

# SILENT WAR 2.0

THE UNITED STATES' SUBMARINE CAMPAIGN AGAINST IMPERIAL JAPAN, 1941-1945

## Updates, Clarifications & Corrections

20240112a

### RULE BOOK

**[1.1]** The Comprehensive Example of Play was replaced with combat examples on page 17.

**[2.1] Game Map:** The Transfer Route Area Activity Chart (AAC) should read: "**Results will be a TF only. Use column "D" on engagement table.**"

**[2.1] OpArea Characteristics:** The +1 to Transit Event die rolls only applies to Shallow OpAreas, not Narrow OpAreas.

**[2.2] Game Charts, Tables & Tracks:** The Counterattack Table on the back of Charts & Tables 1 should read "**(Revealed ASW + War Period ASW + AAC "red" boxes) minus (Submarine defense value + super skipper value - 1 if in Shallow waters).**"

**[2.3]** British Submarines *Stoic*, *Templar*, *Taurus*, *Tantivy*, and *Tactician* have two entry dates. The first indicates which new British Scenario the date applies to ([31.31] Indian Ocean Raid (EF), [31.32] Brit Campaign 43-44 (EI), or [33.18] Admiralty Gesture (AG)). All other dates (single or the second date) are used with the [33.14] Allied Units rule.

**[2.3 B1]** The following are Merchant Ship Types: AC, AF, AH, AGT, AM, AO, AP, AR, AT, GB, M, and MA are all considered Merchant (M) ships. Note: there is no AK unit. Additionally, *AO Brake* is actually German but the Japanese flag was used to keep things simple.

**[2.3 B2]** The following named ships should be listed: Akagi, Hiryu, Musashi, Akashi, Erimo, and Iro.

**[3.1] The "War Mix":** "No TDC Solution" chits have been added to the game and have the same back as the normal TDC markers, but these chits are NOT placed in the pool of TDC markers that you draw from. They are placed in the cups (A, B, C & D) as per the War Mix Table entry line for them. "No TDC Solution" chits represent a ship that is not a viable target for the reason stated on the chit. It counts towards the total ships you pull, but not placed on the combat display. They are immediately recognizable and do not take up extra time for the player to resolve.

**[3.13] BB Musashi,** Yamato's sistership, was added to the Japanese ships for this edition. Starting in 2/43, when encountering the Yamato in the war mix, players can randomly determine if it's Yamato or Musashi. If Yamato has been sunk, it's Musashi and vice versa. Note: "*BB Mushashi*" should read "*BB Musashi*."

**Silent War: Imperial Japanese Navy (IJN) sidebar on page 7:** AO and AP are the ship types that get replaced, not AR, AT, and AM.

**[5.2]** Transit side submarines adjacent to the OpArea with an SMZ perform Transit Movement into the OpArea first, then flip to Patrol side before moving into the SMZ.

**[7.2]** Replace Steps A, B, and C with the following (Step D becomes Step C):

#### Step A. Existing Typhoon Movement

- For each Typhoon-2 marker still on the map from the previous week, roll a d10 on the Weather Event Table's 2nd Week Movement Section and move the storm to the indicated OpArea. It is recommended to move western-most storms first as much as possible.
- If it moves to an area with a Typhoon-2 marker in it that has not yet moved, follow this procedure to move that

other Typhoon marker first (the storms do not merge).

- If it moves to an area with a Typhoon-2 marker in it that has already moved, roll a d10. On a result of 0-5, they merge into a single Typhoon-2. On a result of 6-9 they dissipate; remove both markers immediately.

#### Step B. New Weather Event Formation & Location

Roll one d10. For the month the turn is in, if the die roll is = or < that month's Weather Event Formation Number, one weather event is generated. X indicates that a new weather event cannot occur; skip Step B entirely. Should a Weather Event occur, roll a d10 on the Weather Event Initial Location Column to find the potential location of the storm. If that OpArea already contains a Typhoon-2 marker, do not place a new storm this turn. If that OpArea has no storm, roll a d10 to determine the intensity of the new storm. If the die roll is = or < that month's Weather Event Formation Number, place a Typhoon-1 marker in the indicated location; otherwise, place a Tropical Storm marker there. (Updated Weather Table on next page.)

**[7.21]** The second to last bullet under "Typhoon Markers" only applies to undamaged submarines, and the first die roll is modified by adding the Super Skipper rating rather than subtracting it.

**[7.22]** Replace with: In the Conclude Turn Phase [16.0], handle weather effects by first removing all Typhoon-2 markers from the map. Then for each Typhoon-1 and Tropical Storm marker, roll a d10 and consult the Weather Event Formation Number for the month of the current game turn. If the die roll is = or < that month's Weather Event Formation Number, replace the Typhoon-1 or Tropical Storm marker with a Typhoon-2 marker; otherwise, remove it.

**[13.1 A]** Add "**+1 drm** or more for Congregating Risk [22.1]" to the list of modifiers.

**[14.12] Attack Posture:** Attack Posture: When choosing Cautious, the "unmodified" TDC is selected after flipping TDC markers. Also, modifications to the TDC values for both Cautious and Aggressive do allow the values to go beyond the -3 to +3 range.

**[14.16 C]** The Wolfpack **drm** should be **-1**, not **+1**.

**[14.7]** The procedure should mention the **-1 drm** to the Endurance Check if the sub encountered a Loner.

**[15.23]** Transit Event Check: The wording for how to conduct a Transit Event check should read the same as [15.1], which is, "Perform a Transit Event check for the submarine using the OpArea with the lowest number on the line for the current War Period which contains a red box through which the submarine moved. Do not use the OpArea from with the submarine moved."

**[19.1]** There is no **drm** for Narrow OpAreas. Also, the **drm** for Shallow OpAreas applies for entering and/or leaving. If entering and/or leaving a Shallow OpArea, there is also a **+1 drm** to both rolls on the Transit Event Table. There is also **+1 drm** for entering or leaving the Yellow Sea.

**[19.21]** For Event 0 and Event 1, "this column" refers to the submarine's column, not the column containing the Combat Event marker.

**[21.2]** 2.0 revised Support Capacity for tenders up by 1, but the counters were not updated. Capacity is one greater than shown on the counter.

**[24.5] Wolfpacks and Combat:** [24.51] does not change how combat works. What [24.51] says is that if a submarine in a wolfpack is making an attack, and if a Diligent Escort is revealed during the Revealing Japanese Ships phase ([14.13]) of the Attack Round, then the Diligent Escort at-

tack roll on the Counterattack Table targets a random submarine in the wolfpack rather than the sub that pulled it.

**[24.53]** The Wolfpack **drm** should be **-1** to the to-hit die roll.

**[24.55]** should read “Damaged submarines have **+2 drm** to this die roll.”

**[28.14]** If the player chooses to invoke Surface Gunnery Combat, a **+1 drm** is granted.

**[28.2] PROCEDURE** should read “During combat resolution, if a Diligent Escort is revealed...”

**[28.5]** The last paragraph should read “During the War Progress Phase, rather than using the numbers...”

**CONSOLIDATED ATTACK/COUNTERATTACK PROCEDURE & MODIFIERS (p. 31):** B.2 does not mention that each ship’s ASW value is reduced by 1 if in typhoon.

**Back Cover** - USS Sealion (Balao class) was not lost during WWII.

**SCENARIO BOOK**

**[30.2]** Special Entry for Japanese Ships: There are ten (10) such ships (not 9) as it now includes *BB Musashi*.

**[13.14] Campaign 4 - Red Sun Setting:**

**[31.141]** There are only 26 Subs Withdrawn: the S-43 is listed twice.

**[31.141]** GAME LENGTH: Should read, “The Campaign ends when tonnage sunk exceeds Five Million, Five-Hundred

thousand tons” as per the [31.143] Victory Conditions.

**[31.142]** Snapper is listed as being deployed at both Pearl Harbor and North Pacific. It should start in the North Pacific, Transit side - outbound.

**[31.21] Short Campaign 1 - Desperate Pearl**

**[31.215]** June 1942 reinforcements - “Finback8” should be “Finback\*” (early Gato.)

**[31.23] Short Campaign 3 - Hold The Line**

**[31.231]** B - The special War Event Table For Short Campaign III / IIIA was omitted. It is provided on the next page.

**[31.32] British Campaign Against the Japanese 43-44**

War Period: 3

Use a Torpedo Value of 0, improves to +1 in January 44.

All submarines are assumed to have radar.

Wolfpacks are not allowed.

The special War Event Table is on the 4th page here.

**[33.15] Optional Submarines:** [33.151] Should read “If the player desires, he may remove Hawkbill (US), K-XIV and K-XV (Dutch)... 1944”

**[33.17] Staggered Arrivals and Withdrawals** is misnumbered as [3.17].

**Countersheet 7 Front:** The yellow named 16t AO Noto (row 11, number 7) should read “Notoro `32”

**WEATHER TABLES [7.2]**

**Weather Event Formation Number (X= no roll required)**

Jan	Feb	Mar	Apr	May	Jun
0	X	X	0	0	1
Jul	Aug	Sep	Oct	Nov	Dec
1	2	3	2	1	0

Typhoon-2 2nd week movement: roll a d10. On the result (0-2 or 3-6 or 7-9) the Typhoon moves to

Storm Initial Location		2nd Week Movement Die Roll		
Initial Die Roll	Place Storm in...	0-2	3-6	7-9
0-1	Marshall Islands	Marianas	East China Sea	Aleutian Islands
2-4	Marianas	East China Sea	Empire Pacific	North Pacific
5-7	Carolines	North Philippine Sea	South Philippine Sea	Bonins
8	North Philippine Sea	South China Sea 1	Empire Pacific	Kurile Islands
9	South Philippine Sea	South China Sea 2	East China Sea	Empire Pacific

**ATTACK POSTURE TABLE [14.12]**

**CAUTIOUS**

**REVEALED SHIPS**

Reveal one fewer ship than the submarine’s Tactical Rating

**TDCs**

All TDC values have one (1) added to them except for one TDC selected by the player after flipping (the “unmodified” TDC). Can exceed +3.

**ATTACK RESOLUTION**

**+1 drm** “to hit” die roll [14.16] if the target ship is not the one with the unmodified TDC.

**COUNTERATTACK**

**-1 drm** from the non Diligent Escort counterattack [14.2] die roll.

**DILIGENT ESCORT(S)**

Roll one die for each Diligent Escort revealed. If the die roll is > the Diligent Escort’s ASW value, the Diligent Escort is treated as a normal DD with one (1) subtracted from its ASW value. If the die roll is zero, **+1 drm** to the Diligent Escort’s counterattack [14.13].

**STANDARD ATTACK** No change to the basic Attack rules and modifiers

**AGGRESSIVE**

**REVEALED SHIPS**

Reveal one more ship than the submarine’s Tactical Rating

**TDCs**

All TDC values have one (1) subtracted from them. Can exceed -3.

**ATTACK RESOLUTION**

**-1 drm** from the “to hit” die roll

**COUNTERATTACK**

**+1 drm** to any non Diligent Escort counterattack [14.2] die roll.

**DILIGENT ESCORT(S)**

Any Diligent Escort in the same column as the submarine has **+2 drm** to the Diligent Escort’s counterattack. A Diligent Escort in an adjacent column has **+1 drm** to the Diligent Escort’s counterattack [14.13].

**ENDURANCE CHECK**

**+1 drm** to the Endurance Check die roll.

# SILENT WAR 2.0

## Short Campaign III & IIIA: Holding The Line (Netherlands East Indies) v2b

Die  
Roll

### EVENT

**0** **Fall of Luzon:** The Americans were driven from Manila a week ago. For this turn, all OpAreas are considered to have four southbound American submarines in them for purposes of Congregating Risk [22.0]. Fremantle is open, but a Dutch submarine may only RTB there if it has two damage markers.

If this Event is rolled again, conduct "**Battle of the Java Sea**" (#1 below).

**1** If "**Fall of Luzon**" (#0 above) has not occurred, conduct that Event instead. If it has:

**Special Mission - Battle of the Java Sea:** All submarines currently in the Pier Side or Ready For Sea boxes of Surabaya must immediately deploy to the Java Sea patrol side up to support Admiral Doorman's cruiser group. Only contacts with TF results are used for submarines in the Java Sea.

If this Event is rolled again prior to March 1942, treat as No Event; otherwise conduct "**Fall of the Dutch East Indies**" (#9 below).

**2** **Special Mission - Barrier mission in the East Indies Straits:** Deploy four submarines to the Makassar and/or Molucca Straits. Only contacts with C2 and TF results are used.

**3** No roll on the **ULTRA** table this turn.

**4** No roll on the **ULTRA** table this turn.

**5** No roll on the **ULTRA** table this turn.

**6** **Special Mission - Barrier mission in the East Indies Straits:** Deploy two submarines to the Makassar and/or Molucca Straits. Only contacts with C2 and TF results are used.

**7** No roll on the **ULTRA** table this turn.

**8** No roll on the **ULTRA** table this turn.

**9** If the date is prior to March 1942, conduct "**Fall of Luzon**" if Luzon has not fallen or "**Battle of the Java Sea**" if it has. If the date is March 1942 or later:

**Fall of the Dutch East Indies:** All submarines currently in port Surabaya regardless of readiness must conduct Base-to-Base movement to Fremantle. Any subs in Repair Boxes 2 or 3 or in the Hold Box are scuttled but are not counted as sunk. Surabaya is immediately closed, and the campaign is concluded at the end of this turn.

[31.32] British Campaign Against the Japanese: November 1943 - March 1944 War Event Table

British November 1943 – March 1944 Campaign War Event Table											
Die Roll	Result										
0	<p><b>Special Mission: Japanese Supply Convoy in the Gulf of Siam</b></p> <p>British Signal Corps reports a Japanese Supply Convoy nearing Burma in the Gulf of Siam. Submarines in the Bay of Bengal must attempt to respond. For each submarine in the Bay of Bengal, roll a d10. On a result of 0, 1, or 2, they enter the Gulf of Siam Special Mission Zone with no Transit Event check.</p> <p>Each of these submarines attempts to contact the Supply Force separately by rolling on the Contact Table below.</p> <table border="1"> <thead> <tr> <th>Die roll</th> <th>Contact Table Result</th> </tr> </thead> <tbody> <tr> <td>0-3</td> <td>Japanese Forces Land Supplies and slip away</td> </tr> <tr> <td>4-6</td> <td>Contacts a C1 Convoy</td> </tr> <tr> <td>7-8</td> <td>Contacts a C2 Convoy</td> </tr> <tr> <td>9</td> <td>Contacts a TF</td> </tr> </tbody> </table> <p>This event may occur more than once.</p>	Die roll	Contact Table Result	0-3	Japanese Forces Land Supplies and slip away	4-6	Contacts a C1 Convoy	7-8	Contacts a C2 Convoy	9	Contacts a TF
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1	<p><b>Intelligence Report Interdiction of IJN Support Force – South China Sea 2</b></p> <p>British Signal Corps reports a Japanese Support Force convoy is underway in Chinese waters. For each submarine in the South China Sea 2 roll a d10. On a result of 7, 8, or 9, the submarine is in position to intercept the Support Force.</p> <p>Each of these submarines attempts to contact the Support Force separately by rolling on the Contact Table below.</p> <table border="1"> <thead> <tr> <th>Die roll</th> <th>Contact Table Result</th> </tr> </thead> <tbody> <tr> <td>0-4</td> <td>Japanese Forces Evade Contact</td> </tr> <tr> <td>5-6</td> <td>Contacts a C1 Convoy</td> </tr> <tr> <td>7-8</td> <td>Contacts a C2 Convoy</td> </tr> <tr> <td>9</td> <td>Contacts a TF</td> </tr> </tbody> </table> <p>This event may occur more than once.</p>	Die roll	Contact Table Result	0-4	Japanese Forces Evade Contact	5-6	Contacts a C1 Convoy	7-8	Contacts a C2 Convoy	9	Contacts a TF
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2	<p><b>Intelligence Report Interdiction of IJN Support Force – Java Sea</b></p> <p>British Signal Corps reports a Japanese Support Force convoy is underway in Malaysian waters. For each submarine in the Java Sea roll a d10. On a result of 6, 7, 8, or 9, the submarine is in position to intercept the Support Force.</p> <p>Each of these submarines attempts to contact the Support Force separately by rolling on the Contact Table below.</p> <table border="1"> <thead> <tr> <th>Die roll</th> <th>Contact Table Result</th> </tr> </thead> <tbody> <tr> <td>0-5</td> <td>Japanese Forces Evade Contact</td> </tr> <tr> <td>6-7</td> <td>Contacts a C1 Convoy</td> </tr> <tr> <td>8</td> <td>Contacts a C2 Convoy</td> </tr> <tr> <td>9</td> <td>Contacts a TF</td> </tr> </tbody> </table> <p>This event may occur more than once.</p>	Die roll	Contact Table Result	0-5	Japanese Forces Evade Contact	6-7	Contacts a C1 Convoy	8	Contacts a C2 Convoy	9	Contacts a TF
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British November 1943 – March 1944 Campaign War Event Table															
Die Roll	Result														
3 - 4	<p><b>Royal Navy Naval Intelligence Division (NID) (Magic/ULTRA Phase) Intelligence Report</b></p> <p>Roll on this NID table this turn.</p> <table border="1"> <thead> <tr> <th>Die roll</th> <th>NID (Magic/ULTRA) Table Result</th> </tr> </thead> <tbody> <tr> <td>0-1</td> <td>Bay of Bengal</td> </tr> <tr> <td>2-3</td> <td>Andaman Sea</td> </tr> <tr> <td>4</td> <td>Java Sea</td> </tr> <tr> <td>5</td> <td>South China Sea 2</td> </tr> <tr> <td>6</td> <td>South China Sea 1</td> </tr> <tr> <td>7-9</td> <td>No Report of Interest</td> </tr> </tbody> </table> <p>This event may occur more than once.</p> <p><i>The Naval Intelligence Division (NID) was the intelligence arm of the British Admiralty created in 1912 and moved into the MoD in 1964. It dealt with matters concerning British naval plans and the collection of naval intelligence. It was also known as "Room 39", after its room number at the Admiralty.</i></p>	Die roll	NID (Magic/ULTRA) Table Result	0-1	Bay of Bengal	2-3	Andaman Sea	4	Java Sea	5	South China Sea 2	6	South China Sea 1	7-9	No Report of Interest
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2-3	Andaman Sea														
4	Java Sea														
5	South China Sea 2														
6	South China Sea 1														
7-9	No Report of Interest														
5	<p><b>German Submarine in the Indian Ocean</b></p> <p>British Signal Corps reports that German U-Boats have entered the eastern Indian Ocean with vital equipment bound for Japan. For each submarine in the Andaman Sea, roll a d10. The first submarine to achieve a result of 0 or 1 rolls on the table below. Only one such encounter can occur.</p> <table border="1"> <thead> <tr> <th>Die roll</th> <th>Contact Table Result</th> </tr> </thead> <tbody> <tr> <td>0-2</td> <td>Conduct Sub-v-Sub Combat vs an IXC40</td> </tr> <tr> <td>3-4</td> <td>Conduct Sub-v-Sub Combat vs an IXC40</td> </tr> <tr> <td>5-8</td> <td>No contact is made</td> </tr> <tr> <td>9</td> <td>Conduct Sub-v-Sub Combat vs an IXC40 with the U-Boat attacking as per [14.6].</td> </tr> </tbody> </table> <p><b>Note:</b> Event #5 German Submarine in the Indian Ocean can only occur once regardless of whether or not a U-boat is encountered. The first submarine to contact a U-boat will be the only submarine to conduct Sub-vs-Sub combat [14.6] against a U-boat for this event.</p>	Die roll	Contact Table Result	0-2	Conduct Sub-v-Sub Combat vs an IXC40	3-4	Conduct Sub-v-Sub Combat vs an IXC40	5-8	No contact is made	9	Conduct Sub-v-Sub Combat vs an IXC40 with the U-Boat attacking as per [14.6].				
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6 - 9	No Event														

**NID AAC**

For any War Period 3 Area Activity Chart row with no colored boxes (Bay of Bengal & Andaman Sea), use the NID AAC below.

	0	1	2	3	4	5	6	7	8	9
W3									TF	TF

**Note:** Red Boxes with "TF" in them indicate that only contacts with TF results are used.