

German U-boat pens:



As the Allied bombings over Europe increased the harbours used by German U-boats were also targeted. To secure the U-boats from aerial attacks the Germans constructed a number of U-boat pens along the Atlantic coast line.

German U-boat pens each cost 3 IPC. A pen can be placed in any territory that Germany controls from the beginning of that turn. The territory must be adjacent to a sea zone.

The German player can place as many pens in a territory as the German player wishes.

Remember: the U-boat pen(s) cannot be used until the German players following turn.

Note: German U-boats cannot be produced inside a pen – they must move to the pen on any future round of play in the *non-combat movement* phase. The movement into (or out of) a U-boat pen has no movement cost – the U-boat simply moves into the sea zone that is adjacent to the territory that contains the U-boat pen. The German player must then announce if the U-boat is inside the pen or not.

When a U-boat is inside a pen, tip the U-boat on the side. The U-boat cannot take part in any defensive naval battle when it is inside a pen.

U-boats can attack enemy ships by moving directly out of the pen and into combat (*combat movement* phase).

Enemy destroyers cannot attack German U-boats when they are inside a pen.

If a territory that contains a U-boat pen is concurred by enemy forces, the U-boats inside the pen are lost and removed from play. The pen itself is not destroyed – but cannot be used by the concurring forces. If this territory is re-taken by Axis forces, the German player can use the pen on Germany's following turn.

A pen can protect a maximum of 3 U-boat units and/or Type XXI U-boat units.

Any U-boat pen can be attacked by enemy strategic bombers. A pen can defend against attacking enemy strategic bombers. The pen defends at "1" against all attacking enemy strategic bombers. If multiple U-boat pens are in the same territory, the Allied attacker must point out which bombers are attacking which pens. Each pen that is attacked can defend against all bombers that attack this pen.

Damage: a pen can take up to 10 damage hits (totally damaged). When a pen has 10 damage hits it is not destroyed – but it must be repaired before it is able to protect the U-boats. When the pen is totally damaged then for each repair (1 repair cost is 1 IPC) the pen can protect 1 U-boat – however the pen cannot protect more than a maximum of 3 U-boats. **Example:** when a pen has 7 damage hits it can still protect up to 3 U-boats. When the pen has 8 damage hits the pen can protect a maximum of 2 U-boats, etc.

When a pen reaches a maximum of 10 damage hits, all U-boats (if any) that are inside the pen are then considered to be outside the pen. The U-boats are not lost even if they are inside the pen when it reaches its maximum number of damage hits during an enemy aerial attack. **Exception:** see *Expansion IV: Heavy Bombers Special attack ability*.

Only German U-boats and German Type XXI U-boats can use the German U-boat pens. No other Axis submarines can use these pens.

In round *Late 1943, Early 1944* and *Late 1944* Germany gets 1 free U-boat pen in each round. This pen can be placed in the *place new units* phase in any German territory (adjacent to a sea zone) that Germany controls from the start of that turn.