

Arctic Convoy Campaign Rules

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The latest installment of the SWWaS series, Arctic Convoy, is, for a couple of reasons, perfectly suited for a campaign game. One reason is that this theatre of operations is limited by natural borders. Another reason is that the forces of both sides are well known and somewhat limited, still with the option for interesting what-if variations. But the most important reason is that it is a theatre of operations in which both sides, for different reasons, are forced to act, so that interesting game situations are most likely to happen.

With the Allies feeling obliged to help their new Russian ally, and with the Germans sensing the perfect chance to disrupt at least part of this Allied help deliveries, the stage is set in this rough environment for a titanic clash between two opponents whose fighting abilities do not differ too much. Here in the very north of Europe the German Kriegsmarine can fully bring in its remaining strength, while the Allies have a hard time to bring in even stronger forces to prevent their efforts to be crushed.

This campaign game mainly needs ownership of Arctic Convoy for play. However, some optional ships need ownership of Bismarck as well.

In general all Arctic Convoy and SWWaS rules remain in effect, unless being superseded by these campaign rules, which is only rarely to occur, as these campaign rules are designed to expand Arctic Convoy's gameplay, not to alter the existing rule system.

The following rules are divided into three main sections: a common section valid for both sides (A), an Allied section (B) including all special rules for the Allied side, and a similar Axis section (C).

A) COMMON RULES SECTION

A.1) TIME FRAME

Gameplay starts in January 1942 and ends in 1943, 1944 or 1945.

It is correct that the Allies started sending Arctic convoys in late 1941, but none of the seven (small) convoys sent to Russia during 1941 was ever noticed by the Germans, rendering this part of operations more or less uninterestingly, the more, as by then there were practically no German forces to detect or even oppose those convoys.

The end date of the campaign is harder to determine, as this will most likely be dependent on the German ability to further oppose any Allied operations. Once no more significant German forces are present, gameplay will end fast. On the other hand, skillfully played Axis forces might force a draw or even cut those vital supplies to Russia (see A.5 for victory conditions).

A.2) SEQUENCE OF PLAY

Gameplay is divided into monthly campaign turns, which are again divided into several phases. For simplicity reasons naval operations are only conducted within months, but without exact dates given for any of the below phases.

The exact sequence of play is:

- Repair and Special Events Phase (see A.21)
- German Reinforcement Phase (see A.22)
- Convoy Phase (see A.23)
- German Homebound Phase (see A.24)
- Victory Points Phase (see A.25)

A.21) Repair and Special Events Phase

Both sides record any repairs conducted in the previous month. Repaired ships are noted combat ready again.

Then both players roll on their respective Special Events tables (see B.5 and C.4) and implement the results.

The German player additionally rolls for Fuel Supplies (see C.31).

A.22) German Reinforcement Phase

For all German ships bound to Norway the German player forms one or more fleets (see C.124). The British player subsequently conducts interception Die Rolls (DRs) on the *North Sea Interception Table* (see B.3) for each fleet. Implement the results immediately.

Additionally the German player secretly rolls for the number of available U-Boats for the current month and places them on the operational map (see C.14).

A.23) Convoy Phase

Both players roll for monthly aircraft allotments.

The Allied side secretly rolls for the number of submarines available for this month (see B.16).

Both players plan and conduct naval operations just like in normal Arctic Convoy operational scenarios, but with some modifications:

- Maximum scenario length is 20 days (i.e. 120 turns).
- Both sides may select their forces according to the respective side's specifications (see sections B and C for further information).

A.24) German Homebound Phase

Following any naval operations, the German player may (or must, see C.2) send ships back to German ports for repairs. The Allied side is not required to do so, as Allied ships either already arrive in their home ports or may only be sent back from Russian ports during the next Convoy Phase in the subsequent month.

To send any ships to German home ports, the German player forms any number of fleets. The British player then conducts interception rolls on the *North Sea Interception Table* (see B.3) for each fleet. Implement the results immediately.

A.25) Victory Points Phase

Both sides determine the number of victory points (see A.5) scored by the respective side.

A.3) WEATHER

Weather is only recorded for the Convoy Phase itself, never for the German Reinforcement and German Homebound Phases (in which the weather is already factored into British interception DRs).

A.4) MONTHLY SETUP

Generally all ships and planes of both sides start the Convoy Phase in or on any friendly port or airbase. For exceptions see see B.3 (reaction on German naval forces reinforcing Norway) and B.5 (Special Event: Early Start).

Submarines may be placed beforehand into any sea zones (see B.16 and C.3). German U-Boats, however, may not be placed closer than 10/5 sea zones to any British/Soviet port, and British/Soviet submarines may not be placed closer than two sea zones to any German or Finnish ports.

A.5) VICTORY

In this campaign, victory points are earned according to Arctic Convoy's rules. As a general rule, the Allied player receives 2 Victory Points (VP) per cargo point unloaded in Murmansk or Archangelsk. For each transport or oiler safely returned from Russia to England or Island, the Allied player receives 1 VP.

Not sending convoys to Russia results in VP penalties (see B.21).

VPs are calculated monthly. Additionally, the Allied player adds all scored VPs on a scratch paper.

For each 300 VPs in favour of the Allies the General Victory Marker is moved one space toward "Allied Victory" (see General Victory Track below). It may take a couple of months to cumulate the needed 300 VP.

Once 300+ VPs are reached at the end of any month, the counting starts again with zero. Excess points are kept and added to the new counting.

Each month in which the monthly VP score is negative (more Axis than Allied VPs), the General Victory Marker is moved one space toward "Axis Victory" (see General Victory Track below) and the negative result is subtracted from the VPs scored so far by the Allies.

General Victory Track

Axis Victory (game ends)	Axis Major Victory	Axis Minor Victory	Draw	Draw	Draw (<i>Campaign Start</i>)	Draw	Draw	Allied Minor Victory	Allied Major Victory	Allied Victory (game ends)
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A.6) SEAWORTHYNESS (optional !)

Arctic waters were very rough and a lot of ships fighting their way through those waters were more heavily damaged by weather and waves than by the enemy. Therefore this optional but highly recommended rule will force players to send their ships to drydock from time to time. However, this rule also means some additional logistic effort, as storm damage must be recorded on a scratch paper or on the ships' respective data sheets.

A ship's maximum seaworthiness equals its number of hull boxes.

Each time a ship is caught by a storm for more than two subsequent game turns (i.e. longer than 8 hours), mark one hull box as storm damaged.

Each time a ship has to stand a gale for more than two subsequent game turns (i.e. longer than 8 hours), mark three hull boxes as storm damaged. (Subsequent storm/gale combinations are rated as storm).

Once all hull boxes of a ship are marked storm damaged, the ship must stay in port during the whole next month to repair the damage. It may not be used offensively again until repaired.

Until repaired, all ship's gunnery values are immediately halved and its maximum speed is reduced by one.

Any excess weather damage greater than a ship's number of hull boxes is simply ignored. This system is designed to determine when a ship has to visit a port for some overhaul, it does not represent damage in terms of the SWWaS rules!

B) ALLIED SPECIAL RULES SECTION

B.1) ALLIED FORCES

As especially the Royal Navy, and to a lower extent the U.S. Navy, with their various inventory tended to send their naval units wherever momentarily needed, it seemed nearly impossible to create rules about how many warships (and which types of warships) would be available for the Western Allies in which month.

Therefore the following "cost" system, in combination with some initial available British forces, will allow the Allied player to calculate "the costs" of sending escorts with any convoys.

Note: Only British or U.S. naval units have to be payed for (unless otherwise stated), Soviet naval units are free of costs.

These "costs" are negative VPs the Allied player has to "pay" (i.e. they are counted for the Axis side), and include a couple of factors such as to send a considerable force perhaps needed elsewhere, the need to draw away units for other combat theatres etc.

B.11) Initial British Forces (Core Units)

The British Home Fleet was a core of naval units held in reserve to blockade the North Sea, to have a fast "fire brigade" at hand against any German raiders and later to provide distant cover for those arctic convoys covered by this campaign game.

At the beginning of gameplay the Allied player has the following naval units as core units available, for which he never has to "pay" any "costs":

- CV Victorious (2x Fulmar, 4x Albacore; the air complement may later change once more modern plane types become available),
- BB13 King George V, BB15 Duke of York,
- CA01 Berwick, CA05 Kent, CA06 London,
- CL36 Sheffield, CL39 Liverpool, CL62 Nigeria, CL63 Trinidad,
- DD43 Echo, DD44 Eclipse, DD53 Faulknor, DD60 Fury, DD77 Icarus, DD82 Intrepid, DD97 Ashanti, DD98 Bedouin, DD100 Eskimo, DD107 Punjabi, DD137 Lookout, DD147 Offa, DD149 Onslow. DD151 Oribi,
- 1 Oiler.

Optional: Players may agree to use different ships for any reasons, but the number of ships per type cannot be changed.

Once these units are lost, they are not automatically replaced. In such a case the Allied player either has to "buy" new core units (see B.12) or has to "rent" additional temporary forces each month (see B.13).

As an exception the Allied player may exchange any undamaged core unit for any other unit of the same type for no costs. (*Example: In May1943 the Allied player decides to exchange the undamaged King George V for the new BB Anson. He could also have chosen BB Warspite or Rodney. Usually this is of only "cosmetic value", e.g. for historical flavour.*)

B.12) "Buying" New Core Units

The Allied player may "buy" core units either to replace the loss of any core units, or "buy" additional core units in order not to have to "pay" monthly costs for arctic convoy escorts.

The Allied player is allowed to replace damaged core units (but has to pay for them, see B.121), but then the replaced naval unit will not return from repairs as a core unit, albeit it will be further available for "renting".

The costs for replacing/buying core units are a lot higher than simply "renting" (see B.13) those units for one month. Additionally, the costs of new core units increase with the number of

additional ships (per type) obtained, i.e. a third fleet carrier costs a lot more than the second one (see B.122).

B.121) Replacement Costs (to replace a lost/damaged core unit) are the following:

CV (100 VP), BB/BC (80 VP), CA (40 VP), CL (30 VP), DD (15 VP).

B.122) The costs to convert further units into core units are the following (the numbers for replacement ships per class given below are the limit; for example no more than three CVs may ever be held as core units!):

Second CV (200 VP), third CV (300 VP);

third BB/BC (150 VP), fourth BB/BC (250 VP);

fourth CA (80 VP), fifth CA (120 VP);

fifth CL (60 VP), sixth CL (90 VP), seventh CL (120 VP);

15th – 20th DD (30 VP per unit); 21st – 30th DD (50 VP per unit).

Note: Once a naval unit becomes converted into a Core Unit, the normal Replacement Costs (see B.121) apply in case of a loss.

B.13) "Renting" Additional Temporary Forces

The costs for "renting" temporary naval units (for the current month, only!) are the following:

CV (50 VP), CVE (20 VP), BB/BC (30 VP), CA (15 VP), CL (10 VP), DD (5 VP), DE (1 VP), MS (1 VP per 3 units), AA (1 VP).

Note: These costs have to be paid only once per journey, i.e. British ships ending the current month in Soviet ports need not to be paid for again for their return travel to England (which may occur during subsequent month, see B23).

B.14) Allied Reinforcements

As a result of the cost system there are no reinforcements available for the Western Allies (however, see B.18 for Soviet Reinforcements).

Nonetheless it is recommended that the Allied player only uses ships historically already commissioned in the month the Allied player wants to use it. It would exceed the space given here to name them all here, but Arctic Convoy's operational scenarios provide good clues about when units were historically available and/or used in this theatre of operations.

B.15) RAF and Coastal Command, Soviet Air Force

Roll for monthly aircraft allotment. All Arctic Convoy air rules are in effect. Carrier planes lost in the previous month are replaced automatically in the Repair and Special Events Phase.

B.16) Allied Submarines

At the beginning of the Convoy Phase the Allied player secretly rolls for the number of submarines available for this month.

Roll 1D6 each for British and Soviet submarines.

Randomly determine submarine classes: S or T class for British submarines; M, S, Sch or K classes for Soviet submarines.

All submarines may be placed on the operational maps immediately (see A.4 for restrictions).

British and Soviet submarines may not operate together in the same sea zone.

B.17) Soviet Navy

The Soviet Navy starts with the following ships available: DD05 Karl Libknecht, DD07 Kuibyshev, DD11 Urickiy, DD35 Gremyashchi, DD36 Gromky, DD49 Sokrushitelny and DD82 Groznyi plus ice breakers IB01, IB03-IB06, coastal gunboats CG01-CG04 and all MS provided by Arctic Convoy. (*DD51 Stremitelnyi was already sunk in July 1941*).

At the start of the Convoy Phase (A.23) the Allied player may roll 1D6 for the number of Soviet DDs ready for escorting Allied convoys. Subtract 2 from DR between January and March 1942 and 1 between April and June 1942. (*The Soviets were reluctant to send their DDs for convoy escort duty. Their arrival was always in doubt – even if assured – but they were a welcome addition to any convoy's anti-aircraft strength when they showed up.*)

No more than 1/3 of all available Soviet warships may be based in Murmansk during a single month (as Murmansk's port capacity was never enough to handle all incoming Allied supplies as well as providing a sufficient base for extended Soviet naval operations).

Once any German warship is sighted east of column 66 on the Arctic Convoy map, all available Soviet naval forces may sortie without DR.

Important: Soviet warships must always return to Soviet ports for refueling or repairs!

B.18) Soviet Reinforcements

The Soviet player rolls 1D6 at the start of each of the months from May to September. Once a 6 is rolled, the following ships for the Soviet Pacific Fleet become available in Archangelsk: DD21 Baku, DD43 Razyaryonnyi, DD44 Razumny and IB02 Mikoyan. (*DD47 Revnostnyi may be used optionally, historically the ship was damaged en route and had to return to Vladivostok*).

In 1944 the Soviet Navy was given one old British battleship, one old U.S. CL and nine old Flush Deck destroyers (Derzkiy class DEs). Starting in January 1944, the Soviet player may roll 1D6. On a result of 6 all ships will escort this month's convoy and will remain property of the Soviet Navy afterwards.

B.19) Releasing Royal Navy Core Units

The British player may "sell" no longer needed core units. Once sold those ships are no longer available as core units (unless "bought" again). Reasons for "selling" core units may for example be no longer needed BBs when all German BBs/BCs are sunk. For any ship sold the British player will gain the following number of VP per ship type (see below):

CV (80 VP), BB/BC (40 VP), CA (20 VP), CL (10 VP), DD (5 VP)

Those VP reflect the positive war effort that those ships will be available again for other war duties.

B.2) CONVOYS

The convoys are the heart of this campaign game. All transports sent to Russia carry vital goods most important for Russia to survive in her struggle against the German invasion.

The Allied player may wish to name them historically (start eastbound convoys with PQ.8) or he may simply start with PQ.1 in January 1942.

B.21) Eastbound Convoys

Each month the Allied player rolls for the number of transports available to be sent to Russia. Roll 1D6 for the number of large transports sent in the first month. Each following month the number of dice rolled is increased by one until the total number of dice rolled reaches 10 in October 1942. This number of dice is used in all subsequent months, too.

Add one AO for each "6" rolled, but never more than two. Those AOs add no VP when unloading, but can be used to refuel any escorts on the journey.

Eastbound convoys start either at Hvalfjordur or Scapa Flow and must unload at Murmansk or Archangelsk. The Allied player may choose the turn freely (within the 120 turns convoy phase limit, see A.23), in which the convoy starts its voyage.

The Allied player may form any number of eastbound convoys per month, but is not obliged to do so. However, each available transport not sent to Russia or returned to ports in England or Island results in a -1 VP penalty per month.

Transports not sent to Russia for any reasons will remain available in their respective launch ports unless finally sent. However, reduce the number of dice rolled for new transports by one for every five transports backlogged from the previous month.

B.22) Westbound Convoys

Once the number of transports waiting in Soviet ports for their return to England or Island exceeds 10, the Allied player must form westbound convoys (however, he may do so earlier). Westbound convoys must include at least half the number of transports currently waiting in Soviet ports as well as all Allied escorts (see B23).

B.23) Allied Convoy Escorts and Soviet Ports

Convoy escorts may either consist of Allied core units (see B.11), Allied temporarily rented units (see B.13) or Soviet ships sent to assist (see B.17).

Additionally, during 1942 the Allied player each month rolls 2D6 and subtracts the actual month number (1 for January etc.) from the DR. If the result is less than the actual month number, the Allied player may randomly draw one CVE (at no costs) and add it to the convoy escorts of any eastbound convoy.

From 1943 onwards the Allied player may add one CVE for no costs.

CVE air complement consists of Sea Hurricanes and Swordfishes during 1942 and Martlets/Wildcats and Swordfishes/Avengers from 1943 onwards.

Allied convoy escorts reaching Soviet ports may remain there until the next month in order to escort any eastbound convoys back to England. British or U.S. warships must leave Soviet ports in the subsequent month, i.e. they may not stay there and use Soviet ports as bases.

(The Soviets deeply distrusted their Western Allies despite their massive help efforts. Furthermore the Soviet Arctic ports were neither laid out to support a larger number of warships operating from there, nor had the Western Allies any spare parts or special supplies available there for this purpose.)

B.24) Optional: Soviet Convoys

As an option to add more flavour and realism both player may agree to add Soviet convoys to gameplay. However, this will add some book keeping for the Soviet player.

Only one Soviet convoy may be present on the game maps at any time *(to prevent the Allied player(s) from accumulating an unhistorical number of VPs this way)*.

The Soviet player is awarded 1 VP for each transport safely arriving in its destination port.

During February and March no convoys can be sent, as pack ice prevents all Soviet ports except Murmansk to be used.

B.241) August – October

Between August and October, with no pack ice at all, the Soviet Northern Passage between Archangel'sk and Vladivostok becomes usable. Use special rules two, three and five from Arctic Convoy's operational scenario nine.

B.242) November – January / April - July

Between November and January as well as between April and July, Soviet convoys will be sent between Murmansk and Archangel'sk.

Roll 1D6 each other day: on a result of 1-3 a convoy leaves Murmansk, on a result of 4-6 a convoy leaves Archangel'sk. Use the table in special rule two of Arctic Convoy's operational scenario nine to determine the number of small transports. Use special rule five to determine escorts.

B.3) INTERCEPTION OF GERMAN SHIPS SAILING TO OR FROM NORWAY

As soon as any German ships attempt to sail from Germany to Norway or vice versa, the Allied player may attempt one interception DR per Axis fleet on the North Sea Interception Table (see below).

North Sea Interception Table

DR	Result
2	Airstrike (roll 1D6 for number of air steps attacking) plus submarine attack (S-class)
3	Submarine attack (S-class)
4	Airstrike (roll 1D6: ½ of the result (round up fractions) is the number of air steps attacking)
5	none
6	Sighting report by plane (number of ships +/- 1 reported, no ship classes)
7	Sighting report by submarine (no number of ships reported)
8	Sighting report by plane (number of ships +/- 2 reported, no ship classes)
9	none
10	Airstrike (roll 1D6: ½ of the result (round up fractions) is the number of air steps attacking)
11	Submarine attack (T-class)
12	Airstrike (roll 1D6 for number of air steps attacking) plus submarine attack (T-class)

Optional: To add some fog of war, the British player rolls on the North Sea Interception Table during both German movement phases. For any 5 or 9 rolled, the German player does not need to reveal any information at all (i.e. whether any ships sailed or not) and for any other results the German player must reveal according information when there are ship movements.

Special Rule: In case of any sightings or attacks on the North Sea Interception Table during the German Reinforcement Phase (see A.22), the Allied player may roll 1D6. One third of the result (round down fractions) is the number of operational turns one British fleet may prematurely start the Convoy Phase (see A.23). [*This simulates a possible reaction of the Home Fleet to any German ship movements to Norway*].

However, in case of any German forces aborting their breakthrough to Norway during the German Reinforcement Phase (see A.22), the British player may not roll 1D6.

B.4) ALLIED REPAIRS

B.41) Repair Facilities

Generally, British ships must be repaired in British ports, U.S. ships must return to the USA and Soviet ships must be repaired in Soviet ports.

B.42) Repair Capacity

British ports provide a repair capacity of two damage boxes per ship and month, while Soviet ports can repair only one damage box per ship per month.

U.S. warships returning to the USA roll 2D6 per damaged ship. If the result is 6 or less, it represents the number of month the ships is repaired (including training and other home duties). If the result is 7 or more, the ship is repaired and called for Pacific duty afterwards (thus is permanently removed from this campaign game).

B.43) Damaged Transports in Soviet Ports

Damaged transports arriving in Soviet Ports must stay a full month in the respective port and are considered repaired afterwards (a simplification to reduce bookkeeping). Then they can be assigned to any westbound convoy again.

B5) ALLIED SPECIAL EVENTS

At the start of each month, the Allied player secretly rolls 2D6 for any Special Events. Apply the result accordingly. However, the Allied player is never required to take advantage of any available additional forces listed below.

Allied Special Events Table

DR	Special Event
2	U.S. TF (1 BB, 1 CA, 6 DD) available in current month at no additional costs.
3	U.S. TF (1 BB, 1 CA, 3 DD) available in current month; half of the costs have to be payed.
4	Remove one BB from core units for current month.
5	Roll second D6 for British submarines available in current turn.
6	Add up to 1 CL and 4 DDs to convoy cover, half of the costs have to be payed.
7	Early Start: Allied convoys may begin Convoy Phase at sea (roll 3D6 for number of turns)
8	Add Hunter Group (4 DD/DE, 1 CVE) for current month, half of the costs have to be payed. (1943 or later, omit in 1942)
9	Remove one BB from core units for two months.
10	Add one British BB for current month at half costs.
11	Conduct special transport mission with single CA/CL from Murmansk to England (+30 VPs if successful) *
12	U.S. TF (1 CV, 1 BB, 1 CA, 6 DD) available in current month at no additional costs.

* The Special Transport Mission (11) is mandatory! It may be conducted secretly but must be noted beforehand and must be revealed at the end of the month regardless of its final result. If no CL/CA is available, the mission is delay by one month. Any Allied ship sunk on such a mission is worth double its VP value for the Axis side.

C) AXIS SPECIAL RULES SECTION

C.1) GERMAN FORCES

C.11) Initial Setup

German forces start this campaign historically with 8th flotilla's 5 DDs (Z23, Z24, Z25, Z26, Z27), set up in any Norwegian port.

The German player rolls 1D6. The result is the number of hull box damage those DDs suffered during their first stay in those extreme Northern Waters. No DD may receive a second hull box damaged before all DDs have suffered at least one hull box damaged. Damaged DDs must be sent back to Germany for repairs, only one DD may be repaired in Trondheim (exception from rule C.22). All other DDs needing repairs must return to Germany at the end of January.

(Historically these ships returned to Germany in mid January 1942 for repairs, only to partly return (Z24, Z25, Z26) in mid March.)

Additionally, all German TBs (Greif, Jaguar, T5, T7, T15, T16, T17, T20 and T21), all MS as well as ML01 Bremse and ML02 Brummer are considered combat ready in German ports at the start of this campaign and may be sent to Norway at will (but see C.32 and C.34 for additional "costs"). AA01 Thetis and AA02 Nympe may be set up in any Norwegian port.

C.12) German Naval Reinforcements

C.121) Before the start of gameplay the German player secretly rolls 2D6 for each of the following Germans warships. The modified result (0 or 1 = January, 2 = February etc., note on a scratch paper or on the data sheets) is the month each of those ships may be sent to Norway:

BB02 Tirpitz, BC01 Scharnhorst, AC01 Lützow, AC02 Adm. Scheer, CA01 Adm. Hipper, CA03 Prinz Eugen, CL04 Köln, CL06 Nürnberg, DD04 Richard Beitzen, DD05 Paul Jacobi, DD06 Theodor Riedel, DD07 Hermann Schoemann, DD08 Bruno Heinemann, DD10 Hans Lody, DD14 Friedrich Ihn, DD15 Erich Steinbrinck, DD16 Friedrich Eckholdt, DD20 Karl Galster, DD28 Z28, DD29 Z29, DD30 Z30.

Add 2 to the DR for BC01 Scharnhorst and CA03 Prinz Eugen for their participation in the "Channel Dash", add 3 to the DR for Z30 (she was freshly commissioned in November 1941), subtract 4 from the DR for BB02 Tirpitz (historically she arrived in January 1942 in Norway) and subtract 2 from DR for any three (predetermined, choice by player) DDs (except Z30).

C.122) The following German DDs become available during gameplay. Roll 1D6 and add the result to the month given below to determine the month in which a DD is combat ready.

DD31 Z31 in May 1942, DD37 Z37 in August 1942, DD32 Z32 in September 1942, DD33 Z33 in March 1943, DD38 Z38 in April 1943 and DD34 Z34 in July 1943.

C.123) Additionally, for each German Special Event DR of 2 or 12 (see C.4 below), one of the following ships (taken from SWWaS Bismarck) is additionally available (alternate history!):

- CL05 Leipzig (repaired after being badly damaged by submarine torpedo in 1939),
- BC02 Gneisenau (repaired after being put out of action by bomb hits in 1942),
- CV01 Graf Zeppelin (finally completed against all odds).

Roll one D6: on a result of 1-2 CL05 Leipzig joins active forces again, on a result of 3-4 BC02 Gneisenau is fully repaired and on a result of 5-6 CV01 Graf Zeppelin is finally ready for duty.

If BC02 Gneisenau is rolled for before September 1942, roll another D6. The result is the number of months Gneisenau will be delayed (assuming some damage taken during the Channel Dash).

If CV01 Graf Zeppelin is rolled for, the original air complement planned for this carrier was either 2x Me 109 T + 5x Ju87 C or 4x Me 109 T + 3x Ju 87 C. Of course, players are free to make their own choice, anyway (e.g. add Fi-167).

If any of the ships rolled for above is already “in use”, continue rolling until any still “free” ship is rolled. Once all three “optionals” are in the game, the German player stops rolling for them.

Optional: To add some historical flavour, roll 1D6 per available ship. The result is the additional number of months the ship must stay in German waters for training etc. (*The Germans tended to perform peacetime training during the whole war, which delayed combat readiness of all ships considerably*).

C.124) All German warships ready to sail in German ports may be sent to Norway. To do so, the German player may form any number of task forces at the beginning of the German Reinforcement Phase (see A.22).

Of course the German player is not required to send any forces to Norway.

Once decision is made to send any of these task forces to Norway, the British player separately rolls on the North Sea Interception Table (see B.3) for each task force.

Any results are applied accordingly: damaged ships have to return to Germany, all other ships arrive at Trondheim as reinforcements.

C.13) Luftwaffe

Roll for monthly aircraft allotment. All Arctic Convoy air rules are in effect. Carrier planes lost in the previous month are replaced automatically in the Repair and Special Events Phase.

C.14) U-Boats

Each month during the German Reinforcement Phase the German player secretly rolls a number of D6 for the number of U-Boats available during the current month.

January – June 1942: 1D6 type VII U-Boats.

July – September 1942: 2D6 type VII U-Boats.

October 1942 – July 1943: 3D6 type VII U-Boats.

From August 1943 onwards: 3D6 type VII and 1D6 type IX U-Boats.

Once rolled for, the German player places those U-Boats on the operational maps (see A.4 for restrictions).

C.2) REPAIRS

Due to a general lack of proper repair facilities, workers and spare parts, German warships may conduct only minor repairs in Norway (see C.22 for details). For all major repairs, a ship has to return to Germany.

C.21) Repair Type

Minor repairs include damage taken with Tertiary and AA guns as well as Torpedo equipment and storm damage.

All Primary, Secondary or Hull damage is considered a major repair.

C.22) Repair Facilities and Repair Capacity

Storm damage may be repaired in any Norwegian or German port. However, storm damage repairs in Norwegian minor ports will take two months, instead of one in Trondheim or in any German port.

Other minor damage may only be repaired in Trondheim or in any German port at a rate of one damaged box per two months in Trondheim. No more than three warships may be repaired at Trondheim at the same time!

In any German port, one damaged box (major or minor damage) per ship may be repaired per month.

Repair Delays (optional): Roll 1D6 per damaged ship. The result is the additional number of months the ship must stay in port due to overloaded ship yards and other wartime restrictions.

C.23) Destroyer Machinery Breakdowns

As a change from Arctic Convoy rules German Machinery Failure DRs of 14 to 16 result in a Light Ship Failure.

Any German ship suffering Machinery Failure (according to Arctic Convoy's respective rule) must return to Germany for overhaul.

For any German DD suffering Machinery Failure roll 1D6: the result is the number of months the DD has to remain in a German port. (*The German high pressure steam engines, especially DD engines, were notoriously prone to defects and could only be repaired in German ship yards, which usually were overloaded so that a time slot had to be found*).

C.3) FUEL

Throughout the war, the German Kriegsmarine faced a general shortage of oil to fully supply its major warships. Only diesel oil was available in sufficient quantity.

C.31) Fuel Supplies

Initial German fuel stock in Norway equals a secret DR of 5D6.

During the German Reinforcement Phase the German player secretly rolls a fixed number of D6 to determine monthly fuel supplies for Norway. The number rolled for equals the number of fuel boxes the German player may add to his Norwegian fuel stocks. All fuel DRs are cumulative, i.e. fuel rolled for may be stored for use in later months. Roll:

5D6 in 1942,

4D6 in 1943,

3D6 in 1944,

2D6 in 1945.

Players may optionally agree to increase or to lower the number of dice used for fuel DRs.

Record all fuel changes on the Axis Fuel Stock Table (see last page).

Note: Ships sailing from any German port always start fully refueled!

C.32) Fuel Consumption

German Luftwaffe, U-Boats and small warships (MS, AA) do not consume fuel for game purposes (*well, actually they did, but for simplicity reason this additional bookkeeping is skipped. Of course, their range is still restricted by the number of fuel boxes on their respective datasheets*).

Fuel consumption is only calculated for ML, TB, DD, CL, CA, AC, BC, BB and CV classes.

C.33) Refueling

German warships may refuel in Norway as follows:

- (CV), BB, BC, CA use up one Norwegian Fuel Stock Box per empty fuel box.
- CL, DD use up one Norwegian Fuel Stock Box per two empty fuel boxes.
- AC (using diesel oil), TB, ML use up one Norwegian Fuel Stock Box per three empty fuel boxes.

German Warships do not need to fully refuel before they sortie, but German DDs, CLs and CAs sailing with less than 1/3 fuel remaining add 1 to any foundering DRs (*due to severe stability problems when sailing with empty bunkers*).

Note: Add together all needed fuel and round up any remaining fractions.

C.34) Maintenance

All German warships in Norway which simply stay in port still have to pay maintenance fuel costs (for heating, changing anchor place or some training exercise). Any three ML/TB/DD or AC, any two CA/CL or any single BB/BC/CV costs one fuel box per month.

Exception: Ships under repair must not be payed for.

C.35) Fuel Costs for Reinforcements and Homebound Ships

Any German warship travelling from Germany to Trondheim or vice versa uses up 4 fuel boxes. This "fixed" consumption includes weather, enemy attacks and assumes a typical average speed of 2 for the voyage.

C.36) Fuel Cost Rounding

Add together all monthly fuel costs and then round up to the next full number (or keep fractions).

C.4) AXIS SPECIAL EVENTS

At the start of each month, the Axis player secretly rolls 2D6 for any Special Events. Apply the result accordingly.

Axis Special Events Table

DR	Special Event
2	Axis player receives optional warship reinforcement (see C.123).
3	Axis player decreases Norwegian fuel stocks by 1D6 DR.
4	Add 1D6 type VII U-Boats for current month.
5	Warship grounded: Randomly determine one CV, BB, BC, AC, CA, CL or DD leaving port to sortie. (**)
6	Axis coastal convoy from Trondheim to Narvik. Roll 1D6 each for MS escorts and small transports.(*)
7	Add 1D6 steps of bombers for current month.
8	Axis coastal convoy from Narvik to Trondheim. Roll 1D6 each for MS escorts and small transports. (*)
9	Warship grounded: Randomly determine one CV, BB, BC, AC, CA, CL or DD leaving port to sortie. (**)
10	Add 3 steps recon planes for current month.
11	Axis player increases Norwegian fuel stocks by 1D6 DR.
12	Axis player receives optional warship reinforcement (see C.123).

(*) *Each small transport is worth 5 VP if sunk by the Allied player; the German player receives no VP for any cargo points unloaded (no strategic importance within the scope of this game).*

(**) *Grounded warship must stay in port for the rest of the turn but need not to be repaired. Warships cannot ground at Trondheim.*

C.5) OPTIONAL AXIS CONVOY SEARCH

The following rules are optional, but recommended. Both rules favour the Allied player.

C.51) Search

The German player must use the "Off-Board Ship and Task Force Air Search Table" for any convoy searches until a first contact is made.

Reason: The Germans never did know exactly when a convoy left either Island or Murmansk Therefore, this optional rule is recommended if players want to simulate this historical German lack of intelligence.

C.52) Cautious Orders

The Axis player may sortie naval forces only if either U-Boats or recon planes confirm positive convoy identification.

Reason: Low fuel stocks and Hitler's general fear of losing ships which had the task to defend Norway made it hard for the fleet commanders to get their ships released to sortie.

C.6) GERMAN SECRET BASES

As per special rule six of Arctic Convoy's operational scenario nine, the German player may establish a secret base on the island of Novaya Zemlya once per year.

To establish this base, the German player must send one AO to any coastal zone according to special rule six. The base becomes operational 18 turns after the AO arrived in this coastal zone.

The AO must remain in this coastal zone as long as the German player intends to use this base. To remove the base (and all its equipment), the AO must stay additional 18 turns in this coastal zone.

Failing to do so or when the base is destroyed by naval bombardment, the Soviet player is awarded 33 VP (i.e. the AO's VP value) and the German AO is permanently removed from gameplay. Thus the number of AOs in the German counter mix is the limit for secret bases the German player may establish this way.

DESIGN NOTES

While the stage is set in Arctic waters for some epic battles, this campaign game ruleset will force both side's players to live with at least some of the constraints their historical counterparts faced. Fuel crisis, technically weak ships and nightmare logistics on the German side, the need to fight on many more fronts for the British side, the desire to defend Mother Russia and the deep distrust for their western Allies on the Soviet side. Add to this the extreme weather conditions for both sides in Arctic waters.

And while "anything is possible", both sides will have to sharply calculate which forces to throw into battle each month, comparing risks, costs and possible earnings very accurately before making a decision.

Hopefully you will enjoy this campaign as much as I did creating and playing it.

Robert Holzer, April 2010

Axis Tables

Month / Year	Monthly Fuel Supplies	Fuek available during Month	Fuel used during Month	Fuel Stock Norway End of Month	VP Axis	German Ships ready this Month
01-1942						
02-1942						
03-1942						
04-1942						
05-1942						
06-1942						
07-1942						
08-1942						
09-1942						
10-1942						
11-1942						
12-1942						
01-1943						
02-1943						
03-1943						
04-1943						
05-1943						
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07-1943						
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09-1943						
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11-1943						
12-1943						
01-1944						
02-1944						
03-1944						
04-1944						
05-1944						
06-1944						
07-1944						
08-1944						
09-1944						
10-1944						
11-1944						
12-1944						
01-1945						
02-1945						
03-1945						
04-1945						
05-1945						

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Allied Victory (game ends)	Allied Major Victory	Allied Minor Victory	Draw	Draw	Draw (Campaign Start)	Draw	Draw	Axis Minor Victory	Axis Major Victory	Axis Victory (game ends)
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Allied Tables

Month / Year	Allied VP Costs	Allied VPs	minus Axis VP	Monthly VP Score	Allied cumul. VPs	Eastward Convoys	Westward Convoys
01-1942							
02-1942							
03-1942							
04-1942							
05-1942							
06-1942							
07-1942							
08-1942							
09-1942							
10-1942							
11-1942							
12-1942							
01-1943							
02-1943							
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04-1943							
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01-1945							
02-1945							
03-1945							
04-1945							
05-1945							