



BATTLE *of the* **ATLANTIC**

A Computer Game of the
Ocean Lifeline 1939-1944

KULA

SIMULATIONS
CANADA

BATTLE OF THE ATLANTIC

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1.0 INTRODUCTION: BATTLE... is a detailed game type simulation of modern naval combat in the North Atlantic for one or two players. Players control the major naval and naval air forces of either Germany or the Allies. They will be responsible for the strategic planning and operational deployment of all such forces under their command. The viewpoint of the players is thus that of the Theatre naval commander of each side - Germany out of Fleet Headquarters at Kiel or Allied Atlantic & Western Approaches Command out of Scapa Flow. As such, the players may compose task groups, establish missions & destinations for those groups, and respond to operational events. Other operations that the theatre commander would not deal with

directly, such as individual ship or task group movement, convoy logistics, & combat employment will be handled automatically by the computer.

2.0 GENERAL COURSE OF PLAY: The game is composed of 2 major sections, the start up of the game and the game itself. The start up lets the players begin a new game or resume a previous game that had been saved. The game itself is played continuously, but in impulses segmented at 2 week intervals, while allowing player actions for specific events as they occur in response to particular actions of the opposing forces, as these actions become known. At these 2 week break points first the Axis and then the Allied player will be given the opportunity to update themselves on the current situation and modify any standing orders they may have instituted.

3.0 GAME EQUIPMENT:

3.1 THE MAPS:

3.11 GENERAL: Two identical maps representing the Atlantic Ocean are included with the game. Each player should take one of these and place it so that it will be out of sight of the other player. These situation maps can be used to record the current locations of friendly forces as well as known or suspected locations for opposing units, as well as weather situations and damaged port facilities.

3.12 LOCATIONS ON THE MAP: The maps are broken down into a number of irregularly sized areas, each of which is named and numbered. In addition, ports within each of these areas are indicated and have a named and lettered box for each. Each of these unique number (for areas) or letter (for ports) designations are the code references to locations on the map that the computer uses and all communications about specific areas or ports must be made using these designations. Thus a reference to the Iberian basin would be area 24 while a reference to Scapa flow would be port P.

3.2 THE PLAYING PIECES: The playing pieces are the die cut counters. They should be broken free from the frame to be used as individual pieces. The pieces are colored by nationality and by force represented. Allied forces are bright red, two shades of green, yellow, and two shades of blue. German forces are tones of grey, bluegrey, and mauve. There are two types of pieces termed units, those representing naval forces and those representing air forces. These all have an image of the general type of vessel or aircraft they represent and a letter code of the unit type (such as BB for battleship) as well as the name for the unit and a unique

identity number that is used when referring to that specific unit to the computer. In addition, there are a number of pieces termed markers which may be used for indicating possible locations, weather, and keeping records which are termed markers.

4.0 GETTING STARTED:

4.1 BOOTING: To boot the game you must have the computer indicated by the label on the box. In addition a disk drive is required. Simply place the disk in the drive and turn on the computer, or turn on the computer and type the boot code, or turn on the computer and type 'RUN HELLO'. It is possible that your computer may run on a different DOS than that in which the program is written. In a case where normal boot up as above does not work, consult your DOS manual for how to boot up via your DOS conversion system.

4.2 NEW OR SAVED GAME: The program will ask you if you wish to start a new game or restart an old saved game. Give an 'N' or 'O' as required. 'O' will take you to the save game routine.

4.3 ONE OR TWO PLAYERS: When starting a game the computer will need to know how many people will play. By selecting Computer Plays Allies or Computer Plays Axis, your opponent will be the computer. If playing against another player, select Both Sides Human. It is also possible to have the computer play against itself by selecting that option.

4.4 SCENARIOS: Next the players may choose from one of 5 scenarios to play. All scenarios start in February, 1940, but they differ in end date. Indicate the selected scenario from the provided menu.

4.5 FORCE LEVELS: Finally the player will be asked to indicate the starting force levels. These can reflect the historical situation, or several variations. Players will find that the longer scenarios will be more balanced if one of the variations is used. After force levels are indicated, the computer will set up the game.

4.6 STARTING POSITIONS: The computer will set up the game. If players are restarting a saved game the starting positions will be as when the saved game was previously stopped. For a new game the computer will deploy the initial forces. Playing pieces should be deployed on the players' situation maps as indicated by the Reports Segment.

4.7 UNIT DESIGNATIONS: Each player's units are given a unit type abbreviation, as well as a name and identity number. These have the following meanings: CV-aircraft carrier; BB-battleship; BC-battle cruiser; CA-heavy cruiser; CL-light cruiser group; DD-destroyer group; SS-submarine group;

CVE-escort aircraft carrier group; E-escort group, MM Amphibious group; F-fast convoy; S-slow convoy; AIR-aircraft group.

4.8 ENTERING INFORMATION: In casual play the computer detects the completion of each information entry by the player pressing the return or entry key. 'Y' & 'N' are responses for Yes & No questions while digits are used for number responses and letters for lettered responses. If just a return or entry is indicated the computer will assume that no change from the previous state is required. Note that all entries should be made in upper case. These entries will move from a main menu to a subordinate menu or will provide for specific selection of an option. When returning from a subordinate menu to a main menu, pressing escape is used. In all instances the available entries will be listed on the screen.

5.0 THE ORDERS SEGMENT:

5.1 GENERAL: The first menu a player is presented with gives him a choice of viewing reports or giving orders. This section covers the Orders selection. An escape entry while in either the Orders or Reports section will bring the player back to this preliminary menu, allowing entry into either selection. During the Orders Segment of the player phase the player may give orders to his forces. The Orders Segment phase for a player begins by displaying the date/time and a menu of the player's units to which orders may be issued. When selecting a unit a new menu will be displayed which will contain only the orders which may be issued to that unit. When entering an order, the player may press escape to return to the menu of possible orders without issuing the order that was in progress. Note that players may go back to specific units to change their orders any number of times without penalty.

5.2 AVAILABLE ORDERS:

5.21 PATROL: The player will be asked to provide the area which is to be patrolled (the Station), an area to be passed through en route to the station (Proceed Via), and an area to pass through en route to the station (Return Via). The computer calculates the shortest route from the unit's current location to the Proceed Via area, thence to the station, to the Return Via area, and so on, to the unit's base. The unit will proceed to the station, and remain there until it has only enough endurance to return to base and then do so. An order may not be issued which exceeds the operational range of the unit. For AIR units the player need only give the station. In instances where it is not desired to have a specified mid point to a route, note that the destination area should also be entered as the Proceed Via

area.

5.22 BARRIER: This is as Patrol, except the player also indicates an area for which the barrier is conducted. The unit is more likely to find enemy units moving from the patrol area into the area for which the barrier is indicated.

5.23 JOIN GROUP: This selection causes the unit to which it is issued to join a specific group. Groups are handy in that all units of a group will follow the orders given to the specified leader of the group. To indicate the group to be joined, the player must enter the ID number of the lead unit of the group to be joined. If the two units are in the same area, it joins immediately. Otherwise, the player must give a sea area through which the joining unit is to proceed to the rendezvous. This area need not be on a direct line between the unit and the group it is to join. If the rendezvous fails for any reason, the joining unit will wait in the area in which the group was located when the rendezvous was ordered until it receives other orders, or the rendezvous occurs. It is also possible to have a group join another group in the same manner, with the leader of the group to be joined remaining the leader for the new larger group. Note that, if a unit that is part of a group is given a separate order, it will cease to be a member of that group and proceed independently.

5.24 ENTER ESCORT POOL: The unit is made available to be selected as escort by any convoy forming in the port where the unit is located when ordered into the escort pool.

5.25 ESCORT CONVOY: This is as for joining a group, except the unit proceeds to the indicated convoy and joins it as an escort.

5.26 CHANGE BASE: The unit proceeds to the base indicated by the player along the player specified route and rests there until new orders are received. To do the Torch landings with the Allied MM type units, a change base order should be given to those units with the new base being Gibraltar.

5.27 CONDUCT AMPHIBIOUS OPS: The unit will proceed by the specified route to an indicated port and attempt to capture it. This order may only be issued to German MM units against Norwegian ports. Allied MM units are only used for the Torch landings as a special case convoy. In the case of MM units for either player, when they reach their destination port the unit will cease to be active and no longer be reported.

5.28(a) REST IN PORT: This cancels any other orders for a unit that is in port, including orders placing the unit in the escort pool. This is also the order that must be given to allow repairs to take place for damaged vessels that have returned to port.

5.28(b) RETURN TO PORT: This cancels any other order for the unit and has the unit return to base via the route specified by the player, if possible.

5.29 BECOME GROUP LEADER: This allows the player to reorganize the group of which the unit is a member so that the unit becomes the group leader, or to specify the leader of a newly formed group.

6.0 THE REPORTS SEGMENT:

6.1 GENERAL: When the player selects the Reports option, he is presented with a list of report categories, which are detailed below. When looking at any menu, all valid choices are shown on the screen. The player may press escape to return to a higher menu, or select one of the options. If no options are listed, none are available. When through looking at a report, the player must press escape to return to a menu.

6.2 SELECTIONS:

6.11 UNITS BY NUMBER: The player is given a list of friendly units in play. When a unit is selected, a report is shown giving the Unit's mission, its station, its base, and other applicable information such as current forces composing the unit, current course and speed, etc. The exact information depends on the unit's current mission, location, and the general situation.

6.12 UNITS AT SEA BY AREA: The player is given a list of areas which contain friendly units or which may be entered by bordering friendly ports. The player selects an area, and is shown a menu of friendly units in the area. When a unit is selected from this menu, a report is shown as described in 6.11 above.

6.13 UNITS IN PORT BY PORT: This produces results as in 6.12, but using a list of friendly ports, rather than areas.

6.14 UNITS BY GROUP: The player is shown a menu giving all units which are group leaders. When a group leader is selected the player sees a report showing units attached to and joining the group of that leader unit. The player may select one of these units to see a report for that particular unit as described in 6.11.

6.15 AREAS BY NUMBER: The player is given a list of all areas in which he has units or which may be entered by bordering friendly ports. He may select from this list, to see a report showing the weather conditions in the selected area and the friendly units it contains.

6.16 PORTS BY LETTER: This selection gives results as in 6.15, except a list of friendly ports is given, and information shown relates to the port, including units in the port and unallocated reinforcements now at the port which will be assigned as

player is ahead of the other by in excess of 500 points, that player wins. The computer automatically calculates victory points during the game. Victory points are awarded for the following: 1. Each Allied merchant vessel in a convoy that arrives in Liverpool or Murmansk (variable with date, scenario & arrival location, with Murmansk earning more points during the winter). 2. Each Allied MM unit moved from North America to Gibraltar (for the Torch operation). 3. Successful Axis amphibious operations against Norway. 4. Axis SS Gruppenes operating in areas 1-5 from January 1942 through June 1942, if the U.S. has entered the game. In general the handicap system for the Axis gives them points at weekly intervals for their simple existence as an opposing force. However, the Allies earn large numbers of point for their convoy results. To win the German cannot rely on the handicap. He must actively threaten the shipping lanes with every surface ship, submarine, and aircraft at his disposal.

11.0 DESIGNER'S NOTES ON PLAY:

11.1 THE ALLIES: The Allied forces have two problems. First, the Battle Squadrons must operate to contain German surface raiders, which can do very nasty things to the convoy routes if allowed into the shipping lanes. Second, something must be done about German submarine forces operating in the Atlantic. The first problem is very straight forward. The second is far more difficult. While some air coverage may be offered deep in the Atlantic, it is in general far more effective nearer the bases. Surface units may be used as erstatz hunter-killer groups until CVE's are available, but this has limited usefulness. The historical solution is to place every free unit into the escort pool, but that will start to impair anti-surface blockade in the early game, when it can least be afforded. The Germany Attacks scenario is definately a hang-on problem, as is the England Stands Alone scenario, though to a lesser extent. With the longer scenarios it becomes easier as German raiders sally and are destroyed. The "Happy Time" can be a good chance to try to put a dent into German sub forces aimed at otherwise cheap victorypoints off the U.S. east coast. Both air and surface forces should be assigned to try to sink subs while the opportunity is there -- there are plenty of air bases in the area for that purpose. Some simple rules of thumb: Unless you are hunting a known German raider, keep spread out in single unit forces (two battleships and a half dozen detroyers can look after themselves). Keep escorts light too. Covering every convoy is more

important than putting a lot of cover on some. Remember that your opponent can just ignore the heavily escorted ones. Air units are the most responsive, so they should be used to cover problem areas on the convoy routes. Air power is your best anti-submarine force, so leave the surface raiders to the battleships.

11.2 THE AXIS: You must not succumb to the the temptation to form all your surface units into a grand fleet and go off to contest the high seas. The Germans have some fine ships, but they are few and far between. You might win some success in the shorter scenarios just through surprise, but remember that each of those British BB units represents two full battleships, while a pocket battleship is just a heavy cruiser with great styling. In the longer scenarios, you must concentrate on maintaining an effective threat. To do this send your raiders out on short cruises at odd intervals. Your U-Boats will score most of your points, or more accurately deny the Allies most of theirs, but you still want to distract the Allied player so that he cannot concentrate all his resources on escort. The force selection that eliminates U.S. participation will vastly improve your U-Boat performance by denying the British several critical air bases, a number of major units, and a lot of escort re-enforcements. On the minus, the potential points for U.S. coastal operations in the first half of 1942 are lost. This means a lot of effort must be put into the North Atlantic. The Enhanced forces option gives you two more fine battleships and two aircraft carriers, but it still does not make the German surface fleet something to go hunting the Home fleet with on a regular basis, though one good sally becomes possible and the Murmansk convoys can be heavily depleted. The Norwegian operation is important both for victory points and to provide bases for raiders and air power. Air power is most effective from Norway against the Murmansk convoys, but can be useful for observation of Allied operations as well. In a no-U.S. game, the Murmansk convoys will not occur, so air units may be used to hunt British battleships with some effectiveness. Remember, however, that air power effectiveness is inversely proportional to distance from base, so try to keep close to Norwegian bases. If the Norwegian operation fails, you are in a lot of trouble, since everything will have to shift to French bases. These are further from the trans-Atlantic convoy lanes, and the Murmansk convoys will have a field day.

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BATTLE OF THE ATLANTIC, A Computer Game of the Ocean Lifeline, 1939-1944.

When Germany marched into Poland the war for the control of Europe began. With the rapid fall of Scandinavia and France a few months later the land war died out in the West. At sea there was no such lull. England stood as a bastion just off the coast, and unless it could be defeated, the British Isles would inevitably become the staging point for a return of the Allied powers to Europe. But islands have always been susceptible to blockade. The battle for the Atlantic was underway.

BATTLE OF THE ATLANTIC is a full scale, complex strategic simulation of the struggle for control of the sea lanes from North America to England and Russia that raged from 1939 to 1944. This ocean lifeline sustained Britain, as well as building up the supply base for the eventual re-entry to the continent, and provided much needed assistance to the hard pressed Soviets. Germany knew that the lifeline had to be cut. To accomplish this she had an able air arm, a small but potent surface fleet, and a growing submarine force. Against this England deployed the largest navy and air arm of its history, supported by the naval and air components of its allies. They were needed. The submarine proved a tough adversary. BOTA puts you in command of either the Allied or Axis forces for the struggle. Two theatre maps and two sets of unit counters for plotting operations and situation reports are provided. Two may play, or the computer will act as opponent, capable of playing either side. Design by L. Howie, development by S. Newberg, & art by J. Kula.

ALSO AVAILABLE FROM SIMULATIONS CANADA:

Board Games:

- DARK STARS, Exploration & Conflict In Space. A Strategic Simulation.
- SEAPOWERS & THE STATE, World War III At Sea. A Strategic Study.
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- LA REGIA MARINA, The Mediterranean, 1940-1943. A Strategic Simulation.
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- LEBENSRAUM!, The Campaign In The East, 1941-1945. A Strategic Study.
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- D.A.K., The Axis In North Africa, 1940-1943. A Strategic Simulation.
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Computer Games:

- FIFTH ESKADRA, Modern Naval Combat In The Mediterranean. An Operational Study. Apple II Family Disk.
- GREY SEAS, GREY SKIES, Modern Naval Combat. A Tactical Study. Apple II Family Disk.
- SIEG IN AFRIKA, The War In North Afrika, 1940-1943. A Strategic Game. C-64 & Apple II Family Disk.
- FALL GELB, The Fall of France, Spring, 1940. An Operational Simulation. Apple II Family Disk.
- BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1939-1944. A Strategic Simulation. Apple II Family Disk.

Note: Games are of low complexity. Studies are moderately complex. Simulations are very complex.