



# **RULES BOOK**

Index	
Introduction	2
Box Contents	3
Object of the Game	3
Setup	3
Start of the Game	4
Phases of the Game	4
Player Phase	4
Battery Status	5
Detection	6
1) Distance	6
2) Direction	6
3) Class	6
4) Cruise Direction	6
Movement	7
Attack	8
Submarine Altitude	11
Surface Altitude	11
Periscope Altitude	11
Dive	12
Silent Dive	12
Allied Ship Movement	13
Submarine Search	13
Movement	14
Attack	14
Aerial Sweep	15
End of Turn	16
End of Game	16
Ship Descriptions	16
Merchant Ship	17
Destroyer	17
Warship	18
Optional Rule	19
FAQ	20

# Deep War : Atlantic Theatre

A game by Claudio Camarda

With the collaboration of Martino Li Greci

With the collaboration of Daniël Brouwer

## Introduction

**Deep War: Atlantic Theatre** © is a board game set during World War II in the Atlantic Ocean. Players play the role of German or Italian submarine commanders. Commanding their VII-class or Marconi-class U-boats, they must stop marine traffic from North America to the United Kingdom by sinking hostile warships and passing merchant ships.



Commanders,

The fate of the war depends on you.

You must sink as many ships as possible and work together until final victory.

Stop traffic to our enemies.

The more ships you destroy, the more glory you will gain.

Greetings, Commanders!

For 1 to 6 players.

## Box Contents

- 1 Game Board
- 1 Game Rules
- 6 Submarines
- 10 Merchant Ships
- 10 Warships
- 10 Destroyers
- 3 Aircraft
- 6 Player Boards
- 6 Reconnaissance Manuals
- 50 Marker Tokens
- 4 D6
- 2 D8

## Object of the Game

Score more points than the other players without being sunk before the end of the game on the 12th turn.

The different ship classes award different points; check the description for the score given for sinking them.

Any player who is sunk loses, and the points earned in battle will not count.

## Preparation

Before starting, you must choose the color and class of submarine to play: either the VII-class U-boat or the Marconi-class.

Once you have chosen your submarine's color and class, players will place their respective submarines in their corresponding colored positions on the board.

Remember that if you choose the Marconi-class, you will start from the "Betasom" base in Bordeaux.

- Each player places a marker token on number 14 of the torpedo track if they chose the U-Boat VII, and 21 if they chose the Marconi-class.
- Each player places a marker token on number 3 of the battery charge on their Dashboard.
- Place a marker token on space 1 of the Turn Track on the board. (A player of their choice will be responsible for updating this track at the end of each turn.)
- Each player rolls a die: the highest die starts, proceeding clockwise for the next players. For each turn after the first, the player who starts the turn will be the one clockwise to the left of the first player from the previous turn.
- Place the 3 planes on the board in their respective spaces.

## Game Start

The submarines' starting altitude is "surface." The Batteries are fully charged (3). Use marker tokens to mark this on the Player board.

## Game Phases

- 1 Player Phase
- 2 Move Allied ships
- 3 Air Phase
- 4 Move the turn marker forward

## Player Phase

There are 5 player phases, each phase must be played by each player in turn before moving all together to the next phase.

A player may also choose not to move, not to attack, or not to change the submarine's altitude, if he deems it useful for his strategy. He must still perform Detection.

- 1 Battery Status
- 2 Detection
- 3 Movement
- 4 Attack
- 5 Select the submarine's altitude

## Battery Status

Each submarine's batteries have an autonomy of 3 turns. During turns at surface or periscope depth, one battery charge is gained; during a submerged depth, one battery charge is lost.

Move the indicator token on the board to the battery level to keep it updated. If the batteries are at "zero," it will not be possible to go to submerged or silent diving depth.

**Caution:** The silent altitude does not consume batteries because the engine idles and all functions are off, but if your batteries are dead, you will not be able to reach the "dive" or "silent dive" altitude.

**Caution:** The silent altitude does not consume batteries because the engine idles and all functions are off, but if your batteries are dead, you will not be able to reach the silent altitude.



## Detection

During their turn, the player must search the area according to the following scheme:

### 1) Distance

Roll the red D6; the result indicates the number of spaces between their submarine and the detected target.

If the result is greater than the detection chance, given by the current submarine's altitude, no ships will be revealed this turn.

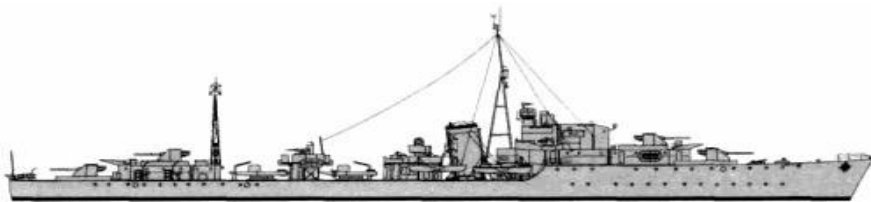
### 2) Direction

Roll the red D8 to reveal the direction of the space in which to place the detected ship. If it points to land, nothing has been detected. After rolling, check the compass rose on the map to which cardinal point the number given by the D8 corresponds.

### 3) Class

Once a ship has been detected, roll the green D6 to identify the type of ship detected:

- 1 - 2 - 3 = Merchant Ship
- 4-5= Destroyer
- 6= Warship



### 4) Cruise Direction

Roll the blue D8 die to determine the cruise direction of the identified ship and place the ship token with its bow facing the correct direction. Once you have rolled the D8, check which cardinal point corresponds to the number rolled on the compass rose on the board.

**Note:** If you cannot identify the ship's class (if you are at submerged or silently submerged depth), place any ship with a marker token underneath. It can be identified later by another player. If they identify it visually (periscope or surface depth), it will be considered a free identification in addition to that player's detection phase.

If no one is within range to detect the unknown ship, or the person who performed the detection was the last player to play, the class will be revealed at the beginning of the Allied Ships phase (a player of their choice rolls a dice to reveal the class).



## Movement

Depending on your submersible altitude, you can either move or remain stationary. You can move in any direction, including diagonally, and you can change direction during movement, provided you do not exceed your movement limit. You cannot leave the board or enter land.

**Important:** All spaces with a minimum amount of sea are navigable and you can stop, pass, or identify ships there.

If you chose the Marconi-class, during the movement phase you can enter the New York space and then, in the attack phase, release the sapper squad.

Remember that to release the sappers you must be submerged.

## Attack

Remember that attacking also takes distance into account: the further the target, the less chance you have of hitting it.

Important: weapons fire in a straight line, even torpedoes, so your target must be in a straight line from your submarine. You cannot attack a ship if there is another submarine or vessel between your submarine and it.

The deck weapons are the 88 mm gun and the 20 mm machine guns. The Marconi-class does not have the 88 mm gun.

The submarine can attack in three ways, even all three in the same turn.

### **88 mm gun** - range 5 box

Only one attack per turn:

Roll a D6

Roll result: if the target is 5 or 4 boxes hit on a 1 and 2

Roll result: if the target is 3 or 2 boxes hit on a 1, 2, 3

Roll result: if the target is 1 or 0 boxes hit on a 1, 2, 3, and 4

Roll result: 5 and 6 not hit

**- 20mm AA machine gun** - range 2 box

One attack per turn:

Roll a D6

Roll result: if the target is 2 box away  
box hit on a 1 and 2

Roll result: if the target is 1 or 0 box  
box hit on a 1, 2, and 3

Roll result: if 4, 5, and 6 are not hit

**- Torpedoes** - range 3 box

Max 4 attacks per turn:

Roll a D6

Roll result: if the target is 3 or 2 box away  
box hit on a 1, 2, 3, and 4

Roll result: if the target is 1 or 0 box  
squares hit on a 1, 2, 3, 4, and 5

Roll result: 6 are not hit

Weapon	Box 0/1	Box 2	Box 3	Box 4	Box 5
AA Mg 20 mm	3-	2-	x	x	x
88 mm Cannon	4-	3-	3-	2-	2-
Torpedoes *	5-	4-	4-	x	x

\* the Italians have a malus one to hit with torpedoes

**Important:** The Marconi-class submarine hits with 1 point less with torpedoes (e.g., if the target is 3 or 2 squares away, hit with 1, 2, and 3, rather than 1, 2, 3, and 4).

You can use all 4 launch tubes simultaneously to launch up to 4 torpedoes in the same turn. You can make 4 attacks on different ships or concentrate them all on one. Always declare first how many torpedoes you will use. For example, if you don't hit, after you declare to launch a torpedo, you cannot decide to launch more, but must wait until the next turn.

You can use all four launch tubes simultaneously to launch up to four torpedoes in the same turn. You can make four attacks on different ships or concentrate them all on one. Always declare how many torpedoes you will use first. For example, if you don't hit after declaring you want to launch a torpedo, you cannot decide to launch more later, but must wait until the next turn.

Remember that you only have 14 torpedoes available for the entire game if you choose the VII-class U-boat, while you have 21 if you choose the Marconi-class. Update the remaining torpedoes on the board with marker tokens after each launch.

Once you have sunk a ship, mark it on your board by placing a marker token in the corresponding spaces for the final calculation of Victory Points.

Note: The release of the sapper team for the Raid on New York is carried out in this phase at submerged depth.

## Submarine Altitude

During this phase, you must choose the altitude of your submarine from the following options:

### **Surface Altitude**

You can detect up to 6 box away in all directions, you can determine the class of the ships, their position, their distance from you, and their cruising direction, you can charge your batteries, move 5 box in all directions, you can use your cannon, machine guns, and torpedoes, you are visible to aircrafts and all enemy ships and can be attacked, but you can defend yourself from aircrafts and you can attack with all weapons in your attack phase.

Important: If you attack a Battleship or a Destroyer from surface altitude, you will be attacked by them before you can launch your own attack.

### **PERISCOPE DEPTH**

You can spot up to 5 box away in all directions, you can determine the class of the ships, their position, range, and cruising direction, you can charge the batteries, move 3 box in all directions, you cannot defend yourself with anti-aircraft weapons (deck guns, cannons, and machine guns), you have a bonus for not being seen by aircraft (roll a D6: on a result of 1, 2, 3, 4, or 5, you are safe and the aircraft will not have seen you); you can be seen by warships in the same box, and the destroyer can see you in the same box and in the next one. In your attack phase, you can only attack with torpedoes.



## **DIVING**

You can detect up to 3 box away in all directions. You can detect the position, distance, and cruising direction of ships.

You cannot be seen by Aircraft and Warships. Only the Destroyer can detect you from 0 to 1 box. You consume 1 battery level for turn and cannot recharge your batteries. You cannot attack.

You move 3 box.



## **SILENT DIVE**

You can detect up to 3 box away in all directions.

You can determine your position, distance, and cruising direction.

You cannot be seen by aircraft or warships, including destroyers.

You cannot charge your batteries; batteries are not consumed.

You cannot attack. You move 1 box.

Remember to use a marker token on the Dashboard Table to update your chosen altitude.

## **Allied Ship Movement**

The Allied turn is played cooperatively between Players or by one player. All ships that leave the board or go ashore are removed from the game. Use the ship characteristics to manage these phases. Remember that a random player must reveal unknown ships by rolling the die.

**Important:** Destroyers move first, then Warships, and lastly, Merchant Ships.

Allied Ship Movement phases apply only to Warships and Destroyers;

- 1 Detection
- 2 Movement
- 3 Attack

## **SUBMARINE SEARCH**

First, they must try to detect submarines using the automatic use of the line of sight that every ship has, without using dice. You can see the line of sight for each ship in the ship description.

After attempting to detect the players' submarines, if detected, they must move toward them as close as possible and then attack them; if they have not detected any, they continue in the direction in which the submarines were detected and proceed at their maximum speed.

Important: Destroyers only, not Warships, have passive active sonar, so during their movement phase they can continue to detect submarines and then attack them, but their movement allowance for turn cannot be exceeded.

If the Destroyer was already moving toward a submarine to attack it, it will stop doing so, giving priority to the submarine it has just discovered.

Merchant ships do not detect or attack, so they move at maximum speed in the cruising direction detected during the submarine detection phase.

## **MOVEMENT**

Destroyers and Warships, if they do not detect any submarines, move at full power in a straight line in the cruising direction detected by submarines, but if they detect a submarine along their path, they will attack it.

If they detect a submarine, they will move as close as possible to it before attacking. Remember that if they discover a closer submarine on their approach to the target, they will attack it.

## **ATTACK**

Ships will attack according to their capacity, and their fire must always be in a straight line.



## Aerial Sweep

Aerial Sweep occurs at the end of the game turn. Planes depart from three specific points marked on the map:

North America, the Azores, and the United Kingdom.

Roll three D6s to calculate the distance the plane will travel,

and roll a D8 to calculate its direction of travel.

If a submarine is in one of the spaces overflown by the plane or in adjacent spaces overflown, either diagonally or to the side, it will be attacked.



Regardless of the outcome of the attack, the plane will not continue its cruise; it will be removed and placed back in its starting position. The attack is resolved with an initial air defense by the submarine.

If the submarine is on the surface, it can use its anti-aircraft weapons, the 88mm gun, or the 20mm machine gun. The submarine rolls a die for the 88mm gun. On a result of 1, 2, or 3, the plane will be shot down, while the machine gun hits on a result of 1 or 2. If you do not hit the plane with this attack, it will attack in turn. On a result of 1 or 2, the submarine will be sunk.

Remember that at periscope depth, you have a bonus for not being seen of 1, 2, 3, 4, and 5 on D6. If you shoot down a plane, mark it on the board with a marker token. For each plane shot down, you score 15 points. Even if you shoot down a plane at the end of the turn, place it back in its home base; it will attack again on the next turn.

## End of Turn

Move the marker token to the next turn on the board.

## End of Game

When space 12 is passed, the game is over and players must count the points earned during the game.

## Ship Description

Ships are distinguished by type and have different factors:

**Movement**    How many box they can move.

**Wounds**        Number of times they must be hit before sinking.

**Points**         The points awarded to determine who wins the game.

**Attack**         The number of dice they must roll to hit.

**Sight Range**    The number of box within which they can detect submarines (this varies based on the depth of the submarine, as explained previously).



## **Merchant Ship**

Movement	4 box
Wounds	1
Points	20
Visual Range	-
Attack	-

## **Destroyer**

Movement	6 box
Wounds	1
Sight Range	5 box
Points	20
Attack	*

\* Roll a D6 if the submarine is at surface level;

- Roll result: if the target is at 5 box, it hits with a 1.
  - Roll result: if the target is at 4 or 3 box, it hits with a 1 and a 2.
  - Roll result: if the target is at 2 box, it hits with a 1, 2, and 3.
  - Roll result: if the target is at 1 or in the same box, it hits with a 1, 2, 3, and 4
- if the submarine is at periscope level.
- Roll result: If the target is in 1 box, it hits on 1, 2, and 3.
  - Roll result: If the target is in the same box, it hits on 1, 2, 3, and 4.
- If the submarine is submerged,  
it hits in the same box, it hits on 1, 2, and 3. On a roll of 5 or 6, it does not hit.

Warship	
Movement	4 box
Wounds	3
Sight Range	6 box
Points	40
Attack	*

\* Roll a D6 if the submarine is at surface depth;

- Roll result: if the target is 6 box away, it hits on a 1.
- Roll result: if the target is 5 or 4 box away, it hits on a 1 and a 2.
- Roll result: if the target is 3 and 2 box away, it hits on a 1, 2, and 3.
- Roll result: if the target is 1 or the same box, it hits on a 1, 2, 3, and 4 if the submarine is at periscope depth.

Roll result: if the target is in the same box, it hits on a 1, 2, 3, and 4.

It cannot hit a submarine that is submerged or silently submerged.

A roll of 5 or 6 does not hit.

A Warship is the only ship that requires multiple hits to be sunk.

The Italian Navy had prepared an attack on the port of New York, using a special team of X MAS sappers equipped with slow moving torpedoes, called Maiali, to force their way into the harbor of the American city to sink as many ships as possible.

The mission would be conducted by the Leonardo Da Vinci "Marconi-Class" submarine, which, once the special team was released, would return home without the sapper team.

## **Optional Rule**

The "Marconi-class" submarine starts from the "Betasom Base" space in Bordeaux. Once you reach the "via New York" space, you must roll a 6-die. The number rolled will be the number of ships sunk. This operation must be carried out at submerged depth during the attack phase.

A successful mission will earn you 50 points per ship sunk. The submarine's card is the same as that of the U-boats, but with 21 torpedoes. It does not have the 88mm cannon, but only the 20mm machine gun and 4 torpedo tubes.

The Marconi-class submarine did not have an 88 mm gun on its deck because it carried SLCs, or "Maiali Marini," slow-moving torpedoes used as a medium-distance submarine transport vehicle to allow the X MAS sappers to force enemy ports and sabotage moored vessels.

Important: No matter how many ships you sink during the game, if you do not reach the New York space by the twelfth turn, you automatically lose the game.

All players may each choose one Marconi-class submarine. The Raid on New York can only be conducted once per game.

It is conducted at submerged depth in the New York space. On your movement turn, you enter the space and then, during the attack, you shoot.

## F.A.Q.

1. Can I sink other players?

- No, you can't. You're all part of the Kriegsmarine.

In fact, you can work together to sink as many ships as possible.

2. What happens to enemy ships that leave the board due to their movement?

- All ships that leave the board leave the war zone and are therefore out of the game. Even if they reach land, they are out of the game.

3. What happens if I run out of batteries?

- You must recharge them according to the rules if you want to submerge.

4. Can the unidentified ship be identified later?

- Yes, as long as you have visual contact. This does not require the use of the identification phase, which must still be performed. It is considered an additional phase; otherwise, it is revealed at the start of the Allied ships' turn.

5. Can multiple submarines or ships be in the same box?

- Yes, it is possible.

6. Can the destroyer change course to get as close to the submarine as possible?

- Yes, it can and must do so.

7. If there are two submarines near the destroyer, which one can it get closest to?

- The submarine of the player with the lowest dice roll.

8 What do you do if you run out of torpedoes?

- You can use the 88 mm cannon and the 20 mm machine gun.

9 If a plane passes over a submarine at periscope depth that has successfully fired to avoid being seen, does the plane continue its run?

- Yes, in that case, yes.

10 Can the submarine leave the board and then reenter?

- Absolutely not.

11 Which quadrants are considered navigable?

- All quadrants with a small percentage of sea are considered navigable.

12 What are wounds?

- Wounds represent the number of hits you must inflict to sink a ship.

# 1) Targets Shot Down Table



2) Torpedo Chamber

3) Altitude

4) Surface Area

5) Periscope

6) Submergence

7) Silent Submergence

8) Battery Status