

## Wardroom's Submarine 101

### List Building:

Submarines **can** be chosen in any list. However it is **recommended** that they are only used for their own scenarios & that your opponent is fully aware that you are bringing Submarines so that they have the ability to detect and attack submerged Submarines.

### Deployment:

Submarines can be deployed one of two ways, on the table as normal at any of the 3 permitted depths (Surfaced, Submerged or Running Deep). OR they may be deployed '**Hidden**'. This is where they are placed off the table but one 12" square sectors is listed as their deployment location.

### Movement:

Submarines on the Surface follow all the normal movement rules for a ship, and use the first of the two movement values given. A submarine can change depth to Submerged at the start of the submarines movement instead of issuing an order.

A submarine that is on the table at either the Submerged or Running Deep depths, follows all the normal movement rules for a ship, but uses the second of the two movement values given in their stats. A submarine can change depth from Submerged to either surfaced or Running Deep, OR from Running Deep up to Submerged at the start of the submarines movement instead of issuing an order.

A submarine cant go Deep Diving or Hidden if in proximity of a shore line.

A surfaced submarine that has an enemy ship or flight come within 10" may attempt a **crash dive** to change to the submerged depth. The submarine needs to pass a Crew Quality Check

At the end of the movement phase a Submarine that is Hidden may be placed anywhere in its noted sector at the Running Deep depth

### Detecting Submarines:

**Spotting:** In bad weather and at night a surfaced submarine needs to be spotted the same as a normal ship with the following differences – maximum range of being spotting is 10" & automatic spotting is 3". The maximum Radar detection range is 20" instead of 30". Star shells require the attacking ship to pass a Crew Quality Check rather than spotting the Submarine Automatically. Spotlights also still require a CQC but add +2 to the detection roll.

A submarine that goes submerged is no longer spotted and will require being spotted again before it can be attacked.

**Long Range Detection:** In the Initiative phase before rolling for initiative, ships with sub-hunter trait can attempt to force ALL Hidden submarines in the same sector as they are to be placed on the table. This is done by a single un- modified dice roll with a target of 6. If successful, the Submarines are place where the owning player wants.

**Detection by Ships /Submarines:** Submerged or Running Deep Submarines need to be in the detected state before they can be attacked. To put a Submarine in the detected state, before a Ship or Submarine

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fires it can attempt to Detect a single submarine within 8" by making a modified CQC using the table on page 61.

Civilian Ships may not attempt to Detect Submarines.

Only Sub-Hunter ships may attempt to Detect a Running Deep Submarine.

**Detection by Observation Aircraft:** Observation aircraft, from the Aircraft X trait assigned to the Sub Hunting pool at the start of the game, after Long Range Detection rolls can be assigned to a submerged enemy submarine. Any number of aircraft can be assigned to a submarine. Each aircraft rolls a single D6 needing a modified 4+ using the modifiers on page 62.

Aircraft are returned to the Sub hunting pool after rolling.

### **Shooting at Submarines:**

**On the Surface:** Whilst on the surface a submarine is targeted the same as any destroyer (as per the FAQ adding a native -1 modifier).

**By Flights:** Whilst on the surface a submarine can be attacked by any enemy flight (except those with the fighter role – they can't hurt a submarine). Using the flights target scores on page 52 modified by the chart on page 62

**Submerged:** A detected submarine at the Submerged or Running Deep depths can be attacked by a ship that has the Depth Charge, Hedgehog or squid traits. The Submarine must be within 3" and in the correct arc.

The ship requires an unmodified 5+ to hit

**By Flights:** A submerged submarine either detected or not can be attacked by an ASW flight. To attack the submarine the ASW flight needs to be within 8" & can attempt to spot the submarine needing a 5+ modified by +1 if the submarine is detected or was surfaced last turn & +1 if it fired torpedoes in the current or previous turns.

If the Submarine is spotted then the ASW flight then needs an un-modified 5+ for the depth charges to hit.

### **Shooting with Submarines:**

**On the Surface:** Whilst on the surface the submarine acts like a destroyer in firing with the exception that they may split fire (target multiple target) with their torpedo systems.

**Submerged:** Whilst at the submerged depth a submarine may fire its torpedo systems utilised the ability to split fire.

Submarines at the Running Deep depth may not attack.

### **END PHASE:**

A submarine that is not detected and at Running Deep depth at the END OF THE TURN may be removed off the table as it goes Hidden (remember to note the sector it is in). After this any detected submarine returns to the undetected state for the start of the next turn.