scenario Capabilities Chart

Capability	1939		1940				1941				1942				1943				1944				
	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	Sp	Su	Fa	Wi	
German shipbuilding rate (Kiel) ¹	2	2																					
British shipbuilding rate (Glasgow) ¹	4	4																					
Canadian shipbuilding rate ¹	1	1																					
American Atlantic shipbuilding rate ²	0	0	0	1	1	1	2	3	3	4	5	6	7	7	7	7	7	7	7	7	7	7	7
American Pacific shipbuilding rate ²	0	0	0	0	0	0	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	2	2
British CVE construction in U.S. (max. allowed) ³	0	0	0	0	0	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
American CVE construction (max. allowed) ³	0	0	0	0	0	0	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4

¹ Only half (rounded up) of the German, British, and Canadian shipbuilding rates can be used for submarines, DDs, transports, and ASW (27.7221).

² The American shipbuilding rates have already been halved, so the full amount can be used for DDs, transports, ASW, and/or CVEs. CVE construction is further limited by the British and American CVE construction maximums.

³ Constrained by USAT (28 in Wi40, 34 in Sp41), the limit on American BRP grants to Britain, NAT, and/or the American shipbuilding rates (27.7223).

Battle of the Atlantic Scenario Submarine and Raider Warfare Tracking Sheet

		Forces					Modifiers										Results				
		Sub	Adv Sub	ASW	CVE	Start Tr	NDRM	Air Range	Torp	ASW	CVE	French Ports	US	Ultra	Net Mod	ASW (a/b)	Sub (a/b)	AdvS (a/b)	Raid	Total (a/b)	Surv Tr
3	Fall	1	0	1	0	20	+1	0	0	0	0	0	0				0				
9	Win		0		0		+1	0	0	0	0	0	0				0	0			
1	Spr		0		0			0			0	0	0				0	0			
9	Sum		0		0			-1			0	0	0				0	0			
4	Fall		0		0			-1			0	+2	0				0				
0	Win		0		0			-1			0	+2	0				0				
1	Spr		0		0			0			0	+2	0				0				
9	Sum		0	¹				0			0	+2	0				0				
4	Fall		0	²				0			0	+2	0				0				
1	Win		0					0				+2	+2				0				
1	Spr		0					0				+2	+1				0				
9	Sum		0					0				+2	+1				0				
4	Fall		0					0				+2	+1				0				
2	Win		0					0				+2	+1				0				
1	Spr		0					-1				+2	+1				0				
9	Sum							-1				+2	+1								
4	Fall							-1				+2	+1								
3	Win							-1				+2	+1								
1	Spr							-1				+2	+1								
9	Sum							-1				+2	+1								
4	Fall							-1				0	+1								
4	Win							-1				0	+1								

Players should record relevant information relating to the Battle of the Atlantic as indicated. Modifiers which are fixed are already entered. Other modifiers are generated by the forces deployed in the Atlantic or by research.

The "Sub (a/b)" result should include any additional transports sunk by a net positive modifier (24.64A) and any additional transports sunk by submarines not aborted or sunk by the ASW roll (24.64B). The "AdvS (a/b)" result should include the additional transport sunk by every advanced submarine in the SW box (25.75D).

The "Total (a/b)" result is computed by adding the "Sub (a/b)" result, the "AdvS (a/b)" result, and the "Raid" result.

¹ First American ASW may be deployed to the SW box. ² Second American ASW (if built) may be deployed to the SW box.

Battle of the Atlantic Scenario Victory Tracking Sheet

		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
		Start Atl SW Tr	Total Rslt: a/b	Surv Atl SW Tr: A-(a+b)	SW Loss BRPs: 25-C	Tr Loss BRPs: a*3	Oil Short Loss	Allied Sunk BRPs	Allied Dmg or Acc BRPs	Total Allied BRPs Lost: D+E+F+G+H	Sub Loss BRPs	Axis Sunk BRPs	Axis Dmg or Acc BRPs	Total Axis BRPs Lost: J+K+L	Allied Loss - Axis Loss: I-M	Cumul Total: N + Prev O	Bonus Pts (if game ends)
3	Fall	20															
9	Win																
1	Spr																
9	Sum																
4	Fall																
0	Win																
1	Spr																
9	Sum																
4	Fall																
1	Win																
1	Spr																-60
9	Sum																-45
4	Fall																-30
2	Win																-15
1	Spr																0
9	Sum																15
4	Fall																30
3	Win																45
1	Spr																60
9	Sum																75
4	Fall																90
4	Win																105

Starting Atlantic SW Transports: The number of transports in the Atlantic SW box at the start of the Axis player turn.

Total Result: A value of the form 'a/b', where 'a' is the number of transports sunk, and 'b' is the number of transports damaged (inverted), taken from the Total column of the previous table.

Surviving Atlantic SW Transports: The number of transports which survive, excluding damaged (inverted) transports.

SW Loss BRPs: 25 – Column C. Enter zero if there are more than 25 surviving Atlantic transports. There are assumed to be five transports in the Indian Ocean contributing to the 30 transports required in the Atlantic and Indian Oceans combined.

Transport Loss BRPs: Multiply the number of sunk transports ('a' from Column B) by 3.

Oil Shortage Loss: 5 points for every oil counter fewer than five that can be shipped across the Atlantic by the surviving transports: 5 points for 10-12 surviving transports, 10 points for 7-9 surviving transports, 15 points for 4-6 surviving transports, 20 points for 1-3 surviving transports, 25 points for 0 surviving transports. This indirectly estimates the effect of any oil shortage on the Western Allies.

Allied Sunk BRPs: Multiply the number of factors of Allied ships sunk by raiders by 3.

Allied Damaged or Acceleration BRPs: Multiply the number of capital ships damaged by raiders by 3 (damaged cruisers don't count) and add any BRPs spent on acceleration of Allied naval construction.

Total Allied BRPs Lost: Add the values in Columns D through H. This represents the economic damage inflicted by Axis strategic warfare for that turn.

Sub Loss BRPs: Multiply the number of sunk submarines ('a' from the "ASW (a/b)" result in the previous table) by 3.

Axis Sunk BRPs: Multiply the number of factors of Axis ships sunk while raiding by 3.

Axis Damaged or Acceleration BRPs: Multiply the number of capital ships damaged while raiding by 3 (damaged cruisers don't count) and add any BRPs spent on acceleration of Axis naval construction.

Total Axis BRPs Lost: Add the values in Columns J through L. This represents the economic cost to the Axis of waging strategic warfare for that turn.

Allied Loss - Axis Loss: The scenario will not end before Winter 1944 unless the Allied loss exceeds the Axis loss by 10 or less (Column N must be less than or equal to 10).

Battle of the Atlantic Scenario

Atlantic Ocean Force Deployment Chart

Axis Forces in Port

Naval Forces

Atlantic SW Box

Allied Forces	Axis Forces
Transports	
ASW	Submarines
CVEs	
Naval Units Engaging Active Raiders	Active Raiders

Allied Forces in Port

Naval Forces
