

U.Kdt.Hdb



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Command 32, U-boot Flotilla
1939

(comprising Amendments Nos. I - I 1)

High Command of Kriegsmarine

M.Dv.Nr. 906

Corrections to be made according
to Leaflet Memorandum, Number 5.

Virtual Battle of Atlantic
2002

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Kalloth
U224
VonSpike
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Sources:

29th Flotila Web Base
Unterseebootwaffe Web Page
U-Boat.net
WPL Web Page - Forum
Drumbeat U.Kdt.Hdb - cover, glosary
AOD online U.Kdt.Hdb
Silent Hunter 2 manual,
SH2 ID Register
SH2

Version 1.0
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All inputs are welcome!

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Groner Merchant Ships Silhouettes (ID Register)



Small Cargo Ship

Disp: 3.168 t Lenght: 78 m Beam: 12 m
Draft: 5 m Speed: 11 kt (9) Mast: 20



Slow Cargo Ship

Disp: 6 824 t Lenght: 156 m Beam: 19 m
Draft: 7 m Speed: 12 kt (7) Mast: 34



Fast Cargo Ship

Disp: 8 236 t Lenght: 135 m Beam: 16 m
Draft: 6 m Speed: 18 kt (8-9) Mast: 22



Liberty Ship

Disp: 7 146 t Lenght: 134 m Beam: 16 m
Draft: 5 m Speed: 13 kt (7) Mast: 26
(14.245 t full loadet, Guns: 1x5in/51, 1x3in/50, AA: 4x20mm)

tonnage: measurement of all the enclosed spaces in a ship expressed in hundreds of cubic feet.

Torpedo-Schuss-Empfänger: torpedo launch receiver, which, in the fore and aft torpedo rooms of a U-boat, received target data from the Vorhaltrechner and fed it into the guidance systems of the torpedoes. Abbreviated T-Schu.

trim: the balancing of a submarine's (U-boat's) weight and equilibrium underwater.

U-boat: see Unterseeboot.

Ubootwaffe: the German submarine (U-boat) fleet.

U.Kdt.Hdb: U-boat Commanders Handbook

Unterseeboot: "submarine", abbreviated as U-boat. Primarily, a surface attack vessel of the German Navy with the ability to submerge to depths of up to 250 meters for short periods. UZO (Uboot-Zieloptik): surface target-aiming binoculars with luminous graticule attached to a bridge post that automatically fed target line-of-sight bearing and range to the Vorhaltrechner.

Vorhaltrechner: A Siemens-made electromechanical deflection calculator in the U-boat conning tower that fed attack headings into the gyrocompass steering mechanism of the torpedoes in their tubes.

Wabo: German nickname for Wasserbombe (q.v.).

WarLog: The Commander's written record of significant events and wireless transmissions.

Wasserbombe: German term for a depth charge dropped on U-boats by British and American surface ships and aircraft.

way: the motion or speed of a ship or boat through the water.

Wintergarten: the open, railed platform on the after part of a U-boat bridge.

WPL: Wolfpack League

Zentrale: U-boat control room, directly below the conning tower and bridge, containing all diving controls.

Lotapparat: a U-boat's equipment for determining depth in fathoms or in meters.

maneuvering room: electric motor room on a U-boat, which housed the battery-powered dynamotors (E motors), used to propel the boat when submerged.

Marinequadrat: naval square, an arbitrarily drawn rectangular region of the ocean permitting the organization of the ocean surface into a grid chart where the many individual naval squares were identified by letter digraphs and numbered zones.

Mehrfach: a multiple, though not simultaneous, launch of torpedoes.

Morse code: a message system of dots and dashes, clicks and spaces, or flashes of light that represent letters of the alphabet.

Oberleutnant zur See: Lieutenant senior grade.

OKM (Oberkommando der Kriegsmarine): German Naval High Command.

periscope: an extendible tube like optical device containing an arrangement or prisms, mirrors, and lenses that permitted a U-boat to view the surface of a sea from a submerged position.

port: the left-hand side of a vessel as one faces forward.

pressure hull: the U-boat cylinder containing personnel and essential operating systems that was designed to withstand many atmospheres of water pressure when submerged.

Q-ship: a decoy merchant ship with flotation cargo and hidden deck armament designed to lure a surfaced U-boat to close-in destruction.

quarter: the arc of 45 degrees to either side horizontally from the stern of a vessel.

red: port (Backbord), that is, left (U-boat usage).

Ritterkreuz des Eisernen Kreuzes: Knight's Cross of the Iron Cross.

Rohr: torpedo tube.

RPM: revolutions per minute.

Schussmeldung: a U-boat's required "shooting report" on each torpedo action.

Sonar: an acronym standing for Sound Navigation, Ranging, the U.S. Navy echo-ranging sound apparatus equivalent to the British ASDIC.

Spargel: literally, "asparagus"; U-boat nickname for the periscope.

starboard: the right-hand side of a vessel as one faces forward.

stern: the after (rear) part of a vessel.

Sub Tanker: A specially fitted out type IX with expanded fuel bunkers for refuelling and resupplying attack subs at sea.

Nicknamed "Milk Cow" by submariners.

Tiefenmesser: a U-boat's depth-pressure gauge, or depth manometer.



Victory Ship

Disp: 14 245 t

Lenght: 140 m

Beam: 17 m

Draft: 7 m

Speed: 19 kt (11,5)

Mast: 25

(Guns: 1x5in/55, 1x3in/50, AA: 8x20mm)



Oil Tanker

Disp: 8 900 t

Lenght: 210 m

Beam: 19 m

Draft: 9 m

Speed: 15 kt (12)

Mast: 33



T2 Tanker

Disp: 10 448 t

Lenght: 159 m

Beam: 19 m

Draft: 10 m

Speed: 18 kt (10)

Mast: 25



Passenger Liner

Disp: 20 636 t

Lenght: 255 m

Beam: 28 m

Draft: 4 m

Speed: 31 kt

Mast: 35



Troop Transport

Disp: 13 620 t

Lenght: 200 m

Beam: 22 m

Draft: 8 m

Speed: 23 kt (12)

Mast: 30

Target's Range TAB (Merchant Ships)

Value of Mast can be readed from ID Register , value of degree from UZO or periscope.

Mast:	20	22	25	26	30	33	34	35
3°	382	420	477	496	572	630	649	668
2,75°	416	458	520	541	625	687	708	729
2,5°	458	504	573	596	687	756	779	802
2,25°	509	560	636	662	764	840	865	891
2°	573	630	716	745	859	945	974	1002
1,75°	655	720	818	851	982	1080	1113	1146
1,5°	764	840	955	993	1146	1260	1298	1337
1,25°	917	1008	1146	1192	1375	1512	1558	1604
1°	1146	1260	1432	1490	1719	1891	1948	2005
0,75°	1528	1681	1910	1986	2292	2521	2597	2674
0,5°	2292	2521	2865	2979	3438	3781	3896	4011
0,25°	4584	5042	5730	5959	6875	7563	7792	8021
0,1°	11459	12605	14324	14897	17189	18908	19481	20054

Range (m)

E motors: battery-powered electric motors on a U-boat.
Facherschuss: a simultaneous spread, or fan, launch of two or more torpedoes.
Fangschuss: a finishing shot, or coup de grace.
flank: the extreme right or left side.
fore: forward, or toward the bow of a vessel.
Fregattenkapitan: Captain (junior).
Geheime Kommandosache: “top secret.”
green: starboard (Steuerbord), that is, right (U-boat usage).
Groner: the merchant fleet handbook, with silhouettes of all known freighters and tankers.
hatch: circular passageway opening on the deck or in interior bulkheads of a U-boat.
HE (hydrophone effect): underwater sound, for example, propeller cavitation of a surface ship or the path of a torpedo, detected by hydrophone and shown on instruments as having a certain bearing and range. (See hydrophone.)
Hilfskreuzer: German term for an armed merchant cruiser of the Royal Navy.
hull: the primary, hollow, floatable structure of a boat or ship.
hull down: the appearance of a ship at great distance when only its masts and smokestack can be seen over the horizon.
hydrophone: underwater sound detection device employed by both U-boats and surface warships. In German, Horchgerat. (See HE.)
hydroplanes: extended surfaces fore and aft on a U-boat’s outboard hull that directed the pitch of the boat underwater.
Kaleu: diminutive form of the rank Kapitanleutnant (Lieutenant Commander).
Kapitanleutnant: Lieutenant Commander.
Kapitan zur See: Captain.
keel: the central structural member of a boat’s or ship’s hull that runs fore and aft along the bottom of the hull for the full distance from stem to sternpost.
Keroman: protective U-boat bunkers, or pens, at Pointe de Keroman near the harbor entrance at Lorient, France.
knot: A unit of speed equivalent to one nautical mile per hour. See nautical mile.
Korvettenkapitan: Commander.
Kriegsmarine: the World War II German Navy.
Kriegstagebuch (KTB): German war diary kept by ships and boats at sea, also by shore-based headquarters staffs.
Kurzsignale: a U-boat’s short-signal position report by radio (wireless).
Leutnant zur See: Lieutenant junior grade.
LI: Leitender Ingenieur, “Chief Engineering Officer.”

Glossary

abaft: toward the stern of a boat or ship.

Adressbuch: a U-boat code book for disguising grid (Marinequadrat) positions on an ocean chart in radio (wireless) transmissions.

a f t : rearward, or toward the stern of a vessel.

Alarm!: order for an emergency dive.

Angle-On-the-Bow: the difference between the U-boat's line of sight and target's heading.

ASDIC: an acronym standing for Anti-Submarine Detection Investigation Committee (British), commonly used to describe the apparatus housed in a dome on the underside of an antisubmarine vessel's hull, which sent out sound waves in pulses that, striking an underwater object such as a U-boat, returned a signal that gave the range (out to approx. 2000 m) and bearing of the object. See sonar.

“Auf Gefechtsstationen!”: “Battle stations!”

ballast tanks: tanks outside the pressure hull of a U-boat which, when flooded with water, enabled the boat to dive. BdU

(Befehlshaber der Unterseeboote): Commander in Chief, U-boats. Though specifically denoting Admiral Karl Donitz, the abbreviation was also commonly used to identify the Admiral's staff or headquarters.

Biscay, Bay of: a bay of the Atlantic Ocean between northwestern France and Spain.

Bootskanone: the deck gun, or artillery piece, carried forward on a U-boat.

bow: the forward end of a vessel.

BR: Battle reporter WPL

bridge: the raised structure from which a power vessel on the surface is navigated.

bulkhead: a wall-like structure inside seagoing vessels used to subdivide space, form watertight compartments, or strengthen the interior framing.

bunkers: on a U-boat, the exterior tanks that contained diesel fuel.

capital ship: a term used throughout World War II to define the most significant warships.

conning tower (Kommandoturm): the low observation tower of a U-boat, containing the helmsman's steering controls and topped by an open bridge.

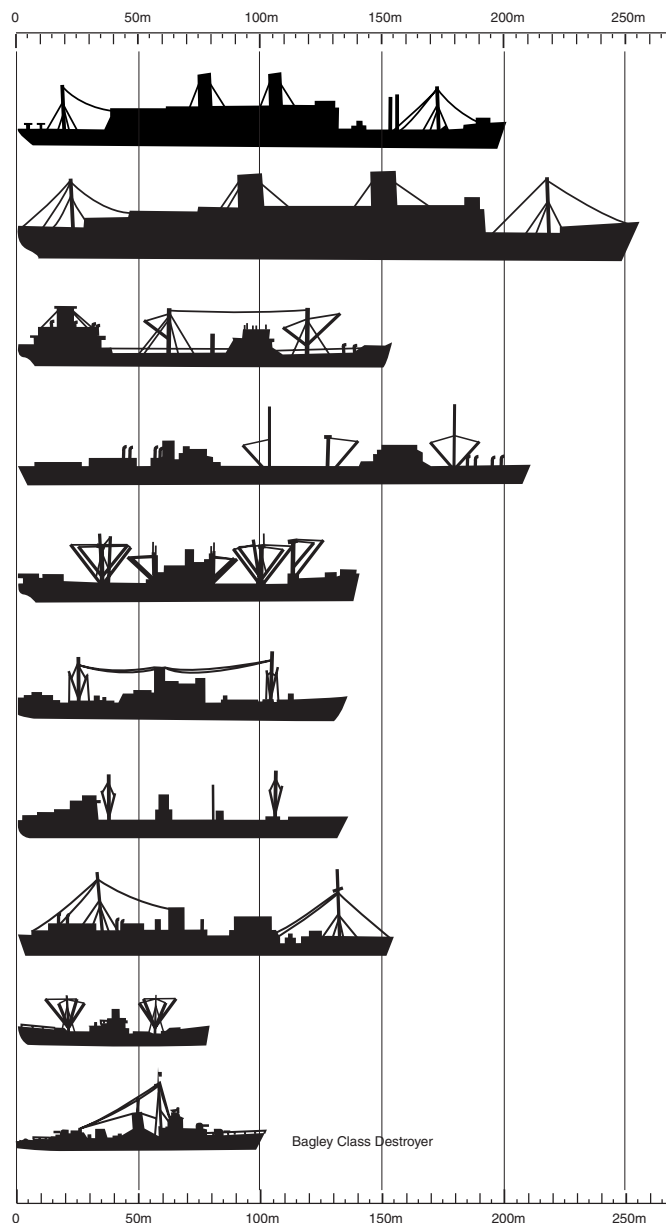
control room: see Zentrale.

diesel: the compression-ignition type engine used on U-boats; also the combustible petroleum distillate used as fuel.

DR: dead reckoning, the calculation of one's position at sea based on course, speed, and elapsed time since the last observed position, taking into account currents, winds, and compass declinations.

eel: in German aal, a U-boat nickname for torpedo.

Compare TAB of Merchant Ships



Lloyd's Register of Ships

A

Aalsum	Slow C Ship	Dutch
Abiqua	T2 Tanker	American
Absalon	Small C Ship	Dutch
Absalon	Small C Ship	Dutch
Ackia	T2 Tanker	British
Adela	Fast C. Ship	British
Adela Bianca	Liberty Ship	British
African Planet	Fast C. Ship	American
Agamemnon	Transport	British
Alamo	T2 Tanker	British
Alcoa Ranger	Slow C Ship	American
Aldersdale	Oil Tanker	American
Allatoona	Liner	German
Allende	Slow C Ship	British
Amarillo Victory	Victory Ship	American
Ambrose E. Burnside	Liberty Ship	American
Ambrosio	Small C Ship	British
American Farmer	Slow C Ship	American
Amity	T2 Tanker	British
Amphitrite	Liner	American
Amtank	T2 Tanker	British
Anacostia	Fast C. Ship	British
Anna Julia	Fast C. Ship	British
Anna Maria	Small C Ship	British
Anna Sophie	Liberty Ship	British
Anne	Small C Ship	British
Antelope Hills	Fast C. Ship	British
Antiope	Liner	American
Appomattox	Fast C. Ship	British
Archers Hope	Fast C. Ship	British
Archers Hope	T2 Tanker	British
Arickaree	Small C Ship	American
Arlene	Victory Ship	American
Athelviking	Oil Tanker	British
Athelviking	Oil Tanker	British
Atlantic Coast	Fast C. Ship	British
Atlantic Pride	T2 Tanker	American
Atlantic Refiner	T2 Tanker	American
Atlantic States	Fast C. Ship	British
Atlantic Sun	Small C Ship	American
Atlantic Trader	Small C Ship	American
Audrey Belle	mscc	British
Aversyboro	T2 Tanker	British
Azerbaijan	Oil Tanker	Soviet

B

Baluka Barbara	Fast C. Ship	German
Bandelier	T2 Tanker	British
Barendrecht	Oil Tanker	Dutch
Baron Ogilvy	Small C Ship	British
Barossa	Small C Ship	British
Basque	Liner	American
Bastion	Oil Tanker	American
Battle Rock	Fast C. Ship	British
Bay City	Fast C. Ship	British
Bayou Chipo	Slow C Ship	American
Beacon Rock	T2 Tanker	British
Beaulieu	Slow C Ship	Norwegian
Beaverford	Fast C. Ship	British
Behemoth of the Seas	Liner	British
Bellingham	Fast C. Ship	American
Belpareil	Fast C. Ship	Norwegian
Belridge Hills	T2 Tanker	British
Bencas	Small C Ship	Norwegian
Benjamin Harrison	Liberty Ship	American
Benton Field	T2 Tanker	British
Benvennoch	Slow C Ship	British

Berta Laura	Small C Ship	British
Berta Zenzi	Slow C Ship	British
Better Days	Liner	American
Birch Coulie	Slow C Ship	American
Bishopdale	Fast C. Ship	British
Bolton Castle	Slow C Ship	British
Bonnington Court	Small C Ship	British
Boulonnais	Liner	American
Bratton	liner	American
Brenda	Fast C. Ship	British
British Fame	Oil Tanker	British
British Hussar	Oil Tanker	British
Broken Bow	Fast C. Ship	Norwegian
Brunhilde	Liberty Ship	British
Brunhilde Anne	T2 Tanker	British
Brunhilde Gretchen	Fast C. Ship	British
Bryce Canyon	Fast C. Ship	American
Bullmouth	Slow C Ship	British
Burdwan	Slow C Ship	British

C

Calibogue	Fast C. Ship	American
Cargo	Small C Ship	American
Cargo ship	Small C Ship	British
Carlton	Liberty Ship	American
Carmen	Fast C. Ship	British
Castlemore	Slow C Ship	British
Catherine Agnes	T2 Tanker	British
Cathy	Fast C. Ship	British
Cathy M	Fast C. Ship	British
Champog	Fast C. Ship	British
Chantilly	Fast C. Ship	British
Charles Carroll	Fast C. Ship	American
Charlotte	T2 Tanker	British
Chatham	Transport	British
Chelsea	Small C Ship	British
Chrisanthy Mary	Fast C. Ship	British
Clan Ferguson	T2 Tanker	British
Conus	Oil Tanker	British
Counsellor	Fast C. Ship	British
Coya	Fast C. Ship	American
Cross Keys	Fast C. Ship	British
Cross Thread	Fast C. Ship	British
Crown Point	Fast C. Ship	German
Custer	Fast C. Ship	American

D

Daniel Morgan	Liberty Ship	American
DeerhunterUK	Fast C. Ship	British
Delage	Victory Ship	American
Delazon Smith	Liberty Ship	American
Diana	T2 Tanker	British
Dinteldijk	Fast C. Ship	Dutch
Donau	Fast C. Ship	German
Donau	Transport	German
Donbass	Oil Tanker	Soviet
Donna	Fast C. Ship	British
Doutels Doubts	Slow C Ship	Dutch
Dow	Slow C Ship	French
Dow Explorer	Slow C Ship	American
Drechttdijk	Fast C. Ship	Dutch
Dumas	Transport	French
Dusty Rhodes	Fast C. Ship	Norwegian



Eisernes Kreuz 1:e Klasse

The Iron Cross 1st class had no ribbon and were pinned on left breast pocket. The first Iron Cross of this class was awarded the captain of u-29 for the sinking of the british aircraft carrier "Courageous".



Dienftauszeichnung IV. Klasse Long Service Medal



Das Deutsche Kreuz

The German Cross was stationed between the Iron Cross and the Knights Cross in rank. It was awarded to 530 U-boat men



Ritterkreuz des Eisernes Kreuz mit Eichenlaub

Next class of the Knights Cross was the attachment of oak leaves above the already awarded Cross.

Medals

(text taken from Unterseebootwafe web page and uboat.net)

Visit Unterseebootwafe web page at <http://www.dataphone.se/~ms/ubootw/welcom.htm> and Uboat.net for more info about Medals and other.)



U-bootskriegsabzeichen

The U-bootskriegsabzeichen (U-boat war badge) was awarded to men who had made two war patrols! Awarded from one month after war started = from October 1939.



U-bootsfrontspange Bronze

A late war badge. Awarded since May 1944. Here the lower "Bronze Class".



U-bootsfrontspange Silver

U-bootsfrontspange in Silver. The higher class. Awarded since late November 1944.



Eisernes Kreuz 2:e Klasse

The Iron Cross 2nd class. The first to receive this decoration in the Kriegsmarine was the men who sunk the british aircraft carrier "Courageous" in Septemner 1939 - The whole crew of U-29 was awarded!

E

Earlston	Slow C Ship	British
El Aleto	Fast C. Ship	British
El Caney	Fast C. Ship	British
El Capitan	Slow C Ship	American
El Oso	Small C Ship	British
El Paso	Fast C. Ship	British
Eleonora Maersk	T2 Tanker	British
Elstree Grange	Slow C Ship	British
Emile Miguet	Oil Tanker	British
Empire Byron	Slow C Ship	British
Empire Celt	Fast C. Ship	British
Empire Hope	Fast C. Ship	British
Empire Swain	Fast C. Ship	British
Empire Tide	Slow C Ship	British
Espana	Transport	German
Esso Alvin	Liner	American
Esso Baytown	Oil Tanker	American
Esso Hugh	T2 Tanker	British
Esso Norman	T2 Tanker	British
Esso Pearlard	Liner	American
Esso Springfield	T2 Tanker	American
Evelyn	Small C Ship	American
Exchequer	Fast C. Ship	American
Exiria	Slow C Ship	American

F

Fairfield City	Slow C Ship	American
Five Forks	Fast C. Ship	American
Five Forks	T2 Tanker	British
Five Lanes	T2 Tanker	British
Flagship Sinco	Fast C. Ship	British
Forde	Fast C. Ship	British
Fort Bridger	Small C Ship	American
Fort Charlotte	T2 Tanker	British
Fort Cheswell	Fast C. Ship	British
Fort Cheswell	Oil Tanker	American
France III	Slow C Ship	French
Francis R Hart	Oil Tanker	American
Freeport	Fast C. Ship	British
Fresno City	Fast C. Ship	British

G

G S Walden	T2 Tanker	British
Garonne	Oil Tanker	Norwegian
Gebharde Anne	Slow C Ship	British
Gillespie	Liner	American
Glenorchy	Fast C. Ship	British
Gloria Cheryl	Fast C. Ship	British
Grand Teton	T2 Tanker	American
Gretchen Brunhilde	T2 Tanker	British
Gretchen Maria	Liner	German
Gretchen Maria	Small C Ship	British
Gulfbelle	Oil Tanker	American
Gulfport	Fast C. Ship	British

H

Hamm	Slow C Ship	German
Hannover	Fast C. Ship	American
Harpers Ferry	Fast C. Ship	British
Hartlebury	Slow C Ship	British
Hastings	Small C Ship	American
Hatarana	Small C Ship	British
Helena Aretha	Fast C. Ship	British
Henry Bacon	Liberty Ship	American
Herne	Fast C. Ship	British
Hindenburg	Fast C. Ship	German
Höegh Silverdawn	Fast C. Ship	Norwegian
Holmside	Small C Ship	British
Honoum	Slow C Ship	American
Hoosier	Fast C. Ship	American
Howell Lykes	Transport	American
Hüegh Silverdawn	Fast C. Ship	British

I

Invendargle	Oil Tanker	British
Iris	Fast C. Ship	British
Iris	T2 Tanker	British
Iron Chieftain	Slow C Ship	British
Ironclad	Slow C Ship	British

J

J A Moffett	Oil Tanker	American
J Black	Liner	American
J. Chan	Fast C. Ship	British
Jacksonville	Fast C. Ship	British
Jagdwolf	Fast C. Ship	German
Jaguar	Fast C. Ship	Norwegian
Jarrett M. Huddleston	Transport	American
Jasmine Helena	T2 Tanker	British
Jennings	Small C Ship	American
JoAnne	T2 Tanker	British
John Witherspoon	Liberty Ship	American
Jonathan Holt	Small C Ship	British
Jordan	Slow C Ship	French
Josiah Cohen	Liberty Ship	American
Joy Dean	T2 Tanker	British
Joy Tyrolt	Victory Ship	American
Joy Tyrolt	T2 Tanker	British
Julia Anne	Liberty Ship	British
Julia Sarah	Slow C Ship	British

K

Karffanger	Fast C. Ship	German
Katharina Julia	Liberty Ship	British
Katharina Laura	Fast C. Ship	British
Katharina Lea	Small C Ship	British
Katharina Marie	Liberty Ship	British
Kathleen S. Holmes	Fast C. Ship	American
Keeweenaw	Fast C. Ship	American
Kelsy Ophelia	Liberty Ship	British
Kenbane Head	Fast C. Ship	British
Kettle Creek	Fast C. Ship	British
Kings Canyon	Fast C. Ship	British
Kulick's Dream	small boat	British
Kunding	Fast C. Ship	British

L

La Sybille	Liner	American
Lady Denison Pender	mscc	British
Lady Laura	T2 Tanker	British
Laney	Fast C. Ship	American
Laura Maria	Fast C. Ship	British
Laura Maria	Small C Ship	British
Laura S.	Fast C. Ship	American
Lea Julia	Liberty Ship	British
Lea Laura	Fast C. Ship	British
Lea Sophie	Liberty Ship	British
LeChan	Victory Ship	American
Leinster	Small C Ship	British
Leopolda	Slow C Ship	British
Leopolda Julia	T2 Tanker	British
Leopolda Lisa	Liberty Ship	British
Lesto	mscc	British
Liberty ship	Liberty Ship	American
Linda B.	Fast C. Ship	British
Lisa Gebharde	Liberty Ship	British
Lisa Maria	Liberty Ship	British
Lochgail	Fast C. Ship	British
Lone Jack	T2 Tanker	American
Lord Wesley	T2 Tanker	British
Louden	T2 Tanker	American
Lyia	Fast C. Ship	British

M

MAC Rapana	Fast C. Ship	British
Macbrae	mscc	British

MaidanFast C. ShipBritish
Maiden CreekSmall C ShipAmerican
MalabarSmall C ShipBritish
MalmangerOil TankerNorwegian
Manchester DivisionFast C. ShipBritish
Margram AbbeymsccBritish
MariaFast C. ShipBritish
MariaSlow C ShipBritish
Maria LeaSlow C ShipBritish
Maria MichelleFast C. ShipBritish
MarieFast C. ShipBritish
Marie SarahFast C. ShipBritish
MarpessaOil TankerDutch
Marfchal JoffreFast C. ShipFrench
Marfchal PetaínTransportFrench
MathuraFast C. ShipBritish
MeekerkFast C. ShipDutch
MelindaLinerAmerican
MerulaOil TankerDutch
Michelle LauraFast C. ShipBritish
Michelle LauraT2 TankerBritish
MiriamT2 TankerBritish
Mission San FranciscoT2 TankerAmerican
MontenegroFast C. ShipBritish
MontyT2 TankerBritish
MormacsagaFast C. ShipAmerican
MorrisFast C. ShipFrench
Moses AustinLiberty ShipAmerican
MosliFast C. ShipNorwegian

N

NatashaLinerAmerican
Natashéesmall boatBritish
NavarinoSlow C ShipBritish
Nbattle RocSlow C ShipAmerican
NemesisFast C. ShipBritish
Neptune's CarSmall C ShipAmerican
NevasaFast C. ShipBritish
Nils MollerFast C. ShipBritish
North CornwallSlow C ShipBritish
NyholmOil TankerNorwegian

O

OakmarSlow C ShipAmerican
Ocean PrincessOil TankerAmerican
Ocean TelegraphSlow C ShipAmerican
Ocean VanguardLiberty ShipBritish
OleanOil TankerAmerican
OlgaLinerAmerican
Olga GretchenFast C. ShipBritish
OlopanaSlow C ShipAmerican
OrungalFast C. ShipBritish
OssianSmall C ShipBritish
Ove ToftSlow C ShipGerman

P

Pan AtlanticSlow C ShipAmerican
Pan KraftSlow C ShipAmerican
Pan NorwayFast C. ShipNorwegian
PaoliFast C. ShipBritish
PattyFast C. ShipBritish
Paulus PotterSlow C ShipDutch
PeroteT2 TankerAmerican
Persident HerrenschmidtOil TankerNorwegian
Peter KerrSlow C ShipAmerican
PetrofinaOil TankerNorwegian
PetronellaSmall C ShipDutch
PierreVictory ShipAmerican
PlumleafSlow C ShipBritish
PopeklinerAmerican
Port ChalmersFast C. ShipBritish
Port HuonFast C. ShipBritish
Port RepublicFast C. ShipAmerican
PragueSlow C ShipBritish

President CoolidgeLinerAmerican
Priska GebhardeLiberty ShipBritish
Priska KatharinaT2 TankerBritish
Pulpit RockT2 TankerAmerican

Q

Queen CityFast C. ShipBritish

R

RadchurchSmall C ShipBritish
RainierT2 TankerAmerican
RamlahFast C. ShipBritish
RamlahFast C. ShipGerman
Raton PassT2 TankerAmerican
RebeccaVictory ShipAmerican
RecorderFast C. ShipBritish
Red RiverFast C. ShipBritish
Red RoverSlow C ShipAmerican
RenoirOil TankerAmerican
Richard BlandLiberty ShipAmerican
River AftonSlow C ShipBritish
RiversideFast C. ShipAmerican
RochesterOil TankerBritish
RolandFast C. ShipBritish
RomanbyFast C. ShipBritish
Royal ScotmsccBritish
Rudi PeckFast C. ShipGerman
Rufus W. PeckhamLiberty ShipAmerican
RushmoreT2 TankerBritish

S

S. StoreFast C. ShipBritish
SamfreedomLiberty ShipBritish
Samuel ChaseLiberty ShipAmerican
SamvernLiberty ShipBritish
San AntonioFast C. ShipBritish
San CasimiroOil TankerBritish
San SabaFast C. ShipBritish
San ZoticoT2 TankerBritish
Santa ElisaSlow C ShipAmerican
SarahFast C. ShipBritish
Sarah AnneLiberty ShipBritish
Sarah GretchenSmall C ShipBritish
Sarah J. HaleLiberty ShipAmerican
Sarah KatharinaSmall C ShipBritish
SaranacOil TankerBritish
SargentFast C. ShipBritish
Sea CardinalFast C. ShipAmerican
Sea HareFast C. ShipAmerican
SennevilleSlow C ShipFrench
ShawnessyFast C. ShipBritish
ShenandoahFast C. ShipAmerican
Silver SwordSlow C ShipBritish
SilverlarchSlow C ShipBritish
SimoneFast C. ShipBritish
Sinclair RubileneT2 TankerAmerican
SirhanOil TankerAmerican
SkrandeskaFast C. ShipDutch
Slieve BawnmsccBritish
SnyderFast C. ShipFrench
SophieSmall C ShipBritish
Sophie LeaSlow C ShipBritish
Sophie MarieLiberty ShipBritish
Sophie MichelleSmall C ShipBritish
SpindletopFast C. ShipAmerican
StanleyT2 TankerBritish
Star GazerFast C. ShipGerman
Storminsmall boatBritish
Strake OilOil TankerAmerican
Sudan SquireFast C. ShipBritish
Sully's HillT2 TankerAmerican
Susschen MarieLiberty ShipBritish
SuzanneVictory ShipAmerican
Suzy MarieFast C. ShipBritish

Comparative Ranks

Kriegsmarine

US Navy

MatroseApprentice Seaman
MaschinengefreiterFireman, 3rd Class
Matrosen- or MechanikergefreiterSeaman, 3rd Class
MaschinenobergefreiterFireman, 2nd Class
Matrosen- or MechanikerobergefreiterSeaman, 1st Class
FunkmaatRadioman, 3rd Class
MechanikersmaatTorpedoman's Mate, 3rd Class
MaschinenistenmaatFireman, 1st Class
BootsmannmaatPetty Officer, 3rd Class, Coxswain
OberfunkmaatRadioman, 2nd Class
ObermaschinistenmaatMachinist's Mate, 2nd Class
ObermechanikersmaatTorpedoman's Mater, 2nd Class
OberbootsmannsmaatPetty Officer, 2nd Class
Boatswain'sMate, 2nd Class
MechanikerTorpedo Man's Mate, 1st Class
BootsmannPetty Officer, 1st Class
Boatswain'sMate, 1st Class
MaschinistMaschinist's Mate, 1st Class
OberbootsmannChief Petty Officer
.....Chief Boatswain's Mate
ObermaschinistMachinist (Warrant Officer)
ObersteuermannWarrant Quartermaster
Fahnrich zur SeeMidshipman
Oberfahnrich zur See(Senior Office Candidate)
Leutnant zur See Ensign
Leutnant (I) Ensign(engineering duties)
Oberleutnant zur See Lieutenant(junior grade)
Oberleutnant (I) Lieutenant(junior grade, engineering duties)
Kapitanleutnant Lieutenant
Korvettenkapitän LieutenantCommander
FregettenkapitanCommander
Kapitan zur SeeCaptain
KommodoreCommodore

(courtesy title for Captain holding a flag rank)

KonteradmiralRear Admiral
VizeadmiralVice Admiral
AdmiralAdmiral
GeneraladmiralAdmiral (Fleet Commander)
GrossadmiralFleet Admiral

Kriegsmarine Ranks

(taken from Unterseebootwafe web page)

Visit Unterseebootwafe web page at <http://www.dataphone.se/~ms/ubootw/welcom.htm>
or Uboat.net for more info about Ranks and other interesting materials)



Leutnant zur See (Ensign), Line



Oberleutnant zur See (Lieutenant),
Communications Reserve



Kapitänleutnant (Lieutenant),
Naval coast artillery



Korvettenkapitän (Lieutenant Comm.),
Defensive ordnance



Fregattenkapitän (Commander),
Administration



Kapitän zur See (Captain),
Technical communications



Kommodore (Commodore), Ordnance



Konteradmiral (Rear admiral), Engineering



Vizeadmiral (Vice admiral), Medical



Admiral (Admiral), Line

SweepstakesSlow C ShipAmerican
SweetwaterT2 TankerAmerican
SwiftpoolSmall C ShipBritish

T

TalamancaFast C. ShipAmerican
TalisceFast C. ShipDutch
TamaT2 TankerBritish
Tama ArethaT2 TankerBritish
TexasOil TankerAmerican
Texas TraderSmall C ShipAmerican
The CottonwoodsT2 TankerAmerican
TheodoraFast C. ShipBritish
TheodoraT2 TankerBritish
TheodoramsccBritish
ThrushFast C. ShipBritish
ThubanSlow C ShipAmerican
TippT2 TankerAmerican
Tonya PenelopeFast C. ShipBritish
Tonya PenelopeOil TankerAmerican
TrewellardSlow C ShipBritish
TriplisFast C. ShipBritish
TroopshipTransportBritish
TroubadorSlow C ShipBritish
TuckerT2 TankerBritish
Tule CanyonT2 TankerAmerican

U

U.S.S.R. VictoryVictory ShipAmerican

V

VacliteOil TankerBritish
ValerieSmall C ShipBritish
Valerie DianeLiberty ShipBritish
Valerie's JoyOil TankerAmerican

VancoliteT2 TankerBritish
Vanessa GretchenT2 TankerBritish
Velma LykesSlow C ShipAmerican
VeronikaFast C. ShipBritish
Vicker's FollyFast C. ShipBritish
Vicker's Folly2msccBritish
VickersFast C. ShipBritish
VickieFast C. ShipBritish
VickieFast C. ShipDutch
Vickie's PrideFast C. ShipBritish
Victory shipVictory ShipBritish
VirginianFast C. ShipAmerican

W

W. S. MillerOil TankerAmerican
Wahoo SwampT2 TankerAmerican
WaimaramaFast C. ShipBritish
WashingtonSlow C ShipAmerican
West HematiteSlow C ShipBritish
West IndiesFast C. ShipBritish
WhartonTransportAmerican
WhitneyT2 TankerBritish
Winged VictoryVictory ShipAmerican
Winston SalemSlow C ShipAmerican

X

Xaviera TacitaLiberty ShipAmerican

Y

YarravilleOil TankerBritish

Z

Zenzi LisaSlow C ShipBritish
Zina RosalindFast C. ShipBritish
ZitellaSmall C ShipBritish

Komandant. All differences between this version of Lloyd's Register and facts
finded out during your combat mission report directly to your flotila B-Dienst
Officer.

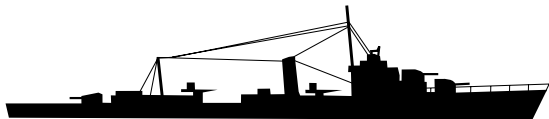
US Destroyer Silhouettes, ID Register, Description



US Porter Class Destroyer

Disp: 1,873 t Lenght: 116 m Beam: 10 m
Draft: 4 m Speed: 37 kt Mast: 24

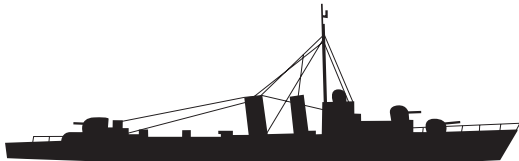
Launched: 1935, Endurance: 6,500 nm (12 kt), Armament: Guns: 3x2 5in/38 dual-purpose
AA: 2x40mm Twin Bofors 1x40mm Quad Bofors 6x20mm Oerlikons Torpedo Tubes:
2x4 21in
Although the U.S. Navy possessed the largest fleet of destroyers in the world, it desired a class of ships which could serve as destroyer "leaders", mainly due to the lack of light cruisers with which to fill that role. The result was the Porter class. Built to the treaty limit of 1850 tons for "leaders", the Porters originally had 8 5-inch single-purpose guns in 4 turrets, but these were replaced by the 6 heavier, but more useful dual-purpose guns and the heavier AA armament for wartime service.



US Somers Class Destroyer

Disp: 2,047 t Lenght: 116 m Beam: 10 m
Draft: 4 m Speed: 37 kt Mast: 24

Launched: 1935, Endurance: 7,500 nm (15 kt), Armament: Guns: 4x5in/38 dual-purpose
AA: 2x40mm Twin Bofors, 3x20mm Oerlikons Torpedo Tubes: 3x4 21in
This was a modified version of the Porter-class destroyer leader designed to carry an additional 4-tube torpedo mount on the centerline, giving it the largest torpedo broadside of any U.S. Navy destroyer. Unfortunately, the extra weight made it difficult to mount additional AA armament.



US Farragut Class Destroyer

Disp: 1,358 t Lenght: 101 m Beam: 10 m
Draft: 4 m Speed: 37 kt Mast: 28

Launched: 1934, Endurance: 2,500 nm (20 kt), Armament: Guns: 4x5in/38 dual-purpose
AA: 2x40mm twin Bofors 5x20mm Oerlikons Torpedo Tubes: 2x4 21in, DC's: 36/44
B-Diensch reporting the Farragut class was the first of the post-WWI destroyer designs commissioned for the U.S. Navy and served as the prototypes for all subsequent U.S. destroyers until the Fletcher class appeared. The 5-inch guns and centerline torpedo mounts were a distinct improvement over the armament of the old Clemson and Wickes "4-stackers."

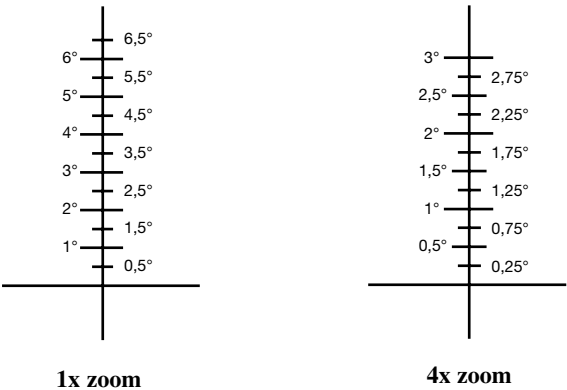
Conversion Tab

Meters	Feet
12 peri depth	.32
15	.50
30	.100
46	.150
62	.200
68 crash depth	.221
77	.250
92	.300
108	.350
123	.400
139	.450
154	.500
169	.550
185	.600
200	.650
216	.700

Conversions

1 meter: 39,37 inches. = 3,3 feet.
1 fathom: 6 feet = 1,829 m
1 nautical mile: 1.1516 statute miles = 1 852 m
1 yard: 0,9144 m

Periscope cross hairs



UZO cross hairs



Torpedo station gaugues

Speed: 1 degree = 1,66
Range: 1 degree = 3,33
Periscope: 1 degree = 5



US Benson Class Destroyer

Disp: 1.878 t Length: 107 m Beam: 11 m
Draft: 4 m Speed: 36 kt Mast: 24

Launched: 1939, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose AA: 2x40mm twin Bofors, 7x20mm Oerlikons Torpedo Tubes: 1x5 21in, DC's: 72/76 The Benson/Gleaves class (the two were almost indistinguishable) was the last of the pre-war U.S. destroyer types. Originally armed with 5 5-inch guns and 2 5-torpedo mounts, the armament was reconfigured early in production to accommodate additional AA guns. Most Benson/Gleaves-class destroyers were stationed in the Atlantic.



US Gleaves Class Destroyer

Disp: 1.838 t Length: 107 m Beam: 11 m
Draft: 4 m Speed: 35 kt Mast: 24

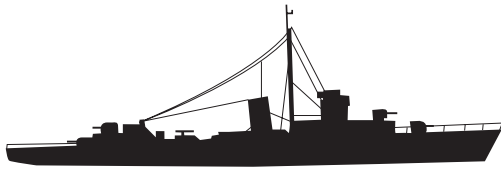
Launched: 1939, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose AA: 2x40mm twin Bofors 7x20mm Oerlikons Torpedo Tubes: 1x5 21in, DC's: 72/76 The Benson/Gleaves class (the two were almost indistinguishable) was the last of the pre-war U.S. destroyer types. Originally armed with 5 5-inch guns and 2 5-torpedo mounts, the armament was reconfigured early in production to accommodate additional AA guns. Most Benson/Gleaves-class destroyers were stationed in the Atlantic.



US Fletcher Class Destroyer

Disp: 2.325 t Length: 114 m Beam: 16 m
Draft: 4 m Speed: 37 kt Mast: 28

Launched: 1942, Endurance: 6,500 nm (15 kt), Armament: Guns: 5x5in/38 dual-purpose AA: 5x40mm twin Bofors, 7x20mm Oerlikons, Torpedo Tubes: 2x5 21in, DC's: 58/62 The largest single class of U.S. destroyers. The large increase in size over previous classes allowed a substantial increase in AA armament without reducing the main battery or torpedo loads. Because of their flush-deck design, the Fletchers were mainly stationed in the Pacific while the earlier forecastle designs were mainly sent to the Atlantic.



US Gridley Class Destroyer

Disp: 1.589 t Lenght: 92 m Beam: 10 m
 Draft: 4 m Speed: 39 kt Mast: 28

Launched: 1936, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose
 AA: 5x20mm Oerlikons Torpedo Tubes: 4x4 21in, DC's: 36/44



US Mahan Class Destroyer

Disp: 1.834 t Lenght: 92 m Beam: 10 m
 Draft: 4 m Speed: 37 kt Mast: 28

Launched: 1935, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose
 AA: 2x40mm Twin Bofors 5x20mm Oerlikons Torpedo Tubes: 3x4 21in, DC's: 36/44
 The Mahan class was the first up-sized successor to the Farragut, allowing a third torpedo mount to be squeezed in, though this required two aft mounts positioned outboard of the centerline. Like the Farraguts, these were originally 5-gun destroyers, but the number 3 gun was landed during the war to make room for the twin Bofors mounts.



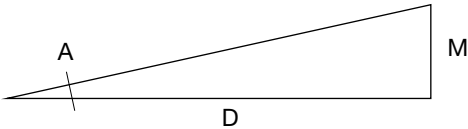
US Sims Class Destroyer

Disp: 1.764 t Lenght: 108 m Beam: 11 m
 Draft: 5 m Speed: 35 kt Mast: 24

Launched: 1938, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose
 AA: 2x40mm Twin Bofors, 5x20mm Oerlikons Torpedo Tubes: 2x4 21in, DC's: 36/44/48
 Freed from the 1500-ton per ship limitations, the Sims class ended up badly overweight in its original incarnation. As a result, like most of its predecessors the original 5-gun battery was reduced to 4 just to accommodate a pair of twin Bofors mounts, as well as the addition of depth charge weaponry. The original torpedo battery was to have been 3 mounts as in the Mahan, but the third mount was omitted to save weight (the extra mounts were used on the Atlanta-class cruisers.)

Values, rulers, conversions...

Target's Range



A - degrees. can be read from the periscope or UZO.
 M - mast. can be read from ID Register
 D - range.

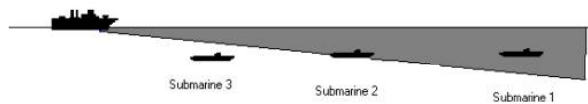
$$D = M / \tan A$$

degree	tan
0,1	0,001745331
0,25	0,00436335
0,5	0,008726867
0,75	0,013090717
1	0,017455064
1,25	0,021820077
1,5	0,026185921
1,75	0,030552763
2	0,034920769
2,25	0,039290107
2,5	0,043660942
2,75	0,048033444
3	0,052407779

The VonSpike MAS Depth Chart

look for VonSpike's tactical notes and ful exposition of this in WPL/EGL forum

Active sonar sends out a “beam” of sound from the transmitting ship. This beam has the same basic shape as a beam of light from a flashlight. It also decreases in strength with distance just like light from a flashlight becomes less efficient with distance. The maximum effective distance for active sonar in WWII was about 2500 yards. This range was greatly affected by a variety of factors including weather conditions, isothermal layers, ocean currents and the skill of the operator.



Depth (m)	Range (m)
92	.31
184	.61
276	.92
368	.123
460	.154
552	.185
644	.216
736	.247
829	.278
920	.309

U-boat's evasive maneuvers

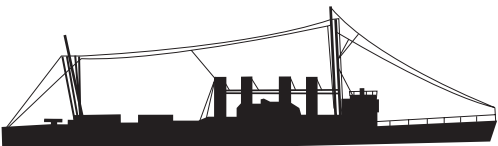
(text taken from uboat.net)

Visit uboat.net for full exposition.

The U-boats of course using tactics to evade the depth charges and Hedgehogs. The best time to act is when the attacking vessel had taken its lead angle and the ASDIC contact was just lost.

A very common move is to run away from the escort and force it on a stern chase pinging through the wake of the U-boat which could give the ASDIC a hard time. Then at the moment of the ASDIC loosing contact the U-boat take a radical turn to left or right and more often than nor escaped out of the attacking pattern.

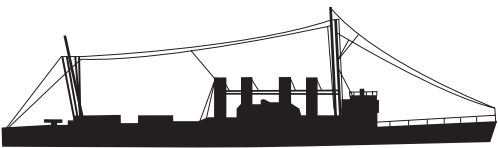
Yet another tactic is to dive very deep and under a thermal layer or beneath the depth at which depth charges were normally set to explode.



US Wickes Class Destroyer

Disp: 1.090 t Lenght: 96 m Beam: 10 m
Draft: 5 m Speed: 35 kt Mast: 24

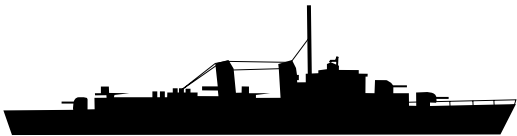
Launched: 1918, Endurance: 2,500 nm (20 kt), Armament: Guns: 4x5in/50 AA: 3x20mm Oerlikons Torpedo Tubes: 4x3 21in, DC's: 48
B-Dienst reporting this large class of World-War I destroyers as well as the Clemson class was retained by the U.S. Navy, though many were kept in mothballs until the start of World War II, at which time 50 were given to England in exchange for basing rights. These ships were considered obsolete even when they were built and many were converted to mine sweepers and fast transports.



US Clemson Class Destroyer

Disp: 1.126 t Lenght: 96 m Beam: 10 m
Draft: 5 m Speed: 35 kt Mast: 24

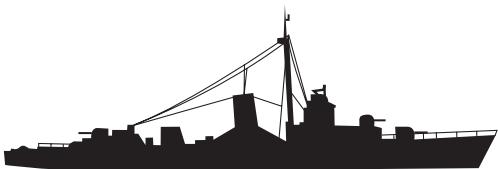
Launched: 1918, Endurance: 2,500 nm (20 kt), Armament: Guns: 4x5in/50 AA: 3x20mm Oerlikons Torpedo Tubes: 4x3 21in, DC's: 48
B-Dienst reporting this large class of World-War I destroyers as well as the Clemson class was retained by the U.S. Navy, though many were kept in mothballs until the start of World War II, at which time 50 were given to England in exchange for basing rights. These ships were considered obsolete even when they were built and many were converted to mine sweepers and fast transports.



US Sumner Class Destroyer

Disp: 2.610 t Lenght: 114 m Beam: 17 m
Draft: 5 m Speed: 36 kt Mast: 30

Launched: 1943, Endurance: 3,300 nm (20 kt), Armament: Guns: 3x2 5in/38 dual-purpose AA: 2x40mm twin Bofors, 2x40mm quad Bofors, 11x20mm Oerlikons Torpedo Tubes: 2x5 21in
This upgrade to the Fletcher class was designed to carry the 5-inch twin gun mount which was beginning to see use on cruisers and battleships, allowing an increase in main battery armament and an increase in available centerline space. Unfortunately, the class became a victim of all this extra space and was badly overweight, resulting in poor range and handling characteristics. In fact, the follow-on Gearing class had essentially the same armament on a longer hull to improve the situation.



US Benham Class Destroyer

Disp: 1.650 t Lenght: 92 m Beam: 10 m
Draft: **4** m Speed: **38** kt Mast: **28**

Launched: 1938, Endurance: 6,500 nm (12 kt), Armament: Guns: 4x5in/38 dual-purpose
AA: 2x40mm Twin Bofors, 5x20mm Oerlikons Torpedo Tubes: 2x4 21in, DC's: 36/44



US Bagley Class Destroyer

Disp: 1.646 t Lenght: 92 m Beam: 10 m
Draft: **4** m Speed: **37** kt Mast: **28**

Launched: 1936 Displacement: 1646 tons 2245 tons full load
Length: 341ft. Beam: 35ft. Speed: 38.5 kts. Draft: 12ft. Endurance: 6,500 nm (12 kt)
Armament: Guns: 4x5in/38 dual-purpose AA: 5x20mm Oerlikons
Torpedo Tubes: 4x4 21in, DC's: 36/44

Knots:	23	24	25	26	27	28	29
1 min	710	741	772	803	833	864	895
1 sec	11,8	12,3	12,9	13,4	13,9	14,4	14,9
Range in meters							
2 min	1420	1482	1543	1605	1667	1729	1790
3 min	2130	2222	2315	2408	2500	2593	2685
4 min	2840	2963	3087	3210	3334	3457	3581
5 min	3550	3704	3858	4013	4167	4321	4476
10 min	7099	7408	7717	8025	8334	8643	8951
30 min	21298	22224	23150	24076	25002	25928	26854
60 min	42596	44448	46300	48152	50004	51856	53708

Knots:	30	31	32	33	34	35	36
1 min	926	957	988	1019	1049	1080	1111
1 sec	15,4	15,9	16,5	17	17,5	18	18,5
Range in meters							
2 min	1852	1914	1975	2037	2099	2161	2222
3 min	2778	2871	2963	3056	3148	3241	3334
4 min	3704	3827	3951	4074	4198	4321	4445
5 min	4630	4784	4939	5093	5247	5402	5556
10 min	9260	9569	9877	10186	10495	10803	11112
30 min	27780	28706	29632	30558	31484	32410	33336
60 min	55560	57412	59264	61116	62968	64820	66672

Knots:	37	38	39	40	41	42	44
1 min	1142	1173	1204	1235	1266	1296	1358
1 sec	19	19,5	20,1	20,6	21,1	21,6	22,6
Range in meters							
2 min	2284	2346	2408	2469	2531	2593	2716
3 min	3426	3519	3611	3704	3797	3889	4074
4 min	4568	4692	4815	4939	5062	5186	5433
5 min	5710	5865	6019	6173	6328	6482	6791
10 min	11421	11729	12038	12347	12655	12964	13581
30 min	34262	35188	36114	37040	37966	38892	40744
60 min	68524	70376	72228	74080	75932	77784	81488

Range / time TAB

Knots:	1	2	4	5	6	7	8
1 min	31	62	123	154	185	216	247
1 sec	0,5	1	2,1	2,6	3,1	3,6	4,1
Range in meters							
2 min	62	123	247	309	370	432	494
3 min	93	185	370	463	556	648	741
4 min	123	247	494	617	741	864	988
5 min	154	309	617	772	926	1080	1235
10 min	309	617	1235	1543	1852	2161	2469
30 min	926	1852	3704	4630	5556	6482	7408
60 min	1852	3704	7408	9260	11112	12964	14816

Knots:	9	10	11	12	13	14	15
1 min	278	309	340	370	401	432	463
1 sec	4,6	5,1	5,7	6,2	6,7	7,2	7,7
Range in meters							
2 min	556	617	679	741	803	864	926
3 min	833	926	1019	1111	1204	1296	1389
4 min	1111	1235	1358	1482	1605	1729	1852
5 min	1389	1543	1698	1852	2006	2161	2315
10 min	2778	3087	3395	3704	4013	4321	4630
30 min	8334	9260	10186	11112	12038	12964	13890
60 min	16668	18520	20372	22224	24076	25928	27780

Knots:	16	17	18	19	20	21	22
1 min	494	525	556	586	617	648	679
1 sec	8,2	8,7	9,3	9,8	10,3	10,8	11,3
Range in meters							
2 min	988	1049	1111	1173	1235	1296	1358
3 min	1482	1574	1667	1759	1852	1945	2037
4 min	1975	2099	2222	2346	2469	2593	2716
5 min	2469	2624	2778	2932	3087	3241	3395
10 min	4939	5247	5556	5865	6173	6482	6791
30 min	14816	15742	16668	17594	18520	19446	20372
60 min	29632	31484	33336	35188	37040	38892	40744

War Ships Silhouettes, ID Register

Destroyers



Aigle (France) DD
Tonnage: 2 441 t Length: 127 m Beam: 11 m
Draft: 5 m Speed: 38 kt Mast: 29 m



A Class (England) DD
Tonnage: 1 360 t Length: 98 m Beam: 10 m
Draft: 4 m Speed: 35 kt Mast: 18 m



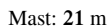
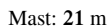
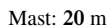
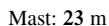
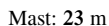
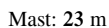
B Class (England) DD
Tonnage: 1 360 t Length: 98 m Beam: 10 m
Draft: 4 m Speed: 35 kt Mast: 18 m



Battle (England) DD
Tonnage: 2 315 t Length: 115 m Beam: 12 m
Draft: 4 m Speed: 35 kt Mast: 21 m

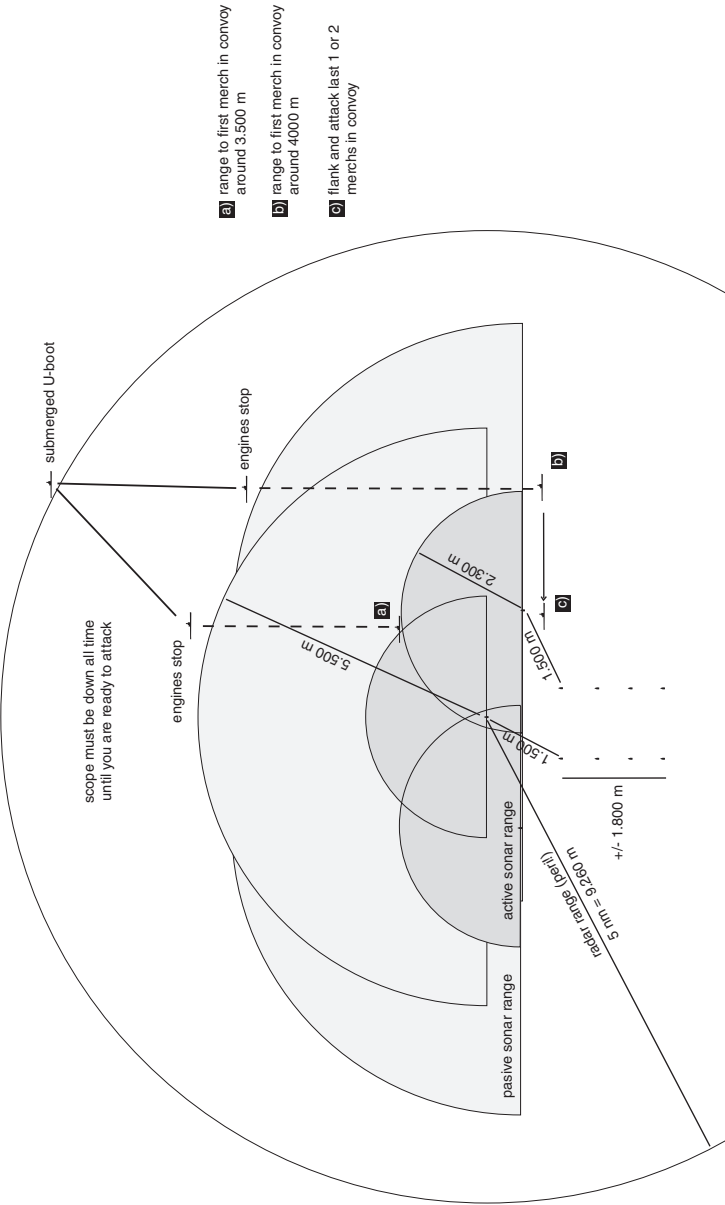


L'Adroit (France) DD
Tonnage: 1 378 t Length: 106 m Beam: 12 m
Draft: 5 m Speed: 29 kt Mast: 24 m



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Example of Convoy Structure and Common Theory of Approach



Values of sensor ranges are max. - in ideal weather and other conditions.

Escorts



DET (USA) Esc
 Tonnage: 1 253 t
 Draft: 4 m

Length: 86 m
 Speed: 20 kt
 Beam: 10 m
 Mast: 28 m



Castle (England) Esc
 Tonnage: 1 060 t
 Draft: 3 m

Length: 77 m
 Speed: 18 kt
 Beam: 9 m
 Mast: 28 m



GMT (USA) Esc
 Tonnage: 1 192 t
 Draft: 4 m

Length: 86 m
 Speed: 21 kt
 Beam: 10 m
 Mast: 28 m



Tempress (USA) Esc
 Tonnage: 925 t
 Draft: 5 m

Length: 66 m
 Speed: 17 kt
 Beam: 9 m
 Mast: 17 m



Flower (England) Esc
 Tonnage: 1 110 t
 Draft: 5 m

Length: 66 m
 Speed: 17 kt
 Beam: 9 m
 Mast: 17 m



Treasury (USA) Esc
 Tonnage: 2 350 t
 Draft: 4 m

Length: 100 m
 Speed: 20 kt
 Beam: 16 m
 Mast: 28 m



Hunt G1 (England) Esc

Tonnage: 1 000 t Length: 86 m Beam: 9 m
Draft: 3 m Speed: 28 kt Mast: 16 m



Hunt G2 (England) Esc

Tonnage: 1 050 t Length: 85 m Beam: 9 m
Draft: 3 m Speed: 27 kt Mast: 15 m



Hunt G3 (England) Esc

Tonnage: 1 050 t Length: 85 m Beam: 9 m
Draft: 3 m Speed: 27 kt Mast: 14 m



WGT (USA) Esc

Tonnage: 1 430 t Length: 86 m Beam: 10 m
Draft: 4 m Speed: 23 kt Mast: 28 m



TEY (USA) Esc

Tonnage: 1 430 t Length: 86 m Beam: 10 m
Draft: 4 m Speed: 23 kt Mast: 28 m



TE (USA) Esc

Tonnage: 1 432 t Length: 86 m Beam: 10 m
Draft: 4 m Speed: 23 kt Mast: 28 m

Old contacts

Don't think it is safe to give away a contact and then move somewhere else, there is a bug in the games (both dc and sh2) which allows a tail to be viewed if you zoom the map out far enough, if you give away a contact this will show which direction you are heading for about the next 20 mins

Good Hunting
Kalloth

Depths for being some what safe from DD depth charging.

(from WPL B-Dienst ofizer - U224)

look for U224's tactical notes in WPL forum.

All depths are rounded (50, 100, 150, 200, 250, 300, 350 ft). At these depths (tab below) you will have a 25 foot zone of safty fromm DC's. From captured Alies material it says depth charges must be within 10 feet.

And also you will hear DD noise at 2000 meters from any sub station so a DD at flank x=speed will travel 1400 meters in 1 minute and the sub will travel at flank 250 meters in 1 minute. Remember weather and class of DD will change this some.

Meters	Feets
23	.75
38	.125
53	.174
69	.226
84	.275
99	.325
114	.374
130	.426
145	.475
160	.525
175	.574
191	.626
206	.675
221	.725
236	.774
252	.836
267	.875
282	.925

Kaptintanleutant Kalloth's Allied Sensors Description

look for Kalloth's tactical notes in WPL forum.

Komandanten,
I have played as a destroyer lots and can give away a lot of info about remaining undetected. I agree with the xo (of the 1st fleet) that remaining undetected is the most important thing for a sub, even if the dd's don't kill you immediately, having one floating above you will seriously hamper your efforts to torp a convoy. On the other hand, if you can loose all your torps and get down really deep before the dd gets to you, it is easy to live.

Huff Duff (High Frequency Direction Finding)

If you use team chat, this sends out a radio signal which the dd's can pick up (note using all chat will never give away your position). The hfdF system can also pick up your radar emissions. This system was only installed in dd's from sept 43, so if the scenario is set before this date you cant be detected by this method.
Solution, never use team chat and always turn your radar off before you unpause the game at the start (after sept 43)

Radar

Destroyers have 2 types of radar, the first (sc) is completely useless against subs (although it can pick up a surfaced sub at 4000yds), the second (sg) is very effective, Sg radar will find a surfaced sub at 7 - 10 Nm(nautical miles) and will find a periscope above the water at 5Nm (10,000yds). Again however the sg radar was only installed in dec 42, if the mission was set before this date the radar will never find you.
Solution, Always dive at 10nm from the nearest dd and put your scope down, don't put your scope up again until you are ready to fire your torps (after dec 42)

Sonar

In march 42 the sonar equipment on all U.S. ships got upgraded but it doesn't really make much of a difference as the late sonar is only marginally better than the early sonar, the usual range of passive sonar (the one used to find subs) is between 3500 yds and 6000 yds, many things will affect how easy it is to be detected, running silent doesn't help but the speed of your engines does affect this so if you are close to a dd try turning your engines off, being below a thermal layer also helps. Destroyer sonar can only hear 180 deg in front of it, it can hear nothing behind it, so you are totally safe if it is moving away from you. Torps make loads of noise, a sonar set will hear torps at over 5Nm, a good dd capt can also follow the course of the torp and thus find out exactly where the sub that fired it is.

Eyeballs

Ok subs have these too lol so you know how they work, usually a sub will see a destroyer before a dd sees a sub, I periscope can be seen at 1000 - 2000 yds on a clear day

Light Cruisers



Arethusa (England) Lt. Cruiser
Tonnage: 5 220 t Length: 153 m Beam: 17 m
Draft: 6 m Speed: 32 kt Mast: 32 m



Fiji (England) Lt. Cruiser
Tonnage: 8 530 t Length: 168 m Beam: 19 m
Draft: 6 m Speed: 32 kt Mast: 33 m



Dido (England) Lt. Cruiser
Tonnage: 6 000 t Length: 153 m Beam: 17 m
Draft: 5 m Speed: 32 kt Mast: 22 m



Leander (England) Lt. Cruiser
Tonnage: 7 140 t Length: 168 m Beam: 21 m
Draft: 6 m Speed: 33 kt Mast: 30 m



Perth (England) Lt. Cruiser
Tonnage: 7 105 t Length: 168 m Beam: 17 m
Draft: 6 m Speed: 33 kt Mast: 32 m

Cruisers



London (England) Cruiser

Tonnage: 10 575 t	Length: 192 m	Beam: 23 m
Draft: 7 m	Speed: 32 kt	Mast: 30 m



Kent (England) Cruiser

Tonnage: 10 900 t	Length: 195 m	Beam: 21 m
Draft: 7 m	Speed: 31 kt	Mast: 35 m



Norfolk (England) Cruiser

Tonnage: 10 900 t	Length: 192 m	Beam: 23 m
Draft: 7 m	Speed: 32 kt	Mast: 30 m

Battlecruisers



Renown (England) Battlecruiser

Tonnage: 30 750 t	Length: 240 m	Beam: 34 m
Draft: 12 m	Speed: 31 kt	Mast: 53 m

Erich Topp Wolf Pack Tactics

Admiral Donitz developed this system as a means of stopping the shipment of supplies across the Atlantic Ocean. In the beginning of the war, our secret service was able to decode the enemy messages given to the convoys. This enabled us to locate our submarines in a line confronting the expected course of the convoy. A distance of about 50 km was to be kept between each boat, although in practice this was not always possible. This enabled our boats to either find the convoy visually or with our listening devices, which would pick up their propeller noises. The idea was that the first boat to establish contact with the convoy would radio headquarters and other boats in the line (or group) and alert them to the presence of the convoy. All the boats were then to proceed as fast as possible (maximum surface speed was about 18 knots) to establish visual contact with the convoy and await instructions. The average speed of a typical Atlantic convoy was about 8-9 knots, a speed dependent on the slowest ship in the convoy.

If our submarines established visual contact during daylight hours, we were instructed to obtain a position ahead of the convoy, dive, and conduct an attack at periscope depth. Convoys were usually protected by destroyers and corvettes escorts, which were typically posted 2,000 - 3,000 meters outside the convoy, forming a protective ring around the ships. Our goal was to penetrate this protective line and to attack the ships from as close as possible, and then withdraw to reload our torpedoes, and then attack once again.

MY EXPERIENCES: During the pre-war years and the first two years of the war, U-boats conducted two-week tactical training exercises in the Baltic Sea. These exhausting exercises consisted of simulated attacks on convoys, formed of eight or more ships protected by escorts and airplanes. I engaged in these both as a commander of a U-boat, and later in the war as a Flotilla commander. When attacking convoys early in the war, I always tried to pass the escorts and, if possible, attack from between the lines of the merchant ships. I had to keep in mind that I could not launch an attack from a distance less than 300 meters. Otherwise, we risked blowing ourselves up with our own torpedoes. Between the lines of the convoy I had some freedom to maneuver, because the merchant ships were bound to a certain order that did not allow them—even if they saw my U-boat—to change their course considerably, even to ram me.

Kaptintanleutant Otto Kretschmer's Standing Orders

U-99 will abide by my principle that spreads of torpedoes fired from long range are not guaranteed to succeed and must prove wasteful. It should not be necessary to fire in the first instance more than one torpedo for one ship.

The principle above makes it necessary that we should fire at close range, and this can be done only by penetrating the escort's anti-submarine screen and at times getting inside convoy lanes. This should be the objective of all our attacks.

Once an attack has been opened we must not, under any but most desperate of circumstances, submerge. As a general rule I alone must decide when to dive. This instruction is based on my belief that a submarine on the surface can manoeuvre at high speed to avoid danger, and if necessary can fight back with her speed and fire power in torpedoes. If we are being chased, it is a general principle that once a submarine submerges and loses the use of speed she is at the mercy of the hunter. Remember that at night on the surface it is almost certain that you will see a surface vessel far sooner than she will see you. This applies to enemy destroyers and other anti-submarine vessels which might detect you with their Asdic the moment you dive, but would be unaware of your presence if you ran away on the surface. Lone ships, not flying neutral flags or carrying a Red Cross sign, and in every other way giving the appearance of behaving as a belligerent, should be sunk by gunfire if possible to conserve torpedoes for more difficult escorted targets. They may be torpedoed if gunfire is obviously impracticable.

Survivors are to be assisted if there is time and by doing so the submarine is not exposed to undue danger. The crew should realize that if U-99 be sinking and there is time to abandon ship they would expect to be rescued by the enemy. That is precisely what the enemy have a right to expect from us.

In normal circumstances U-99 will use daylight hours for shadowing a convoy and working up to a favourable attacking position by nightfall. A favourable attacking position is on the dark side of a convoy when there is moonlight, so that the convoy will be silhouetted to us, while our small bows-on silhouette will be almost impossible to detect.

When there is little or no moon, U-99 will always attack from the windward side of the convoy. Enemy lookouts peering into a wind and sometimes rain and spray are less efficient than those with their backs to the wind.

Escort Carriers



Attacker (England) Esc Carrier

Tonnage: 10 200 t	Length: 140 m	Beam: 33 m
Draft: 7 m	Speed: 17 kt	Mast: 29 m



Ameer (England) Esc Carrier

Tonnage: 11 400 t	Length: 140 m	Beam: 33 m
Draft: 7 m	Speed: 18 kt	Mast: 29 m



Casablanca (USA) Esc Carrier

Tonnage: 8 188 t	Length: 159 m	Beam: 44 m
Draft: 6 m	Speed: 19 kt	Mast: 36 m



Bogue (USA) Esc Carrier

Tonnage: 9 393 t	Length: 140 m	Beam: 33 m
Draft: 7 m	Speed: 17 kt	Mast: 29 m

Carriers



Ark Royal (England) Carrier
Tonnage: 22 000 t Length: 242 m Beam: 40 m
Draft: 8 m Speed: 31 kt Mast: 45 m



Illustrious (England) Carrier
Tonnage: 23 000 t Length: 229 m Beam: 36 m
Draft: 9 m Speed: 30 kt Mast: 43 m

Battleships



Queen Elizabeth (England) BB
Tonnage: 31 520 t Length: 194 m Beam: 31 m
Draft: 9 m Speed: 23 kt Mast: 48 m



Royal Sovereign (England) BB
Tonnage: 28 150 t Length: 189 m Beam: 27 m
Draft: 8 m Speed: 22 kt Mast: 40 m



Richelieu (France) BB
Tonnage: 38 500 t Length: 248 m Beam: 31 m
Draft: 13 m Speed: 30 kt Mast: 49 m

Statistic

U-Boat Crash Dive Speeds

IIB	.33 sec. to E-motor	.60 sec. depth 50 m
VIIB	.28 sec. to E-motor	.75 sec. depth 60 m
VIIC	.21 sec. to E-motor	.85 sec. depth 75 m
IXA	.32 sec. to E-motor	.75 sec. depth 65 m
IXB	.40 sec. to E-motor	.86 sec. depth 65 m
XXI	.30 sec. to E-motor	.65 sec. depth 80 m

Surfacing to Periscope Depth

From:	.1 kt	.2 kt	.5 kt	.7 kt	.8 kt
50 m	.2:40	.2:38	.2:25	.2 min	.1:45
100 m	.5 min	.4:30	.4 min	.3 min	.3 min
150 m	.6:30	.6 min	.5:30	.5 min	.4:30
200 m					
250 m					

Legend: Type VII sub is on 2 kts, order to periscope depth coming along with change of speed

Compressed Air

Crash dive in 4 m	- 10 %
Crash dive in 50 - 70 m	- 18 %
Crash dive in 150 m	- 24 %
Blow Ballast (Bellow 100 m)	- 50 %
Blow Ballast (- 100 m)	- 30 %

Torpedo Reloads (Unloads)

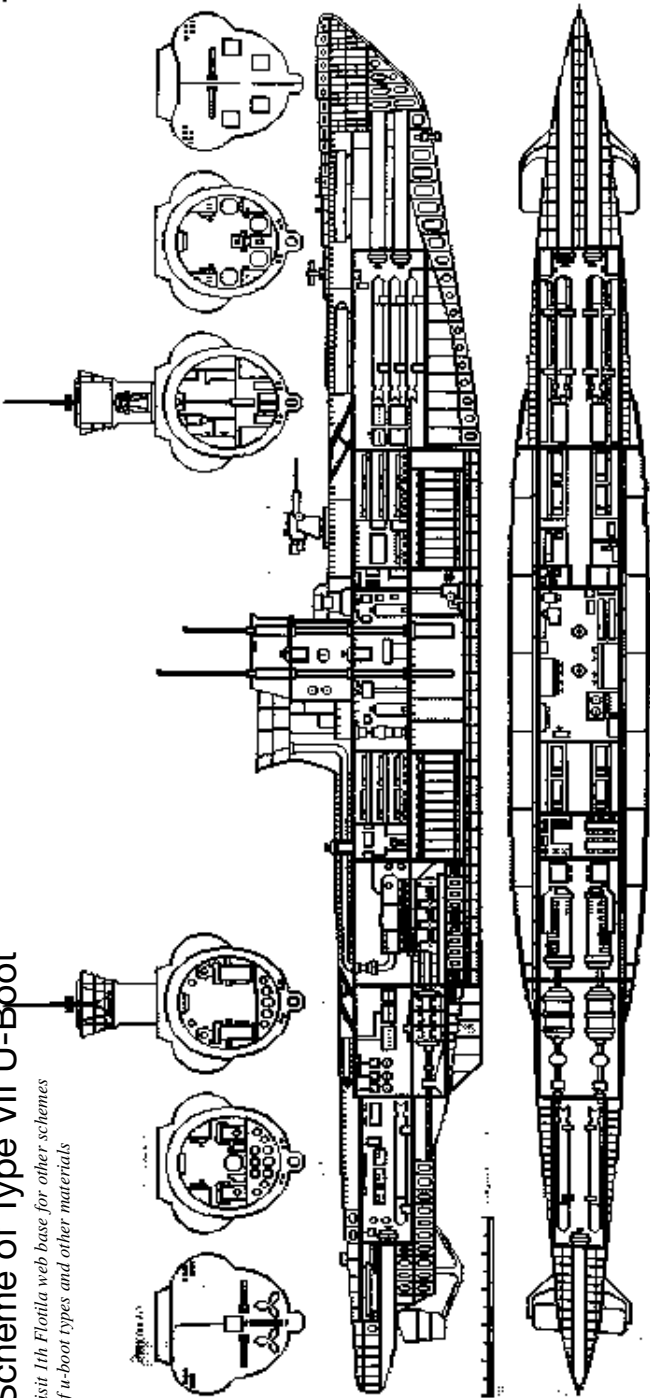
Type II	.27, 54 min
Type VII, IX	.22-32, 44-64, 66-96, 88-128 min
XXI	.2, 5, 7, 9, 12, 14 min

Torpedo Ranges

Type	Speed kt	Range m
TI	.30	.12 500
	.40	.7 500
	.44	.5 000
TII	.30	.5 000
TIII	.30	.5 000
TI Fa TI	.30	.12 500
TII Fa TII	.30	.5 000
TIa FaT-II	.30	.7 500
T-V	.24	.5 700

Scheme of Type VII U-Boot

visit 1th Flotilla web base for other schemes
of u-boot types and other materials



Target's Range TAB

Value of Mast can be readed from ID Register , value of degree from UZO or periscope.

Mast:	14	15	16	17	18	19	20	21	22	23	24	25	26	27
3°	267	286	305	324	343	363	382	401	420	439	458	477	496	515
2,75°	291	312	333	354	375	396	416	437	458	479	500	520	541	562
2,5°	321	344	366	389	412	435	458	481	504	527	550	573	596	618
2,25°	356	382	407	433	458	484	509	534	560	585	611	636	662	687
2°	401	430	458	487	515	544	573	601	630	659	687	716	745	773
1,75°	458	491	524	556	589	622	655	687	720	753	786	818	851	884
1,5°	535	573	611	649	687	726	764	802	840	878	917	955	993	1031
1,25°	642	687	733	779	825	871	917	962	1008	1054	1100	1146	1192	1237
1°	802	859	917	974	1031	1089	1146	1203	1260	1318	1375	1432	1490	1547
0,75°	1069	1146	1222	1299	1375	1451	1528	1604	1681	1757	1833	1910	1986	2063
0,5°	1604	1719	1833	1948	2063	2177	2292	2406	2521	2636	2750	2865	2979	3094
0,25°	3209	3438	3667	3896	4125	4354	4584	4813	5042	5271	5500	5730	5959	6188
0,1°	8021	8594	9167	9740	10313	10886	11459	12032	12605	13178	13751	14324	14897	15470

Range (m)

Mast:	28	29	30	31	32	33	34	35	36	37	38	39	40	41
3°	534	553	572	592	611	630	649	668	687	706	725	744	763	782
2,75°	583	604	625	645	666	687	708	729	749	770	791	812	833	854
2,5°	641	664	687	710	733	756	779	802	825	847	870	893	916	939
2,25°	713	738	764	789	814	840	865	891	916	942	967	993	1018	1044
2°	802	830	859	888	916	945	974	1002	1031	1060	1088	1117	1145	1174
1,75°	916	949	982	1015	1047	1080	1113	1146	1178	1211	1244	1276	1309	1342
1,5°	1069	1107	1146	1184	1222	1260	1298	1337	1375	1413	1451	1489	1528	1566
1,25°	1283	1329	1375	1421	1467	1512	1558	1604	1650	1696	1742	1787	1833	1879
1°	1604	1661	1719	1776	1833	1891	1948	2005	2062	2120	2177	2234	2292	2349
0,75°	2139	2215	2292	2368	2444	2521	2597	2674	2750	2826	2903	2979	3056	3132
0,5°	3208	3323	3438	3552	3667	3781	3896	4011	4125	4240	4354	4469	4584	4698
0,25°	6417	6646	6875	7105	7334	7563	7792	8021	8251	8480	8709	8938	9167	9396
0,1°	16043	16616	17189	17762	18335	18908	19481	20054	20626	21199	21772	22345	22918	23491

Degree

Range (m)

All Players must conform to the Rules of Engagement, especially in regards to turning on their Permission ON before the battle begins and using their name and Member# in the Chat and the game.

Any objections, complaints, reports of error, honest or otherwise, should be directed to BdU.

The main rule of Wolfpack League is fewer rules and more fun! May we always be gentlemen and find ways to disagree with maturity and respect!

Your input is welcome!

Any player who must leave the game must signal all other players and give ten minutes notice, (5 min WPL). He is then considered an excused player and may leave without penalty if he is not under direct attack or pursuit; (depth charges dropped by a DC player, or torpedo headed towards a target). If depth charges are dropped, they must explode, and the torpedo must either miss or hit to end at that point before a player can leave. His game is not recorded. If another player protests he is in hot pursuit, it is up to the Battle Reporter to judge, his word is FINAL, no appeals.

End of game. The following conditions are strongly suggested to be used to decide the end of the game for the players if neither DC nor SH2 human players are KIA.

- 1-Convoy is outside effective range of torpedoes or intercept, 3km and opening, 15-knot convoy, or pinned below PD for 2 hours or more.
- 2-U-Boat has escaped/evaded and left the DD's behind, 4-hour "end-around" must be agreed upon by all players if u-boat decided to attempt this. No "end-around" game over.
- 4-Both DD and U-Boat players call a draw.

Any and all STAT games played must be entered into the Scoring System.

If a major ISP disruption occurs, the game crashes, or more than 50% of the players are dropped, or all from one side (DD/U-boat), players may decide to replay the game. No scores, tonnage, or other STATs from aborted game may be entered into the Scoring System. Players of the game must decide and agree to this with BRer approval.

Games between SH2 and DC players may last as long as players agree. This needs to be agreed upon before the game by all players. However, Minimum playing time is 20 minutes.

Cherry Picking Rule: If a game is played and the SH2 player(s) sink all of the human DC players, each SH2 player may sink as many ships as they can in the 15 minutes after the last DC player dies; when the last DC player is fatally hit, 15 game minutes of time remains for SH2 players to attack merchants. After the 15 minute period the U-boats must retire. Players and BRer should allow 45 game minutes for ships to sink (use time compression).

DD Friendly Fire Rule: A DD that sinks one of its own convoy ships with torpedoes must bow out and be reported KIA for that game .

Any player firmly suspected of cheating should be confronted immediately and a report sent to BdU.

All Battle Reporters must conform to the established Battle Reporting Guidelines, no exceptions.

Degree	Mast:	42	43	44	45	46	47	48	49	50	51	52	53	54	55
3°		801	820	840	859	878	897	916	935	954	973	992	1011	1030	1049
2,75°		874	895	916	937	958	978	999	1020	1041	1062	1083	1103	1124	1145
2,5°		962	985	1008	1031	1054	1076	1099	1122	1145	1168	1191	1214	1237	1260
2,25°		1069	1094	1120	1145	1171	1196	1222	1247	1273	1298	1323	1349	1374	1400
2°		1203	1231	1260	1289	1317	1346	1375	1403	1432	1460	1489	1518	1546	1575
1,75°		1375	1407	1440	1473	1506	1538	1571	1604	1637	1669	1702	1735	1767	1800
1,5°		1604	1642	1680	1718	1757	1795	1833	1871	1909	1948	1986	2024	2062	2100
1,25°		1925	1971	2016	2062	2108	2154	2200	2246	2291	2337	2383	2429	2475	2521
1°		2406	2463	2521	2578	2635	2693	2750	2807	2865	2922	2979	3036	3094	3151
0,75°		3208	3285	3361	3438	3514	3590	3667	3743	3820	3896	3972	4049	4125	4201
0,5°		4813	4927	5042	5156	5271	5386	5500	5615	5729	5844	5959	6073	6188	6302
0,25°		9626	9855	10084	10313	10542	10772	11001	11230	11459	11688	11917	12147	12376	12605
0,1°		24064	24637	25210	25783	26356	26929	27502	28075	28648	29221	29794	30367	30940	31513

Range (m)

Enigma Funk Codes

The XY Language

(developed by 29th Flotilla LaSpecia)

visit 29th Flotilla web base for updates

The XY language is a type of short hand, that can be used within SHII to help communication between players.

It is designed with two purposes in mind. Firstly to help when players of different speaking language are playing, and secondly to lessen the time it takes to relay messages or commands - this is very important when taking part in online missions against players of Destroyer Command, as communication between U-boats can give your position away.

While initially it may look daunting, once you learn the very basics, its very easy to understand and use.

Examples of XY Language In Use:

Note: On replies, the U-boat number may be able to be dropped also, depending on the final design of the sim.

Command, U83 go to map AN46 and report activity.

*83 AN46 RA

U83 reporting activity at AN46, no activity.

83 RA AN46 O

U83 reporting activity at AN46, many convoys sighted.

83 RA AN46 ## CV

Command U83 attack convoy at AN46 bearing 270 degrees, speed 13 kts

*83 ! CV AN46 270 13kts

U83 unable to comply.

83 XX

Command, why cant you U83??

*83 ?

U83, i have no torpedos left, am returning to base.

83 RT O RTB

Command, OK.

*OK

U83 reporting position, on surface at AN46, speed 8kts heading 180.

83 RP ~ AN46 8KTS 180

U83 reporting position, at periscope depth in AN46, many destroyers and large convoy, 2 torpedo's left, will attack convoy at 4.00pm.

83 RP [] AN46 ## DD ## CV RT 2 ! 16.00

U83 Unable to comply, am at AN46, under attack by destroyers, no torpedo's left, am diving.

83 XX RP AN46 !! DD RT O 83 V

STAT Games Guidelines (v3 5/25/02)

STAT games are STATistical games that go on your personal record--they are the games that count. Results from STAT games will be tracked in the WPL Members and Scoring Database.

All non-STAT games may be conducted as the participants of each game choose. These will not be recorded with Battle Reports, do not require a BRer, and may be played as often as desired. Consider these unofficial skirmishes, combat training, bragging rights, etc. Non-STAT games may be played with non-members. Only WPL/EGL members can take part in STAT games.

Any member of the Organization (WPL and EGL) may play as a DD and/or U-boat player as he desires.

Total number of STAT games allotment per month: 10 WPL / 14 EGL /15 SC-HQ. Battle Reporters earn an additional 2 STAT games per month, each side (12 WPL / 16 EGL / 17 SC-HQ).

STAT games are played during the month: STAT games will begin the first Sunday of the month and continue until the last Sunday of the month. See the WOLFPACK LEAGUE CALENDAR for details.

Minimum of 1 Silent Hunter II player and 1 Destroyer Command players for WPL/EGL matches. Maximum of five players. Sub Command will allow 2, 3, and 4 player matches for SC-HQ STAT.

All STAT games must include at least 1 Battle Reporter.

Battle Reporter will submit both the WPL and EGL Battle Reports (SC-HQ Reports for those games).

All combatants (except excused players) must meet in the same WPL chat room before the game and after. During this time the length of game needs to be agreed upon by all players.

Fifteen minute (real time) grace period in the beginning of the battle for players who are dropped, they are not recorded in the Battle Report and will not be listed as KIA or survived.

Players dropped after the 15-minute grace period are not recorded, unless BRer feels player was in the heat of battle, then player is listed as KIA.

Sub Command games will have a 5 minute no-fire period at the beginning of the game. Weps free comes at the 5:00 minute mark. Premature release of weapons means disqualification.

Rules of Conduct

- The Nazi Swastika is banned in Germany and some other countries. Wolfpack League does not actively display it in any substantial manner. While it is not absolutely forbidden (such as historical boat emblems), please consider muting the symbol or replacing it with the more honorable Iron Cross. Any use of the symbol deemed excessive and unwarranted will be removed from the website.
- Wolfpack League in no way condones war, acts of aggression, fascism, or real violence. We consider the simulated naval engagements and practice thereof to be an acceptable form of the in-depth study of historical events.
- Forum moderators are responsible for the conduct and content posted in the forums. Players who disagree may take their case by e-mail to BdU. No public disagreements are tolerated.
- Wolfpack League encourages different points of view. However, any member who cannot get along with a significant number of members may face sanctions including warnings, up to ejection.

Penalties

- Inaccurate Battle Reporting
 - First Infraction - If reported by the BRer, no penalty; otherwise loss of BRer status
 - Second Infraction - Loss of 20% tonnage. Loss of BRer status
- Player refuses or does not set personal permission ON
 - First Infraction - If reported by the member, no penalty; otherwise loss of 20% tonnage
 - Second Infraction - Loss of (additional) 20% tonnage
 - Third infraction - 90 day suspension from Stat games
- Player cheating
 - Proven to the satisfaction of majority of flotilla commanders - Dismissal from WPL

Version 2.0

All commands begin with *

Replies, and pure information just begin with U Boat number - shortened to just number, "U" not required.
* = Command

Directions:	
>	= Right
<	= Left
^	= Up
v	= Down (Dive)
(	= To the left
)	= To the right
□	= Periscope Depth
~	= Surface
--	= Straight and Level

Engagement:	
!	= Attack(ing)
!!	= Under Attack
X!X	= Cease Fire
XX	= Unable to Comply
Position:	
@	= At
%	= Rendezvous (Meet)
Description:	
CV	= Convoy(s)
DD	= Destroyer(s)
AC	= Aircraft

Numerical:	
Numbers 0-999 etc used as per normal. Time of Day will use 24hr clock, ie 16.50. Degrees relative to position will just 3 digit number, ie 180	
0	= None
#	= Single
##	= Many
m	= Metres
kts	= Knots
+	= Increase
-	= Reduce

Reporting:	
RA	= Report(ing) Local Activity
RP	= Report(ing) Position
RT	= Report(ing) Torpedo's Left
RD	= Report(ing) Damage (still needs to worked out)
RTB	= Return(ing) to Base
WP	= Wolfpack (All players)
Additional:	
&	= And
?	= Why?
U	= You
QQ	= Quitting game

International Rules

WPL Rules of Engagement for Silent Hunter II /Destroyer Command engagements

for updates visit WPL web base and wpl forums at www.sh2fleet.com

- You will be permitted to play as often or infrequently as you like and still retain WPL/Sub Club member status. We understand not everyone can play a specified number of games each week due to real life commitments.
- As a Member of the Sub Club you are invited to participate in "STAT" games. STAT games are games that go on your personal record, they are recorded into the database by the Battle Reporter (BRer). Results from STAT battles will be tracked in the WPL Members and Scoring Database. Read the STAT Games Guideline below after this section.

Battle Reporting Guidelines

- During the pre-game phase of a STAT battle, players will choose a Battle Reporter and agree on play options. All players will set the permission to their account ON before the battle begins. (This allows the Reporter to post a Battle Report after the game and update each player's records. The permission returns to OFF after a Battle Report is entered against a player, preventing anyone from tampering with a player's records).
- Player must use their WPL member # and name in the battle. When starting Silent Hunter II and Destroyer Command, the space for name should look like "Benny245" or "Mad Maxx1320". This will enable the Battle Reporter to identify all members for the Battle Report.
- The Battle Reporter is responsible for filling out the Battle Report at the conclusion of the battle. The Reporter must make a post in the Battle Report Forum. Penalties for inaccurate Battle Reports, players refusing to set their permission ON before a battle, and other violations will be prescribed in the Penalties section.
- Each player's records will record his number of patrols, successful battles (survived till the end), KIAs (Killed In Action), ships sunk, tonnage, and a performance rating. The rating is based on

$$\text{RATING} = (\# \text{successes} / \# \text{patrols}) * 70 + (\text{tonnage} * 0.00015) \\ + (\text{total} \# \text{patrols} * 1.2) + (\text{kills} * .8) - (\text{KIA} * 5)$$

- A detailed Battle Report how-to manual has been created and is available here. See sample pages of the Peck Scoring System here.

- This is going to be the rTime STAT game period. This set of guidelines will be updated after conversion to DirectPlay allows stable and reliable connections.
- Players who quit in the middle of a game, drop, or otherwise fail to complete a STAT game will be considered KIA. All ships sunk and tonnage will be credited to them in the Battle Report. There will be a fifteen-minute grace period at the outset. More details on this below in the STAT guidelines.
- Any matches played outside of STAT battles will not be counted as official games. You are encouraged to play non-STAT games as often as you wish, with other WPL members and non-WPL players. There are no penalties or restrictions for having fun!
- Any cheats with the program should be reported. We will work with Ultimatum to ensure that Silent Hunter II and Destroyer Command games are fair and above board. No data file mods (Units and Sensors, etc.) are allowed in STAT play. Sound mods are acceptable. Graphics mods are not recommended, they can slow the MP game and cause drops. You may wish to have two installs of SH2/DC on your hard drive, a clean version for MP and a modded version for single play. Any indications that a player has illegally souped up his destroyer or U-boat can be verified and will result in suspension.
- Anyone verified cheating in a multiplayer game will be banned from the League and decried publicly. The proof must be absolute. If you "think" someone is cheating, take it up with him, your FC, and BdU in e-mail. But if you have ironclad proof, we want to know about it. Above all, no claims of "cheating" are to be issued on the forums or chat rooms. Let BdU and the FCs handle it.
- There will be no League sanctioned officer ranking system as employed in other fleets. You are a commander of a submarine and the most experienced player you meet online will be a commander, too. There are no Vice-Admirals at sea. You don't need another player running his power trip on you for not playing or not winning often enough. The Flotilla Commanders serve as the focal point for your flotilla. They will be administrative assistants to the League Webmaster. The League Webmaster simply works to ensure you have an interesting place to meet other wolfpack captains to play.

We will be making a easy reporting system to register online battle reports. There will be "medals" and awards for high performers. You can have these medals next to your name in your Flotilla page. The medals will be small icons representative of historical medals, such as the Knight's Cross. In addition, a tally board will be kept to show who among us is the best. We will compete in tournaments and matches and we will challenge other online fleets to skirmishes. Last, SUBSIM Review will sponsor prizes for the winners of tournaments so you can really claim a prize with your skills.