

# DIFERENCES BETWEEN THE ORIGINAL AND ADMIRAL'S EDITION OF ATLANTIC STORM

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## Rules

### Game Start

In the original game, everyone is dealt six cards and that's it. In the Admiral's Edition everyone is dealt eight cards from which the players keep six and discard of the other two of their choice.

In the original game the convoy draw pile was all forty convoy cards. In the Admiral's Edition players have a choice on which type of draw pile they wish to play with.

Quick - 23 convoys and the Storm.

Random - 35 convoys and the Storm.

Loaded - 37 Loaded and 1/2 Loaded convoys and the Storm.

Fated - 35 fated convoys but no Storm.

Everything - All 51 convoys and the Storm.

### Game Play

In the original game, discards are placed face down in the discard pile, in the Admiral's Edition they are placed face up.

Bonus cards may now be played alone as well as with another card.

In the Admiral's Edition, if you play a fate card against an allready played victim card, you must announce it before the next player takes his turn or else the fate does not occur against the victim.

During Tied Combat (the "Push"), in the Admiral's Edition, before the next round all players may discard any number of cards from their hands and draw new ones.

The Advanced Multi-Player rules of the original game (Convoy Selection, Hand Discard, and Dividing the Spoils) have now become standard rules in the Admiral's Edition.

### Game Version

In the original game, there was only the Standard Game and the Two-Player Game. In the Admiral's Edition there is the Standard Game, Two-Player Game, Three-Player Game, Solitaire Game, Chronological Game, and Team Game.

## Missing Cards

### German Deck

Steinbrink Wolfpack

U48 Bleichrodt

U123 Hardegan

U175 Bruns

U201 Schnee

U338 Kinzel

U501 Foster

U570 Rahnlow

Belchen

2nd Happy Time

### Allied Deck

B17 Fortress

Escort Group C4  
Leamington  
Scarborough  
Gladiolus  
Chambly

Convoy Deck

OB 318 1941  
OG 69 1941  
UC 1 1943

**New Cards**

German Deck

Junkers 88C-6 (Long Range Fighter)  
Channel Dash (Replaces Belchen)  
Breslau Wolfpack (Replaces Steinbrink Wolfpack)  
U31 Prellberg (Replaces U48 Bleichrodt)  
U32 Jenisch (Replaces U123 Hardegan)  
U91 Walkerling (Replaces U175 Bruns)  
U103 Schutze (Replaces U201 Schnee)  
U188 Ludden (Replaces U338 Kinzel)  
U402 Forstner (Replaces U501 Koster)  
U435 Strelow (Replaces U570 Rahnlow)  
Luigi Torelli (Italian Submarine)  
Reliable Torpedoes (New Event Card)

Allied Deck

Mosquito (Replaces B-17 Fortress)  
Escort Group C-1 (Replaces Escort Group C4)  
Antelope (Replaces Leamington)  
Highlander (Replaces Scarborough)  
Cossack (Replaces Gladiolus)  
Ottawa (Replaces Chambly)  
Beverley (Ex US Destroyer)  
Chanticleer (Sloop)

Convoy Deck

OB 218 1940  
WS 5A 1940  
OB 272 1941  
OB 290 1941  
OB 293 1941  
OB 294 1941  
HX 133 1941  
ON 127 1942  
SC 104 1942  
HX 219 1942  
RA 53 1943  
UGS 6 1943  
ONS 4 1943  
SL 139 MKS 30 1943

**New Generic Event Cards**

Empress of Britain: If player survives the battle with a value of one or more on the winning side, he may claim this card as a Victim of Fate. Otherwise, becomes a Spoil card for the other side. Playable in 1940, 41, 42, and 43 battles.

Fuel Shortage: Player rolls the die at the end of his turn. A result of 1-3 means another player of his choice must either withdraw his played cards if he has already played or only discard during his turn in current battle. A result of 4-6 means that the card is passed to the next player who must use it at the end of his turn. In other words, this is the old Storm card from the original game. Playable in 1941, 42 and 43 battles.

Pivotal Battle: Played as the first card. Player may discard any cards from his hand and then refill his hand to its limit, then finish his turn playing either side. Playable in 1941, 42, and 43 battles.

Surprise: Player may place his cards face down under this card during his turn. Cards not revealed until end of round. Cards not playable under the surprise card must be played face up. Playable in 1940, 41, 42, and 43 battles.

## Card Changes

### German Deck

Heinkell 111: Now has a sub combat value of zero, not one.

Junkers 88C-6: New card: Has an aircraft combat value of three. Playable in 1942 and 43 battles.

Henschel 293: May now be played alone or with another aircraft type card.

Zerstorer: Now has a sub combat value of zero, not one.

Channel Dash: New event card. May be played alone or with another surface type card. If Axis wins the round, the player may pick up one surface type card that survived the battle and place it in his hand.

Essentially the old Belchen card under a new name. Also increases aircraft and surface combat values by one and two respectively. Now worth two victory points, not one.

Fink Wolfpack: Now has a surface combat value of zero, not one.

U-47 Prien: Now has a surface combat of two, not one.

U-99 Kretschmer: Now has a sub combat value of four, not three.

U-155 Piening: Now has a sub combat value of three, not two.

U-432 Eckhardt: Now has a surface combat of zero, not one. May only be played in 1943 battles.

U-461 Steinler: Now an event card. Player may play two sub type cards instead of one in this round.

Black Gap: Now an event card. May play alone or with another sub type card. Select one player after you, that player may not play Allied cards on his turn. Essentially the old 2nd Happy Time under a new name.

Reliable Torpedoes: New Card. May play alone or with a sub type card. Increases surface and sub combat values by one and two respectively. Playable in 1942 and 43 battles.

Zaunkonig: Now has a surface combat value of one, not two.

Shadower: Now an event card. May play alone or with another card. Besides increasing all three combat values, the player may immediately fill his hand up to nine cards and continue his turn as Axis.

B-Dienst: Player may draw one card in addition to the other instructions on the card.

### Allied Deck

Coastal Command: Now has an air combat value of two, not zero. Now playable in 1941 battles as well as 42 and 43.

Hudson: Now has a surface combat value of zero, not one.

Sunderland: Now has a sub combat value of two, not three. Now playable in 1940 battles as well as 41, 42, and 43.

Mosquito: New card. Has air and sub combat values of three and one respectively. Playable in 1943 battles.

Audacity: Now has a sub combat value of one, not two.

Avenger: Now has a sub combat value of two, not three.

Azores: Now has surface and sub combat values of one respectively, not two.

Sheffield: May be played in 1941 battles as well as 42 and 43.

Trident: Now has a sub combat value of one, not two. Also, may only be played in 1942 and 43 battles, not 1941.

Raid on St Nazaire: Now an event card. May play alone or with another surface type card. Select one player after you, that player may not play Axis cards on his turn. Also, has a surface combat value of two.  
Escort Group 5: Now has an air combat value of zero, not one.  
Escort Group 36: Now has air and surface combat values of one and zero respectively, not two and one.  
Escort Group B-7: Now has an air combat value of zero, not one.  
Escort Group C-1: New card. Has a sub combat value of "?". Playable in 1942 and 43 battles.  
Escort Group A-3: Now has a surface combat value of zero, not one. Now playable in 1942 as well as 43 battles.  
Antelope: New card. Has surface and sub combat values of one and three respectively. Playable in 1940, 41, 42, and 43 battles.  
Highlander: New card. Has surface and sub combat values of one and three respectively. Playable in 1940, 41, 42, and 43 battles.  
Cossack: New card. Has air, surface and sub combat values of one, one, and two respectively. Playable in 1941, 42, and 43 battles.  
Ottawa: New card. Has surface and sub combat values of one and three respectively. Playable in 1941, 42, and 43 battles.  
Beverley: New card. Has surface and sub combat values of one and two respectively. Playable in 1942 and 43 battles.  
Chanticleer: New card. Has air and sub combat values of one and three respectively. Playable in 1943 battles.  
Lagan: Now has a sub combat value of four, not three.  
Huff-Duff: Now an event card. May play alone or with another sub type card. Besides increasing the sub combat value, the player may immediately fill his hand up to nine cards and continue his turn as Allied.  
Gray Ranger: Now an event card. Player may play two sub type cards and both of them receive the Arctic Ocean ability for this battle.  
Centimetric ASV Radar: May now be played with any type of card, including the X-Craft card. Also, now has a surface combat value of one, not two  
Ultra: Player may draw one card in addition to the other instructions on the card.

#### Convoy Deck

Storm Event Card: Now in the Convoy Deck. If the Storm is one of the convoys drawn, the other convoy must be picked. In addition, each player may only play one card on that convoy, but may discard any number of cards.

#### **New Fate Card Listings**

##### German Deck

KG 26 - PQ18 Convoy  
KG 30 - PQ17 Convoy  
Condor 1 - OB 290 Convoy (New)  
Condor 2 - HG 53 Convoy  
Junkers 88A - Trinidad  
Heinkel 111 - PQ 16 Convoy  
Junkers 88C-6 - Wellington (New)  
Bismarck - Hood  
Gneisenau - OB 294 Convoy (New)  
Admiral Scheer - HX 84 Convoy  
Admiral Hipper - Achates  
Zerstorer - Edinburgh  
Markgraf Wolfpack - SC 42 Convoy  
Breslau Wolfpack - Cossack (New)  
Reissewolf Wolfpack - SC 48 Convoy (Changed from Gladius)  
Streitaxt Wolfpack - SL 125 Convoy  
Veilchen Wolfpack - SC 107 Convoy  
Westmark Wolfpack - SC 121 Convoy

Raubbgraf Wolfpack - HX 229 Convoy  
Fink Wolfpack - ONS 5 Convoy (New)  
U-47, Prien - HZ 79 Convoy  
U-91, Walkerling - Ottawa (New)  
U-99, Kretschmer - SC 7 Convoy  
U-100, Schepke - HX 72 Convoy  
U-155, Piening - Avenger  
U-188, Ludden - Beverley (New)  
U-402, Forstner - SC 118 Convoy (New)  
U-432, Eckhardt - Harvester  
U-435, Strelow - Gray Ranger (New)  
U-515, Henke - Chanticleer (New)  
U-552, Topp - Reuben James  
U-751, Bigalk - Audacity  
Luigi Torelli - OB 272 Convoy (New)  
Black Gap - SC 26 Convoy (New)  
Metox - Metric Radar  
Reliable Torpedoes - SC 122 Convoy (New)  
Fat - ON 166 Convoy  
Zaunkonig - Lagan  
Shadower - HG 73 Convoy (New)

#### Missing from German Deck

Steinbrink Wolfpack - SC 94 Convoy  
U-201, Schnee - HG 73 Convoy  
U-338, Kinzel - SC 122 Convoy

#### Allied Deck

Bomber Command - Gneisenau  
Coastal Command - U-751 Bigalk  
Hudson - SC 107 Convoy (Changed from U-570, Rahnlow)  
Sunderland - U-461 Stiebler  
Catalina - ONS 5 Convoy (New)  
Beaufighter - Condor 1 (New)  
Wellington - SL 139, MKS 30 Convoys (New)  
Liberator - U-435, Strelow (Changed from U-338, Kinzel)  
Audacity - Condor 2  
Victorious - PQ 12, QP 8 Convoys  
Avenger - Hienkel 111  
Fido - U-402, Forstner (New)  
Azores - Black Gap  
Duke of York - Scharnhorst  
Rodney - Bismarck  
Sheffield - JW 51B Convoy  
Trinidad - PQ 13 Convoy (New)  
Scylla - PQ 18 Convoy (New)  
Alynbank - PQ 16 Convoy (New)  
X-Craft - Tirpitz  
Escort Group 5 - U-99, Kretschmer  
Escort Group 36 - U-567, Endrass  
Escort Group B-7 - SC 130 Convoy  
Escort Group C-1 - SC 94 Convoy (New)  
Escort Group A-3 - ON 166 Convoy (Changed from U-175, Bruns)  
Wolverine - OB 293 Convoy (New)  
Antelope - U-31, Prellberg (New)  
Harvester - HX 228 Convoy (New)

Highlander - U-32, Jenisch (New)  
Beverley - SC 118 Convoy (New)  
Blankney - HG 76 Convoy  
Leda - Axis Minefield  
Aubretia - U-110, Lemp  
Aconit - U-432, Eckhardt  
Huff-Duff - HX 219 Convoy (New)  
Hedgehog - ONS 4 Convoy (New)  
Cam Ship - Shadower (Changed from Condor 1)  
Metric Radar - U-100, Schepke  
Centimetric Radar - Metox

Missing from Allied Deck

Trident - Prinz Eugen (Both cards still there, just no longer fated.)  
Chambly - U-501 Forster