

PAUKENSCHLAG

VARIANT RULES and Expanded Sequence of Play

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20.0 PAUKENSCHLAG VARIANT RULES

Variant U-Boat Roster

Use the roster shown below to record the variant Italian and U-boats fuel, torpedo expenditure, damage levels and Frogman Attacks. *Note Players should make copies before using.*

21.1 North Atlantic U-boats



The six North Atlantic U-boats can be entered into the game by the German player beginning with turn 2. For each U-boat the German player rolls a D10. If the DR is less than the number of turns played, the undetected U-boat can be placed in either area BD or BE. If the DR is greater than the number of turns played, but not equal to 10, the U-boat cannot enter that turn, but the German player can try again in the next. If the DR is equal to 10 the U-boat may not enter the game at all (it has either been destroyed or dispatched on another mission). Any of these U-boats that do not enter the game by turn 9 will not enter the game at all (they've had to return to port and will be assigned to missions outside the scope of the game).

21.2 Italian Submarine



The Italian submarine (sub) *Barbarigo* can be entered into the game on a turn equal to a D10 die roll plus 1 (for example, a DR of 8 results in the *Barbarigo* entering on turn 9). The Italian sub enters at either area DH or DT. The Italian sub can be used in one of two ways; either as a conventional sub (and moves/attacks other Allied ships as do the U-boats) or as a ferry for Italian Frogman Commandos to attack shipping in American ports (see Case 21.2.1 below).



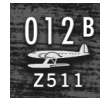
21.2.1 Frogmen If carrying Frogmen the Italian sub cannot attack other ships as it is not carrying conventional torpedoes. To carry out a Frogman Attack the **surfaced** sub must move into an area with an American port (the Frogman Attack cannot be declared if the sub is not surfaced). The sub can attempt up to 2 Frogman Attacks, either against the separate ports or the same. To make a Frogman Attack the Axis player declares the target(s) and for each attack 4 of the 5 Frogman Attack markers are placed in an opaque container before any OSL/TSL play is resolved. If the Italian sub is detected when the attack(s) is/are declared the Allied player can select which 4 of the 5 markers to place in the container. If the Italian sub is **not** detected the Axis player selects which of the 4 markers are placed. After all of the OSL/TSL play is completed for the turn the Axis player resolves each Frogman Attack by drawing 1 marker. If the sub is destroyed before the second Frogman Attack is launched then it too fails. An attack succeeds if the chit calls for a tonnage determination DR to be made (representing the tonnage of the ships sunk and/or crippled in the attack). Once the two Frogman Attacks are made the Italian sub is permanently removed from the game.

21.3 Axis Floatplanes

The BV-222 and Cantieri Riuniti dell'Adriatico (Cant.) Z-511 floatplane bombers can be used by the Axis player in addition to the other air units if either scenario 17.1 or 17.2 are used. The Cant. Z-511 can only be used if the Italian Sub is in play, and then only if the sub is **not** carrying Frogmen.



21.3.1 BV-222 The BV-222 is based off-map and can only be used if there is a surfaced, undetected, undamaged U-boat within 1 area of the intended target. If the U-boat is in the same area as the target the BV-222's bomb factor is doubled. If by the Air Unit Return Phase the U-boat is submerged, becomes damaged, or sunk the BV-222 is also destroyed (it could not refuel for the return flight home). *Note There is no penalty if the U-boat becomes detected by the Air Unit Return Phase.* The BV-222 takes one complete turn to rearm and refuel so place the Flown air unit on the turn record track two turns from the current one to indicate when it can return to play.



21.3.2 Cant. Z-511 The Cant. Z-511 is based off-map and can only be used if there is a surfaced, undetected, undamaged Italian sub within 1 area of its target. If the Italian sub is in the same area as the target the Cant. Z-511's bomb factor is doubled. If the Italian sub is submerged, becomes damaged or sunk the Cant. Z-511 is also destroyed (it could not refuel for the return flight home). *Note There is no penalty to if the Italian sub becomes detected by the Air Unit Return Phase.* The Cant. Z-511 takes one complete turn to rearm and refuel so place the Flown air unit on the turn record track two turns from the current one to indicate when it can return to play.

Instead of conducting a bomb attack the Cant. Z-511 can instead be used once in the game to ferry Italian Frogmen to conduct **one** attack against an American Port. The Italian sub must be in the same area as the port to be attacked. To resolve the attack all 5 of the Frogman Attack markers are placed into the container. One marker is withdrawn, and the results applied to resolve the attack.

21.4 Canadian Warships



The Canadian Destroyer and three Cutters can enter on any turn following the entry of any of the six North Atlantic U-boats (if this variant is in play), or on turn two in scenarios 17.1 and 17.2. The units are placed in BB, BC and/or BD.

21.5 U-Boat Damage

Rather than use the "all of nothing" approach to ASW and Surface-to-Surface combat with U-boats, players can record damage to the subs using the U-boat Damage portion of the rosters and the following rules. Record U-boat damage by checking off on the roster from lowest (1) to highest (5).

21.5.1 ASW Combat If the second D10 result is greater than the numbered ASW Table result the U-boat is sunk. If the second DR result is 1 less than the ASW Table result the U-boat incurs 1 damage point. If the second DR result is 2 less than the ASW Table result the U-boat incurs 2 damage points. There is no damage effect if the second DR result is 3 (U-boat's Must Surface Factor of 3) or

U-BOAT	DAMAGE					TORPEDOES				FUEL					
	<i>Sub must surface if box contains arrow</i>														
U-87	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
U-84	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
U-135	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
U-353	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
U-552	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
U-553	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
Barbarigo	1	2	3	4 ↑	5 ↑	1	2	3	4	1	2	3	4	5	6
Frogmen Attacks	1	2	<i>Only the Barbarigo may perform Frogmen Attacks</i>												

Make copies of this roster before using.

more less than the ASW Table result. **Note** For those U-boats with a Must Surface Factor of 2 (Milch Cow, U-504, U-564, U-578, U-653, U-701) any second DR result other than 1 will result in 1 damage point being incurred.

21.5.2 Surface to Surface Combat If the second Surface-to-Surface DR is greater than the U-boat's Sunk factor the U-boat is destroyed. However, if it is less but still equal to or greater than the U-boat's Must Surface factor the U-boat incurs a number of damage points, 1 if equal to the Must Surface Factor, 2 if greater.

21.5.3 U-boat Damage Effects A U-boat suffers no adverse effects until 3 damage points are incurred. Once 3 damage points are reached the U-boat can no longer submerge, and if submerged it must immediately surface. The U-boat's MP allowance is also reduced to 1. A U-boat with a Sunk Factor of 4 that incurs 4 damage points has a DR check made. If the DR is odd the U-boat is destroyed. If the DR is even it remains in the game. Any U-boat that incurs 5 damage points is destroyed.

Damaged U-boats that exit the map have a DR check performed to determine if the U-boat is repaired and can re-enter the game. Add 1 to the DR if the U-boat had 4 hits. If the DR is less than or equal to the U-boat's Must Surface Factor it is repaired and can re-enter the game 2 turns after the one it exited. If the DR is greater than the U-boat's Must Surface Factor it is out of the game.

Publisher's Note Die-cut counters for all these variants, plus two errata counters for Me-109s in the original game, are included in issue #29 of Against the Odds Magazine.

5.0 EXPANDED SEQUENCE OF PLAY

5.1 Random Events

Random Event Determination (start of the game only).

Reinforcement entry.

Return German Bombers to play from Turn Record Track (variant game, 12.6).

Convoy Determination (only if Convoy marker available. There can be a maximum of 10 convoys in play at start of any game turn, Section 10.1).

5.2 Repair Phase

Airbase and Port Repair (Case 12.5.4).

Fighters placed on CAP (Case 12.1.2).

5.3 Air Movement Phase

Players alternate movement of individual air units (US player goes first) until both players are finished.

During a US air unit's action, it may do one of the following:

- 1) Move to, and patrol a strategic map zone in hopes of catching a surfaced U-boat there during an upcoming OSL or TSL Phase, or during the German U-boat Movement Phase (Section 5.6).
- 2) Move to, and declare an ASW attack against, a surfaced U-boat(s) and then resolve it (Section 8.4 and Case 9.4.3). Flip attacking US air unit to Flown Status.
- 3) Move to, initiate, and resolve air-to-air combat (Section 9.4). Flip any surviving German CAP and escort fighters over to Flown Status.
- 4) Move to, and declare an air-to-surface (bombing) combat, and then resolve it (Section 12.5). Flip the US bomber to Flown Status.
- 5) Move to a new base (rebasing), and then flip it over to Flown Status.

During a German air unit's action, it may do one of the following:

- 1) Move to, initiate, and resolve air-to-air combat (Section 9.4). Flip any surviving US CAP and escort fighters over to Flown Status.
- 2) Move to, and declare an air-to-surface (bombing) combat, and then resolve it (Section 12.5). Flip the German bomber to Flown Status.

Note Per Case 12.1.1, German air units cannot rebase.

5.4 Naval Unit Movement Phase

Players alternate movement of individual naval units (stacks if Allied convoy) until both players are finished. US Player goes first.

US/Allied naval unit/convoy stack movement.

Axis naval unit movement:

Determine U-boat's status (surfaced or submerged) at start of its movement.

Record U-boat fuel expenditure and refueling if in area with a Milch Cow (Sections 11.1 and 11.2).

5.5 OSL Phase

This is performed when opposing naval units end movement in the same strategic map zone and interrupts the Naval Unit Movement Phase (5.4) above. Mark the strategic map zone where OSL (and perhaps TSL) play is taking place with the Contact marker.

Roll two D10 for each unit or convoy stack to determine its location on the grid. If not previously declared, determine U-boat status (surfaced or submerged) when U-boat is deployed. **Note** U-boat surface or submerged status at the start of OSL play is the same as when it was removed from the strategic map zone.

Un-flown aircraft with Huff-Duff in same strategic zone as a surfaced U-boat(s) can attempt detection as well as attack any surfaced U-boat(s) if detection is successful (Section 8.3). Flip any aircraft that do attack to Flown Status (air unit remains un-flown if it does not attack regardless of detection result).

Roll to determine who moves first or second. Players alternate movement of individual naval units (stacks if an Allied convoy) until both players are finished. U-boats can change surface or submerged status at the start (not end) of movement. Detection attempts made instead of, or after movement (Section 8.1).

Opposing units that end movement in the same grid square are removed to the first lettered TSL holding box for TSL play.

Repeat for an unlimited number of OSL rounds until there are no opposing units left on the grid (all opponents have moved off the grid or removed to a lettered TSL holding grid).

Return units not involved in TSL play back to the map strategic zone with the Contact marker. Repeat the OSL Phase above each time when opposing naval units end movement in the same strategic map zone.

TSL Play

Roll two D10 for each unit or convoy stack to determine its location on the grid. If not previously declared, determine U-boat status (surfaced or submerged) when U-boat is deployed. **Note** U-boat surface or submerged status at the start of TSL play is the same as the round when it was removed from the grid during OSL play and placed in the lettered holding box.

Un-flown aircraft with Huff-Duff in same strategic zone as a surfaced U-boat(s) can attempt detection as well as attack any surfaced U-boat(s) if detection is successful (Section 8.3). Flip any aircraft that do attack to Flown Status (air unit remains un-flown if it does not attack regardless of detection result).

Roll to determine who moves first or second. Players alternate movement of individual naval units (stacks if an Allied convoy) until both players are finished. U-boats can change surface or submerged status at the start (not end) of movement. Detection attempts made instead of, or after movement (Section 8.1). Combat occurs if opposing units are in the same square at the end of the unit's or stack's move and the attacking player has detected a target unit(s). Repeat for an unlimited number of TSL rounds until there are no opposing units left on the grid (all opponents have moved off the grid or were sunk). Return surviving units to the strategic map zone with the Contact marker.

Resolve any US Shore Bombardment (Section 12.7).

5.6 German U-boat Movement Phase

Surfaced (only) U-boats may move once more on the strategic map.

Un-flown air units in a strategic map zone with a surfaced U-boat attempt detection and attack (Section 8.4 and Case 9.4.3).

Note Play on the OSL/TSL grid will not occur following this German U-boat Movement phase.

5.7 Air Unit Return Phase

All air units on Strategic Map and CAP return to a base within range. Flown German bombers are placed on Turn Record Track 2 turns following current turn.

Advance Game Turn marker one space if this is not the last turn of the game.