UNDER TEN FLAGS

HUNTING THE RAIDER *ATLANTIS* 1939-1941

RULES of PLAY

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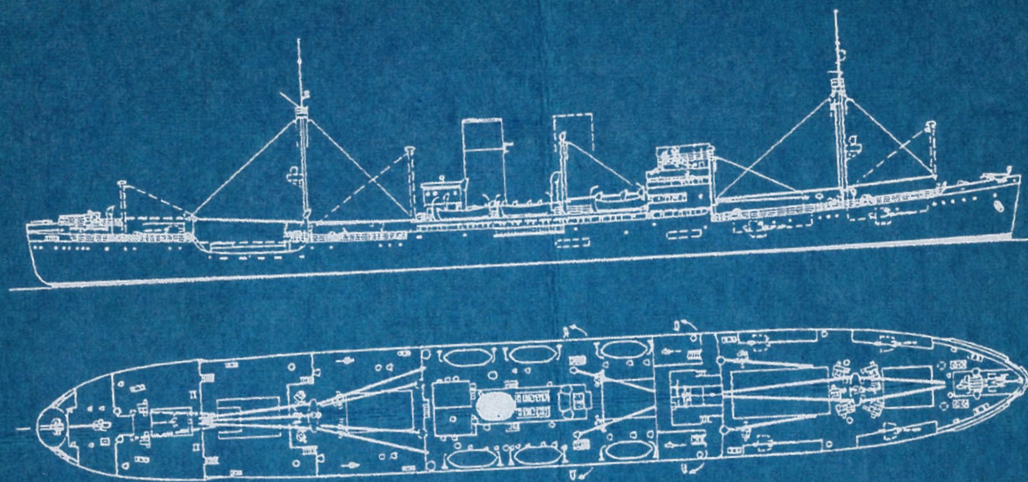
READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 *This example is the number of the fourth Case of the first Section of the third Module of the rules.*

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine, PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Under Ten Flags*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine. com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Sea Monsters!* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Early in 1939 the German Merchant Raider *Atlantis* made its way into the South Atlantic to sink and capture Allied cargo vessels. Its crew used their skill in disguising the appearance of the vessel to aid its encounters or avoid enemy warships, literally appearing "Under Ten Flags." The journey of the German MR *Atlantis* lasted for almost two years, traveling over 100,000 miles in 602 days. Finally caught by the HMS *Devonshire*, the ship was sunk November 22, 1941. ***Under Ten Flags*** is a two-player simulation of the epic cruise of the *Atlantis*.

1.1 Game Objective

The German and British players try to achieve Victory Points (VPs) to win the game. The German player, operating as the German MR *Atlantis*, gains VPs by sighting and suppressing British (and Allied) Cargo Vessels and avoiding being sunk by enemy naval forces cruisers. The British player reduces the German player's VP total by successfully completing commerce missions and, of course, sinking the German MR *Atlantis*. The game has a total of 6 turns.

2.0 GAME COMPONENTS

Each game of ***Under Ten Flags*** consists of a number of components as follows:
- This set of game rules
- A set of 51 die cut counters
- An 11″ x 17″ game map with a hex grid superimposed on top to regularize the positions of the playing pieces. The game map has the following important game displays printed on it:
    - Victory Points Display
    - Game Turn Display
    - Sighting Display
- The Allied Origin Hex and Destination (O/D) Display card
- The German and British player Plotting Sheets. Owners of the game should make a copy of this sheet for use in the game and save the original. Cut and separate the sheet for each player to use prior to play.

Not provided with the game, but required for play are:
- Two opaque containers (cups, mugs, envelopes or something similar), one to hold the O/D markers and the other to hold the ACVs and Chasing Ghosts markers.
- A deck of ordinary playing cards (with Jokers)
- Two six-sided dice

2.1 Game Units and Markers

The game uses various die-cut counters to denote actual historical ships and game markers:

x12

x22

x6

- Origin/Destination markers (numbered 1-12)
- Allied Cargo Vessels (22) and Chasing Ghosts (2) markers
- Allied Cargo Vessel Map markers (numbered 1-6)
- Game Turn marker (1)
- Victory Point markers (2)
- *Atlantis* Fatigue marker (1)
- *Atlantis* Disguise/Aircraft marker (1)
- Walrus cruiser search plane marker (1)
- Combat Vessel markers (3—the *Atlantis* and two British CAs)

2.2 Game Abbreviations

The following abbreviations are used throughout the rules and game components:

- ACV: Allied Cargo Vessel unit
- ACVM: Allied Cargo Vessel Map marker
- CA: Cruiser
- CD: Card Draw
- CVM Combat Vessel Marker
- DR/DRM: Die Roll/Die Roll Modifier
- MC: Morale Check
- MR: Maritime Raider
- O/D: Origin/Destination
- VPs: Victory Points

3.0 PRE-GAME SET UP

There are a number of steps to perform before starting the game as follows.

3.1 Choose Sides

Determine which player will be what side for the game; one is the British player and the other is the German player.

3.2 Load Containers

The game requires two opaque containers. Place all O/D markers into one opaque container. Place all 22 ACVs and both Chasing Ghosts markers into the other.

3.3 Determine Starting Points

Both players will have vast freedom of action when setting up so no two games will be alike. The German player sets up first.

3.1.1 German Player Secretly select a starting location for the German Merchant Raider *Atlantis* in any hex (his choice) and record it on the German Plotting Sheet. Place the Fatigue marker in the Fresh box on the Morale Track.

3.1.2 British Player Draw two O/D markers and place them in the appropriate spaces on the Origin and Destination Display. Next, draw one ACV from the cup and place it in the box labeled "Ship" next to the two O/D markers, then place the corresponding ACVM in the hex on the map that corresponds to the Origin Hex marker on the display. The British player then secretly writes down the starting hex locations of his two CA units on his Plotting Sheet. One CA may start set up in Escort mode (Section 7.2) with the ACVM already on the map and uses hidden movement to move along with it (but the CA is not yet considered activated). Otherwise one or both CAs must start on or within 1 hex of the CA entry hex (1201) and cannot move until activated.

3.4 Prepare Card Decks

Select a standard 52-card deck of playing cards with two Joker cards. Divide the card set into two draw piles, one with all of the numbered (1 through 10) red and black cards including one Joker card (the Activation deck). Shuffle this deck and set it along the west map edge. Now take the remaining cards (all the red and black Jack, Queen, and King face cards and one Joker) and then discard the Joker and all the red face cards except for two) and place this new deck along the map east edge. This is the Cruiser deck and is used only for when British CAs can begin activations (Section 5.3). Shuffle this deck. Set aside all the remaining red face cards and the second Joker card (these will not be used in the game).

4.0 THE SEQUENCE OF PLAY

Begin the game by having the German player draw a card from the Activation deck (the one with number cards only) and revealing it. Cards drawn are examined for their color suit only: black cards (Clubs and Spades) activate/affect the German player, red cards (Diamonds and Hearts) activate/affect the British player.

4.1 British Player Action
Red cards activate the British player when drawn. The British player performs the following steps.

4.1.1 Roll 1D6 for returning O/D markers back into the O/D cup.

Note: This is not done on the first activation in a turn.

4.1.2 Remove ACVMs that have completed their routes. Reduce the German VP total on the Victory Point Display. Recycle ACVs that have completed their trip back into ACV cup. Follow the process described in Recycling Markers (Section 5.4).

4.1.3 Plot and Move Activated Cruisers (using hidden movement). This will happen only when the British player's CA(s) are activated by one or both of the red face cards in the Cruiser deck (Section 3.4). Once activated, British CAs remain active throughout the rest of the game. The Plotting Sheet is filled out from left to right, top to bottom. Record each new planned hex to be entered using the 4 digit hex number of the new hex.
Note: CAs in Escort mode (whether activated or not) **must** move along with the ACVM they are stacked with.

4.1.4 Move On-map ACVMs. These must move as directly as possible towards their Destination hexes. If multiple possible paths exist, the British player may decide which to take.

4.1.5 CA Search. British CAs may conduct a search in hexes they currently occupy to determine if they have found the German MR *Atlantis*.

4.1.6 Draw and place new O/D markers, ACVs, and ACVMs (Section 5.2).

4.2 German Player Action
Black cards activate the German player when drawn. The German player performs the following steps.

4.2.1 Plot and Move the German MR *Atlantis* (using hidden movement). The Plotting Sheet is filled out from left to right, top to bottom. Record each new planned hex to be entered into using the 4-digit hex number of the new hex. Every fifth column indicates the need to undergo a Morale Check. Failed Morale Checks may cancel plotted moves (Module 9.0).

4.2.2 The German player may conduct a search in the hex the German MR *Atlantis* currently occupies that also has an ACV marker in it to determine if they have found the ACV marker.

4.2.3 If an ACV marker is found, roll 1D6 for the result (sunk/captured) on Sighting Display/Gun Range Resolution VP table. Adjust the VP markers to reflect the added VPs to the German player's total.

5.0 ACTIVATIONS
The heart of the game is the Activation process.

5.1. Activation Limits and Turn End
There can be only two activations in a row for the same side; if a third consecutive activation for the same side is drawn, continue to draw through the deck until the other color is selected. Each player must get at least one activation per turn; shuffle the Joker card back into the deck if it is drawn before both players have activated. Otherwise, continue to draw cards and activate for each player until the Joker card is drawn, which ends the game turn. Move the Game Turn marker ahead on the Game Turn Display and begin another turn. If this is the last turn of the game, assess Victory Points and determine results.

5.2 Draw and Place New O/D Markers, ACVs, and ACVMs
When instructed to in the Sequence of Play (Case 4.1.6), draw two new O/D counters from the opaque container; the first one is the starting position (Origin) and the other is the ending (Destination). Place each on the O/D card, then draw one ACV marker from the other cup and place it with the previous selected O/D counters. Use one ACVM (C1 – C6) to represent the ship on the game map. Use the arrow on the counter to point toward a hex spine. This will give the preferred reference direction that the ship is heading to the *Atlantis*. There can only be up to six ACVMs on the map at any one time.

5.3. Activating British CAs

The British player's CAs are activated only when a red card is drawn from the Cruiser deck (one CA per red face card). This only occurs when the German MR *Atlantis* finds and sinks/captures an ACV. Immediately draw the top card of the Cruiser deck to determine if the CA(s) activate. Following this CD, the British player will begin to actively plot and move one or both CA ships for the next turn. Non-Escorting CAs enter at or next to hex 1201 as indicated on the game map and stay active the rest of the game. CAs that start the game in Escort mode passively move with the ACVM they are attached to until activated when they now have freedom of action to begin searching or moving on their own.

5.4. Recycling Markers
When the British player's ACVMs exit the game map, keep each set of the corresponding O/D markers, ACVs, and ACVMs together and off-map. Each separate marker set will return to play when a success DR of "6" is made. If successful, place the marker set back in the opaque container. The British player receives a +1 DRM for each subsequent roll regardless of any previous successes or failures.

Example: Three sets of ACVMs have completed their routes and exited the map (with a final activation). The British player must make a DR of 6 to return the first marker set to the opaque container (Case 4.1.1). Whether successful or not, he may roll for the second marker set with a +1 DRM, the third marker set would receive a +2 DRM.

Note: Recycling of marker sets helps get all the ACVMs into play.

6.0 MOVEMENT

Players will need to maneuver their ships across the map, the German MR *Atlantis* to hunt enemy shipping and the British player to hunt down and eliminate the menace.

6.1 General Rule

Each black/red CD permits a one-hex movement. On a black CD, the German MR *Atlantis* **may** move one hex (or remain in place). On a red CD, all the British player's on-map ACVMs (plus any CA in Escort mode stacked with them) **must** move one hex. Also on a red CD, activated British CAs not in Escort mode **may** move one hex (or remain in place). The German MR *Atlantis* and British CAs move using hidden movement; their markers are not placed on the map except when attempting a search, in which case the player searching places a CVM on the map hex in which the search attempt is made. Ships may not enter hexes without numbers, or move across blocked hexsides (i.e., 2405/2505).

6.2 ACVM Movement

For each red CD from the numbered deck, all ACVMs must move directly toward their destinations. Use the arrow on the counter to point toward a hex spine. The British player has the option when two possible paths occur. There are alternating colors on each side of the ACVMs; flip the pieces to keep track of which has moved during the current activation (all brown or all red).

6.3 ACVM Map Exit

As the British player's ACVMs reach their Destination hex number, do not immediately remove them. Instead it takes another British player activation via a CD to exit the map. Once exited, adjust VPs, and them place back into the ACVM opaque container as one action.

7.0 SEARCHING

Searching is done whenever indicated on the Sequence of Play. Only the German MR *Atlantis* and the two British CAs may actively search (Section 7.1).

7.1 Active Searching

Whenever a player would like to conduct an active search in a hex, he calls out the hex location where his ship is located (as per his plot sheets) and places his corresponding Combat Vessel Marker (CVM) in the hex his own ship is currently in as a reminder. The player then rolls 1D6 to resolve the search attempt (Section 7.5). Note that when searching, a DR result of "6" is always a failure; the enemy vessel being searched for is not placed on the map, whether it is there or not. Remove the CVM when the search is done and place it in a new hex on a subsequent search.

7.2 Reactive Searching

British CAs can move along (Escort) with ACVMs while still using hidden movement. British CAs can enter into/out of Escort status when a red CD from the Activation deck occurs. Flip the CA counter over to its Escort side during the CA movement step (Case 4.1.3). Place the CA counter on top of the escorted ACV on the (O/D) Display card sheet.

7.2.1 Escort Mode Benefits If the German MR *Atlantis* actively searches the hex in which all the defending British ships are located, any one British CA in the hex in Escort mode may conduct a reactive search; roll 1D6 to find the German MR *Atlantis* prior to the defending ACV being required to roll 1D6 for its counter-search (Section 7.5). Only one DR is made and any one DRM can be used. However, since the escorting CA is tied to the ACV, it may not use its -1 DRM printed on the non-Escort mode side. Regardless of success or failure of the CA's reactive search in Escort mode, the defending ACV automatically avoids the active search by the German MR *Atlantis* (do not deploy the ACV to the Sighting Display).

7.2.2 Non-Escort Mode Benefits For a British CA in the hex with the ACV but not in Escort mode, it too can try to attempt a reactive search and roll 1D6 as above, but now can use its -1 DRM. If it fails, the defending ACV found by the German MR *Atlantis'* previously successful search can be attacked (deploy it to the British Sighting Box). In all cases, the currently active player's ships always search first.

7.3 Aircraft DRMs
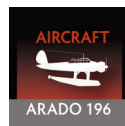
Aircraft DRMs are useful to aid in the successful search and counter-search attempts. Apply the DRM listed to the search DR. These can be used over and over but risk crashes. Before using the aircraft DRM, place the "aircraft" marker on the player's corresponding Sighting Display Box to commit the aircraft to the search attempt. If a "6" is rolled, the plane crashes on takeoff or landing, the search fails, and it is no longer available for use in the game.

7.4 Atlantis Disguise DRM

The German MR *Atlantis* had the ability to use disguises to fool or confuse its pursuers or its prey. When searching, or after being successfully found via a British player search but before performing its own counter-search DR check, place the Disguise marker on one of the modifier boxes that the German player will use for that attempt. The DR for search or counter-search success with a disguise must still be ≤3 with a D6. Use the DRM for a selected disguise to help modify the search or counter-

search attempt DR. A DR of "6" is a complete failure and the German player must cross out ("X") out the disguise completely. A modified DR equal to just what is needed to succeed causes a reduction of the disguise. Make a diagonal mark ("/") in the disguise box to signify that it has been compromised. Another failure eliminates the disguise completely for the rest of the game. The German player may use disguises this way until they are all ruled out from left to right on the Disguise Modifier Display (see the Plotting Sheet).

Example: After successfully being searched for by the British player, the now-spotted German MR Atlantis *rolls a "4" for its counter-search attempt and uses the Japanese disguise. This is just what is needed to succeed as 4 -1 (Disguise DRM) = 3. The German player draws a diagonal line in the Japanese box to signify that it can only be used until another barely-passed DR check. Then another disguise must be used for the rest of the game.*

7.5 Search Procedure Resolution

If the active player searching succeeds in rolling less than or equal to the number needed for a successful search (<3 for the German MR *Atlantis*, <1 for all British ships) the defender places their ship marker on the corresponding *Atlantis* or British Sighting Box on the Sighting Display. The defending player then rolls 1D6 to see if he executes a successful counter-search against the enemy (again <3 for the German MR *Atlantis*, <1 for all British ships). Both attacking and defending vessels can use DRMs to help make their respective search and counter-searches succeed. The order of the DRs is the active player searching first, then the defending player counter-searches second. When the German MR *Atlantis* rolls, the Aircraft/Disguise DRMs can be used if desired to increase the chance of a successful search or counter-search. Only one DRM at a time can be used (i.e. either use the Aircraft DRM or the Disguise DRM, but not both). Mutual search successes by both sides cancel each other out and both sides proceed as if nothing had happened.

Example: Assume the German MR Atlantis *succeeds in its search attempt and then the British player ACV also successfully counter-searches and spots the German MR* Atlantis. *In this case it is assumed neither found the other; the British ACV has escaped.*

When a defending ship is first successfully searched for, put its ship marker on its corresponding box on the Sighting Display. ACVs are placed Question Mark side up. The German player does not get to see what the real identity of the ship is if the ACV succeeds in its counter-search. Return ACV markers back to their respective locations on the (O/D) Display card sheet. If the counter-search fails, proceed to Module 8.0 Combat below.

8.0 COMBAT

Actual combat is also resolved using the Sighting Display. Note that if the German MR *Atlantis* is sunk at any point, the game ends. Go to Module 10.0 and determine the winner.

8.1 Surface Combat Procedure

If the German MR *Atlantis* search succeeds and the defending ACV counter-search attempt fails, move the ACV ship from the British Sighting Box to the Gun Range Box. Similarly, if a British CA search succeeds and the German MR *Atlantis* search fails, place the German MR *Atlantis* in the Gun Range square. Resolve the combat by rolling 1D6 on the Gun Range Resolution VP Display. There are different amounts of VPs awarded to the German player; on a "6", the ACV gets away, but its identity is revealed to the German player. On any DR less than or equal to 5, place the ACV marker to the *Atlantis* Ships Sunk/Prize Display. In the case of the German MR *Atlantis*, it will only escape on a DR of "6".

8.2 Gun Range Resolution VPs
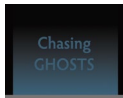
There are four possibilities listed on this table.

1. The Destination Bonus is the VP total as determined on the Victory Point Display; the farther the route, the higher the VP reward. Count each group as one (1) VP; and determine the distance between the Group corresponding to the Origin hex and the Group corresponding to the Destination hex to arrive at the Destination Bonus VP amount.

Example: If caught by the German MR Atlantis, *an ACV originating from Destination 3 (part of Group 2) traveling to Destination 9 (part of Group 5) would award 4 VPs to the German player (Group 2 + Group 3 + Group 4 + Group 5 is four Groups total, or 4 VPs).*

2. Certain ACVs have 1 or 2 extra VP bonuses indicated by a (*) or (**) symbol printed on them and/or a simple Ship VP Bonus (1 or 2) printed on them. Several have all bonuses.

 Note: The * or ** bonuses are considered extra cargo carried secretly by the ACV; i.e. battle plans, top secret mail, etc. Ship Bonuses (1 or 2) are for ship types.

3. "Chasing Ghosts" Ship markers have no VP value; remove them from the game when discovered by the German MR *Atlantis*.

4. Escapes are simply that – the target got away in the night or a local rain squall, etc.

Record all the VPs earned by advancing the VP markers on the Victory Point Display.

9.0 MORALE

Operating far from home, with a very real chance of being found and sunk, weighed on all the crew of the German MR *Atlantis*. Wear and tear took a toll on ship and crew as well. Getting fatigued and weary was only natural.

9.1 Managing Morale

As the German MR *Atlantis* moves on its Plotting Sheet, every fifth activation automatically reduces its current Morale level by one. Move the Fatigue marker right to the next lower level on the *Atlantis* Morale track (see the *Atlantis* Plotting Sheet). Fresh is the highest level, Low is the worst Morale level; there are no further effects either way. Once the German player's plot log entries are made in the grayed-out section of the Plotting Sheet, prior to executing his plotted move the German player must pass a Morale Check (MC) to execute the move. Roll 2D6 and apply any DRMs for Fatigue. A DR less than or equal to "10" permits the German MR *Atlantis* to continue with its next plotted move. If it fails, the next plotted move is canceled (either the crew needed to tend to their needs, the ship needed repairs, etc.). The Morale level states of Fatigued and Low incur DRMs for the MC and make it harder to avoid a failure to move. To improve Morale by one level, one CD activation must be expended by not doing any movement from the current hex. Only one Morale level is gained per CD.

9.2 U-Boat Supply

One sure way to improve Morale on the German MR *Atlantis* is to get supplies via a U-Boat (fuel, fresh food, letters from home, etc.). There are two U-Boat Supply boxes on the German player's Plot Sheet that can be expended on any activation to help avoid a canceled move due to an MC failure. Use the U-Boat Supply option after plotting a move but before making any mandatory MC. The German MR *Atlantis* automatically regains one (only) Morale level just by using the U-Boat Supply option. Then roll 1D6. A successful DR of ≤2 allows the U-Boat Supply box to be used again for another one Morale level increase during a future activation. If the DR is 3 to 5, draw a diagonal line through the box to show it is now partially depleted. If there is another failed attempt, "X" out the U-Boat supply box completely. A DR of 6 causes an automatic "X" to the U-Boat Supply box (but the German MR *Atlantis* still gets the Morale Level increase).