

Victory Conditions

The Allies player wins one of these victories:

- **Decisive Victory:** Three *Jeremiah O'Brien* ships exit the map from Row A.
- **Moderate Victory:** Two *Jeremiah O'Brien* ships exit the map from Row A.
- **Marginal Victory:** One *Jeremiah O'Brien* ship exits the map from Row A.
- **Note:** Increase the Allied victory level by one if the *Tirpitz* is sunk.

The Axis player wins if none of the *Jeremiah O'Brien* ships exit the map from Row A. If the *Tirpitz* has been sunk and the Allied player does not get any *Jeremiah O'Brien* units off the map the game ends in a draw.

Summer, 1942

The Allies are stretched further with the entry of Japan into the war. This especially brings new hardships and challenges to the war-torn Royal Navy.

Indeed, escorting convoys to the Soviet port of Murmansk proves a daunting mission. The newly commissioned Nazi battleship, *Tirpitz*, has significantly bolstered Germany's *Luftwaffe* and U-Boat fleet. British convoy commanders must consider a full spectrum of enemy threats, unsure which of these "lions, tigers and bears" would be coming in harm's way.

Map Configuration

- Use the all sea map
- The map edge with row A is considered East.

Fleet Construction



HMS Rodney BB
(58 pts.)



HMS Ajax CA
(13 pts.)



HMS Javelin DD
(27 pts.)



SS Jeremiah O'Brien
(9 pts.)

The Axis player rolls 1 die to determine which of the following forces will be in play:

Force A



Bismark BB (represents *Tirpitz*)
(53 pts.)



Admiral Graff Spee CA
(represents *Admiral Scheer*)
(21 pts.)



Z 20 Karl Galster DD
(9 pts.)

Force B



Admiral Graff Spee CA
(represents *Admiral Scheer*)
(21 pts.)



U-510
(22 pts.)



Koln CL
(11 pts.)



Z 20 Karl Galster DD
(18 pts.)



FW-200 Kondor
(6 pts.)

Force C



Koln CL
(11 pts.)



U-510
(33 pts.)



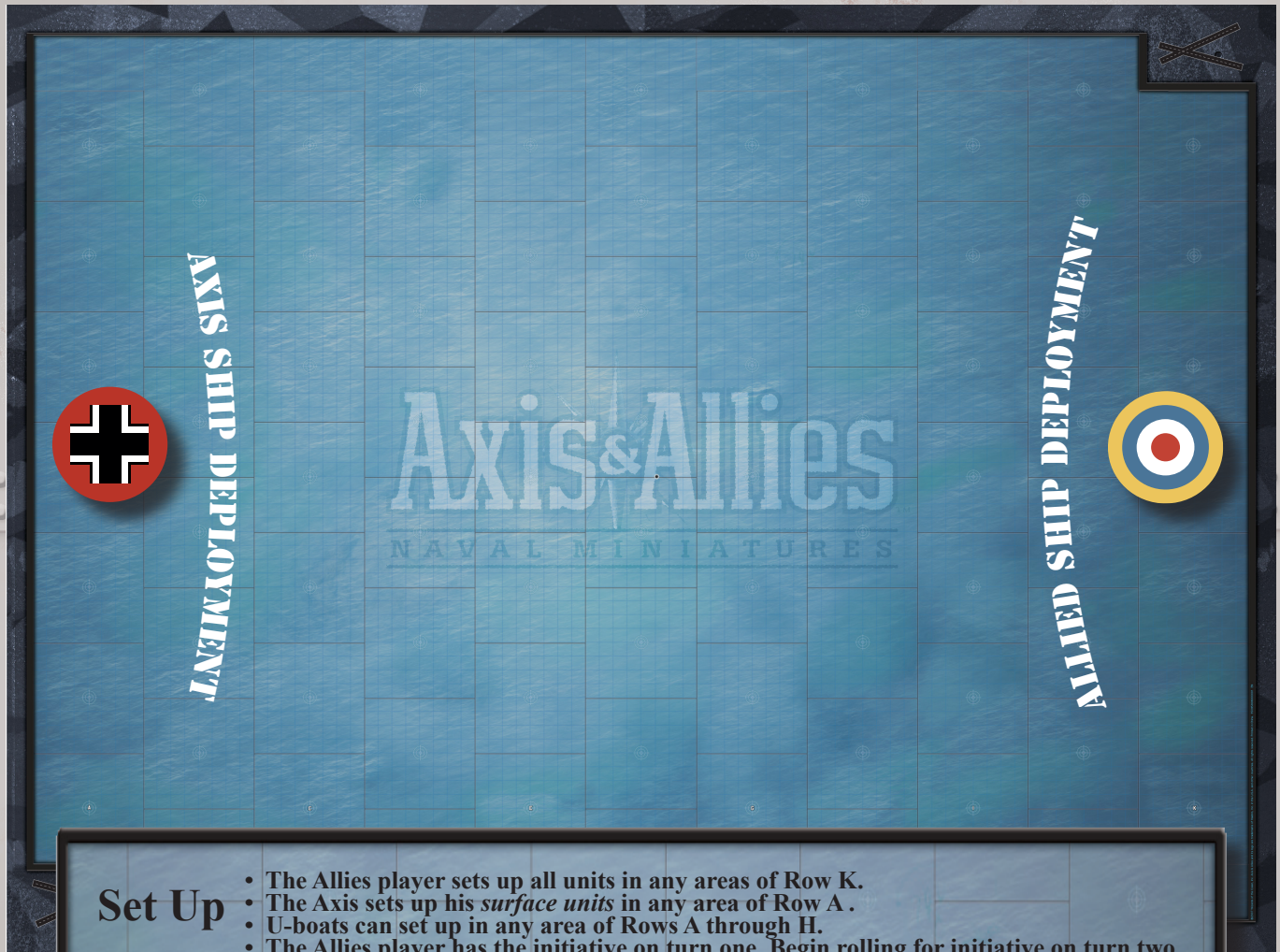
Z 20 Karl Galster DD
(27 pts.)



FW-200 Kondor
(6 pts.)



Ju 87B Stuka
(7 pts.)



Set Up

- The Allies player sets up all units in any areas of Row K.
- The Axis sets up his *surface units* in any area of Row A.
- U-boats can set up in any area of Rows A through H.
- The Allies player has the initiative on turn one. Begin rolling for initiative on turn two.

Allied Set Up Option



The Allied player can exchange CA *Ajax* for CVE *St. Lo* (10 pts.) plus an on-board aircraft compliment of 1x Sea Hurricane (5 pts.) OR 1x Swordfish Mk. II (10 pts.). The decision to do so must be made before the Axis player rolls to determine which force will be in play.

Special Rules & Options

The following rules are in play:

FW-200 Kondor

Ignore the Antiship Missile card rule (these weapons weren't available in 1942).

Severe Weather

The North Sea near the Arctic Circle is a cold and inhospitable place. After setting up the units both players roll a die to determine the weather and sea conditions.

- **DR 2-6. Weather is clear**, no changes to the game rules.
- **DR 7 or 11. Weather is overcast and foggy**. No extended range attacks and ignore FW-200 Kondor's Pinpointer card rule. If the CVE St. Lo is in play, any air unit it carries must re-arm between missions (takes longer to land, re-equip and re-launch the planes).
- **DR 8 through 10, 12. Weather is overcast and sea is rough**. Same as DR 7 and 11, in addition all secondary/tertiary batteries have a -1 DR modifier (a DR of 6 still causes 2 successes, however). All ships must roll a die before moving. A DR = 6 (5 or 6 for the Rodney) means the ship can only move one area.

German "Fleet in Being"

Hitler was very fearful of losing heavy surface units (the loss of the Bismarck the previous year did not sit well with the Fuhrer). Beginning with turn two when Force A or B is in play, after determining the initiative, the German player rolls two dice. Modify the DR for each of the following:

- **+1 for each German BB or CA hit.**
- **-1 for Jeremiah O'Brien unit that is sunk.**

If the DR is 9 or more, all German surface ships must move at their highest speed towards and off the south map edge. Air and U-boat units are unaffected by this DR. Do not perform this DR if Force C is in play.

House Rules

The following are optional rules and are suggested only to balance play between opponents of differing abilities as well as to introduce a degree of increased realism to play:

- 1) Ships firing upon those of a larger class have a -1 DR modifier and a 6 does NOT count as a double success (only a single). BB/BC are the largest class, CA/CL are next down and DD are the smallest.
- 2) Secondary batteries of any ship have a -1 DR modifier, and a 6 does NOT count as a double success (only a single).
- 3) All DD units have the "Chasing Salvoes" capability when fired upon by a BB/BC and the main battery of a CA/CL. Whenever a gunnery attack against the DD roll a die. A DR of 5 or more results in no damage from the attack.

Winning the Game

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Conclusion

The Allies were able to keep the convoys going to and from Murmansk, but not without sacrifice, delays, and the loss of many ships and men. The greatest loss came when convoy PQ-17 was scattered when the *Tirpitz* sortied for the first time.

Although the monstrous German battleship never came across any Allied ships, the scattered transports were easy pickings for the U-boats and *Luftwaffe*. How to come up with a sufficient and balanced escort would be a conundrum that drew upon large numbers of Allied ships, personnel and weaponry that lasted until the war's end.

