



## 10. THE SUBMARINE PHASE

During the Submarine Phase the active player may issue movement and combat orders to his submarine units. The phase consists of a Move step and a Combat Step.

### THE MOVE STEP

During this step the active player may issue move and combat orders to his eligible units. Orders may be issued to one sub at a time.

#### Movement orders:

1. Select the sub to which movement orders will be issued by clicking once on that unit. The unit will be highlighted (i.e. surrounded by a white hexagon). Alternately, you may click repeatedly on the sub ship icon in the Phase Indicator box at the top of the screen. Each time you click on this icon, the computer will select an eligible unit to which orders may be issued. Clicking the left mouse button selects a new unit; clicking the right mouse button selects the previous unit. The computer places this unit in the center of the OPS Display map. Note: At the start of a phase, the computer will select a unit of the appropriate type automatically. You do not have to issue orders to this unit; you may issue orders to another submarine if you wish.
2. Point the mouse at the selected unit on the map, hold down the left mouse button, and drag a path on the map in the direction you wish it to move. The computer will not let you move a unit in excess of its maximum 8-hour allowance, nor will it be allowed across land or blocked hexsides. When you release the mouse button, a series of arrows will appear, showing the path of movement. If the arrows are red, the unit is moving at full speed and is using up fuel quickly. If the arrows are gray, the unit is using fuel at normal or minimal levels. The computer moves the ships in straight directions. However, you may designate an exact movement path, changing directions in the middle of movement, by dragging to an intermediate hex, releasing the mouse button, and then dragging from the intermediate hex to a new location. Note: Ships move at different speeds, so their movement capabilities on the OPS display will vary. Also, the

weather may affect movement.

3. After you have decided upon movement order for a particular unit, select other units and issue movement orders as you wish. Movement is not executed until you click the EXECUTE button, so you may go back to a unit which has already been given orders if you wish. Also, remember that movement and combat orders may be issued to sub units in the Move step.

**Do not click the EXECUTE button until you have issued all the movement and combat orders to your satisfaction in this step.**

**Combat Orders:** To issue a combat order to a sub unit, follow this procedure:

1. Select the unit to which a combat order will be issued as described in movement orders.
2. Click the ATTACK button atop the OPS Display — it will flip to the open position.
3. Select the enemy unit or base you wish to attack by click on it. The Combat screen will appear. See [Section 14](#).
4. After you have decided upon combat orders for a particular unit, select other eligible units and issue combat orders to them as you wish. The Move step is brought to an end when the player clicks the EXECUTE button. Although combat is resolved during the Move step, the results are not displayed until the end of the phase; so, you will not see the results of your attacks immediately.

## THE COMBAT STEP

During the Combat step, the active player's sub units may be issued only combat orders. To issue a combat order, follow the same procedure described in Combat Orders above. However, if a unit performed an attack in the immediately preceding Move step, it may not perform that same type of attack in the current Combat step (see [Section 14](#)).

## DEEP MODE

The small rectangular button showing a sub and a downward arrow is used to place a sub in deep mode. You may do this when a sub is the selected unit. A sub in deep mode is very difficult to detect, but its speed is severely reduced,

it may not make missile attacks, and torpedo attacks are reduced in strength.  
Note: Subs with slow speeds, including many diesel subs, may not enter deep mode.

## ENDING A SUBMARINE PHASE

When the active player has completed both the Move step and the Combat step, the Submarine phase is over. The computer will randomly select an active player and will prompt him to select a phasing unit type. If the Submarine Phase was the sixth (and last) phase of the turn, the computer will begin a new turn (or end the game if the turn was the last of the scenario).

