

Nordkapp 1942 Tables and Play Aids

Weather Table (1D6)

Die	Result
1	B
2	B
3	B
4	N
5	N
6	M
7	M
8	T

Results

B: Fair
 N: Fog
 M: Bad
 T: Storm
Die Roll Modifiers
 +2 in winter
 +1 in spring and autumn
 -1 in summer

Fire Table (1D10).

Modified Die Roll Result

	-1	0	1	2	3	4	5	6	7	8	9	
Firing Factors	7	5	4	4	3	3	2	1	1	-	-	-
6	5	4	4	3	2	1	1	-	-	-	-	
5	4	4	3	2	1	1	-	-	-	-	-	
4	3	3	2	2	1	1	-	-	-	-	-	
3	3	2	1	1	1	-	-	-	-	-	-	
2	2	1	1	1	-	-	-	-	-	-	-	
1	1	1	-	-	-	-	-	-	-	-	-	

Results:

-: Nothing happens.
 1, 2, 3, 4, 5: Number of Damage Points inflicted.
 If several damage points are inflicted, they must be distributed among the enemy units in the same hex. For example, if firing against a merchant a sub scores 4 damage points, the damage points must be distributed as follows: 2 for the target merchant (which it is sunk) and the other two to any other merchant (German player's choice) thus sinking it. Following with the same example, it would not be allowed to distribute the remaining Damage Pts. among any two enemy merchants (thus leaving two damaged "stragglers" behind).

Movement Table

Unit type	Max. Hexes x Turn
DD	4
BB, CA, CV	3
Sub (Surface)	4
Sub (Submerged)	2
Convoy	2
Merchant	3

Infiltration Table (1D6)

Die	Result
1	A
2	A
3	A
4	C
5	I
6	I
7	I
8	I

Results

A: Abort. Nothing happens. The sub does not infiltrate.
 I: Infiltration. The submarine manages to infiltrate.
 C: Combat. The submarine fires against any one escort unit. It may not attack other units this turn.

Die Roll Modifiers.

-1 If there are two or more ASW units in the infiltrated hex.
 -1 If there are 1 or more ASW air units flying CAP over the convoy.
 +2 if the sub navigates on the surface and it is a night turn.

ASW Table (1D6)

Die	Result
1	H
2	D
3	P
4	E
5	E
6	E
7	E
8	E
9	E
10	E

Results

H: Sunk submarine
 D: Damaged submarine.
 P: Submarine Hunt. Roll the die again.
 E: Escape. The sub escapes.

Die Roll Modifiers

+2 if there are only Soviet ASW units firing.
 -1 If there are 3 or more ASW units in the hex.

Surface Combat Box

Long range (BB ships fire with -2 drm)

Medium range (BB, BCand CA fire with -1 drm)

Short range (BB, BC, CA, DD, E may fire)

Torpedo range (DD may fire using its torpedo factors)

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Short range (BB, BC, CA, DD, E may fire)

Medium range (BB, BCand CA fire with -1 drm)

Long range (BB ships fire with -2 drm)

Combat Box

Convoy Merchants

Allies Escorts, surface combatants, Aircraft

Germans Submarines, surface combatants, Air units

Combat Chits Explanation

Germans

Ritterkreuz. Add +2 drm on Submarine attack die rolls.

Gulf Stream. Add +2 to the ASW Table die roll.

Asdic/Radar Failure. -1 drm to the ASW Table die roll or +2 drm during Infiltration attempts.

Sin Efecto. No effect. Nothing happens.

Allies.

Smoke Screen. +1 drm to Submarine Attack die rolls.

Escort Co-ordination. -1 drm to Infiltration attempt die rolls.

Victoria Cross. -2 drm to ASW Table die rolls.

Convoy Bearing Change. -1 drm to submarine attack rolls.

Flares (Star Shell) -1 drm to ASW Table rolls if the sub is navigating on surface AND it is a night turn.

Sin Efecto. No effect. Nothing happens.

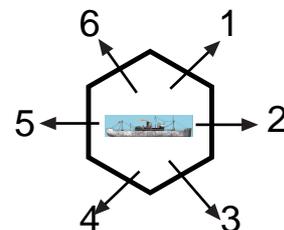
Convoy Scatter Table (Optional rule 12.4)

Die	Result
1	3
2	2
3	2
4	1
5	1
6	0

Results

0, 1, 2, 3: Number of merchants scattered by the storm. Roll 1d6 for each merchant and consult the Convoy Scatter diagram to the right.

Convoy Scatter Diagram



Hour Track

00-08 h.	09-16 h.	17-00 h.
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Day Track

1	2	3	4	5	6	7	8	9
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Weather

Fair	Fog	Bad	Storm
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Force Boxes

Convoy 1

Convoy 2

Local
Escort
East

Home
Fleet/Battle
Fleet

Cruiser
Force

Carrier Victorious

Ready

Not
Ready

5. Luftflotte

Trømsø

Bardufoss

Banak

Kirkennes

Petsmo

Ready

Not
Ready

Gruppe
Nord