

Attack Sub “Adding the Supertankers”

Avalon Hill’s “Attack Sub” is a card based game depicting modern navel warfare. It’s quick and easy to learn. US, Soviet, British, Argentine ships and transports are depicted in the game.

Surprisingly, supertankers were not included. These huge ships, carrying everything from oil to natural gas, would make juicy targets for submarines if hostilities commenced.

Here then is a new tanker card (make copies as needed) and new scenarios for “Attack Sub”. There are no changes to the rules (see section 12 of the rules booklet supplied with the game). Tankers play the same way as transports in the game. The only difference is that tankers have a lower defense value. This represents the volatile nature of the tankers, one good hit would no doubt rip the ship apart due to the nature of the cargo these ships carry.

Existing Scenarios:

You can substitute the Tankers for transports in scenarios 13G and 13L.

New Scenarios:

13N RUNNING THE STRAIGHTS: The U.S., needing the oil out of the Middle East, and recognizing the Soviet threat of blockading the Strait of Hormuz, has beefed up its escort force to escort three supertankers to the US.

NATO: 3 Tankers, USS Taylor, USS Simpson. *Reinforcement: USS Annapolis*
SOVIET: Skvortsov, Ivan Rogov

Soviets win by sinking the three tankers. Any other result is a NATO victory.

13O PAST THE ROCK: Soviet Tankers need to run the Strait of Gibraltar to bring needed oil supplies to its new ally in the Med, Egypt. The Soviets had hoped to sneak past the NATO forces but an intelligence leak has alerted the NATO forces.

SOVIET: 3 Tankers, Predanyy *Reinforcements: Simferopol, Neukrotimyy*
NATO: Trafalgar, Swiftsure *Reinforcements: Asheville*

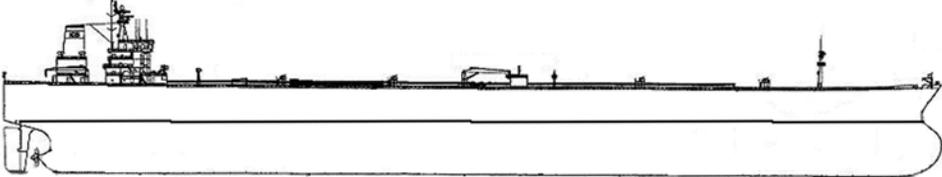
This scenario has a time limit of three decks. NATO wins if all 3 tankers are sunk before the three deck limit. Any other result is a Soviet victory.

13P FROZEN NORTH: The West Germans, patrolling the seas north of Norway, have spotted a Soviet Convoy. The attack order is given.

NATO: Use the Argentine subs San Luis, Salta to represent the West German forces

SOVIET: 2 Tankers, Kirov *Reinforcement: Udaloy*
 NATO forces win by sinking the 2 tankers. Any other result is a Soviet victory.

Tanker



Tanker does not add to Hand Size.
 Tanker may not play any Action card.

	—	—	—	—	SUNK
DAMAGE VALUE	—	—	—	—	

	No Contact	1	2	3	4
CONTACT LEVEL					

5

Current Detect Value

4

Defense

6