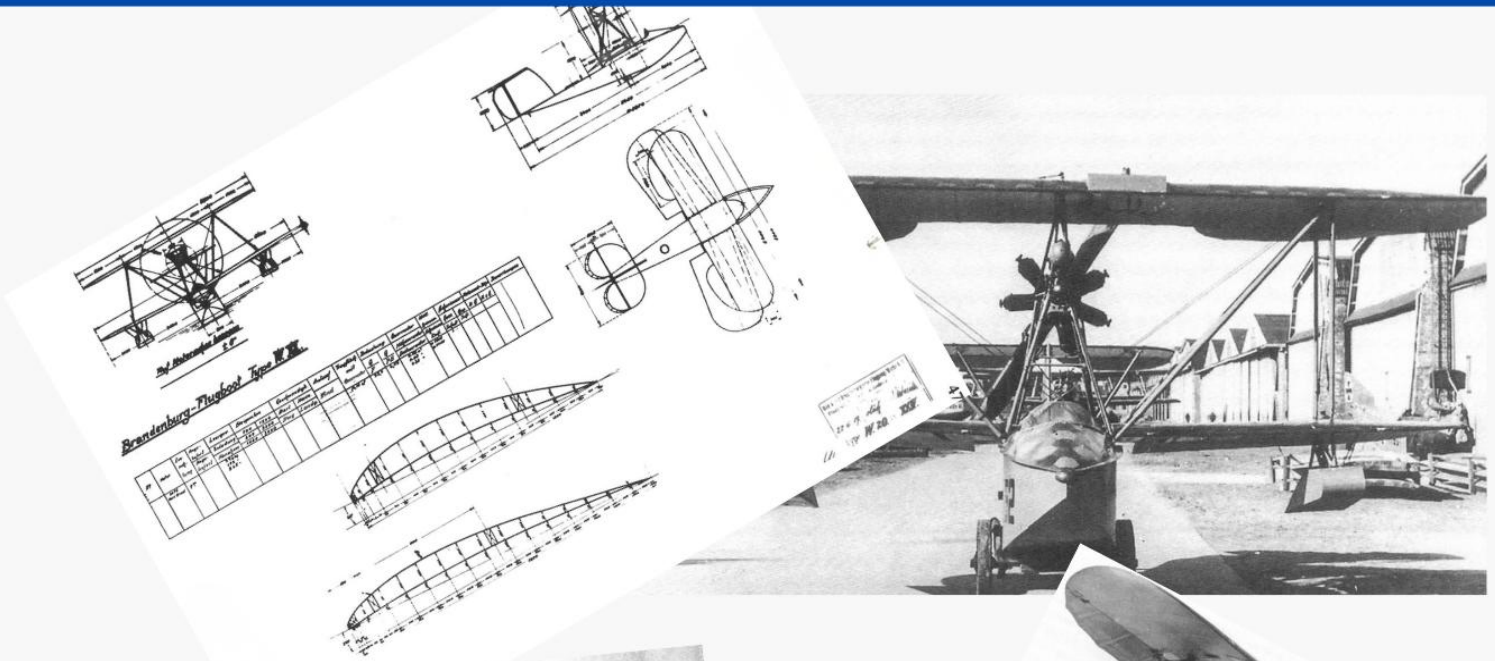
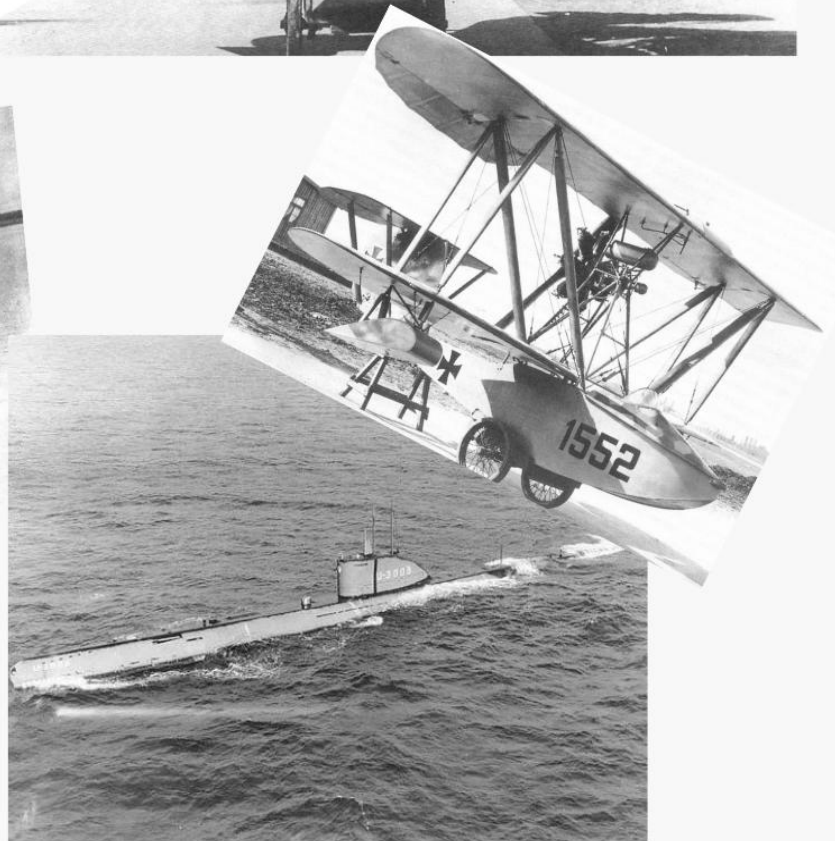


The Insidious Archibald Sub Plot

An Add-On to the Archibald, Certainly Not! 2
Add-on, The Long Patrol



4P Press Games
Quirk Is Our Kink



By Michael McVeigh

A Very Insidious Sub Plot for TLP

German Submarine and Floatplane Combined Arms Action

The Back Story

In November 1914, the Germans established a submarine base at Zeebrugge after they invaded The Netherlands. This was followed by a seaplane base in December equipped with the Friedrichshafen FF29a. These 2-seater floatplanes conducted several raids on the English coast in singles or pairs. Von Arnould, one of the FF29a pilots, had tried to bomb British shipping but was frustrated by poor results in part due to the limited range of the FF29a.

After meeting with Lt. Walter Forster, the commander of U-12, they came up with the clever idea of carrying the seaplane close to the target. The seaplane could also perform special missions and reconnaissance for the submarine. In January 1915, the FF29a was secured with ropes to the deck of the submarine and together they headed out to the North Sea.

The sub stopped 15 miles from the British coast and partially submerged so that the floatplane could float and take off under its own power. The launch was successful and von Arnould and his observer, Moll, reached the English coast. They had planned to meet U-12 at a predetermined location but decided to land at Zeebrugge; after searching for FF29a at the rendezvous area without success, the U-12 returned to Zeebrugge.

While this experiment was successful, higher command was not impressed. There were two serious limitations: a) the submarine could not dive completely without losing the aircraft; and b) the aircraft was very sensitive to weather and could not survive rough seas lashed to the deck of the sub.

In 1916 the British became interested in submarine borne aircraft in an attempt to counter Zeppelin raids, and strapped 2 Sopwith Schneider floatplanes to the deck of E22 but ran into the same problems the Germans had and gave up on the idea.

However, in 1917 the concept of the submarine as just a carrier for the floatplane which conducted the attack was stood on its head. The submarine would be the attacker, and the aircraft would ply a supporting role by finding surface targets for the sub. Ernst Heinkel designed an aircraft to fulfil this role, the Hansa Brandenburg W20. The W20 was a single-seat collapsible flying boat which could fit into a specialized deck cylinder eliminating the need to expose the aircraft until weather conditions were favorable. Nevertheless, the danger to the submarine on the surface was significant while the

aircraft was launched. Only 3 were built in 1918 and none used operationally before the war ended.

Putting It in the Game

In game terms we can treat submarine borne aircraft as seaplane carriers with some modifications:

Only the British and Germans may use submarine borne aircraft.

Out of reach does not apply to any coast for submarine borne aircraft.

Submarine Borne Stations

Submarine borne pilots and aircraft are assigned to a particular submarine as if it were a shore station.

Sorties

Like aircraft on seaplane carriers, the aircraft's END rating determines the distance from the target.

Launch

The submarine must be stopped on the surface while the aircraft is assembled and/or readied.

Check the Sea State Table. A launch may only take place in a Calm Sea state.

Recovery

Find the carrier submarine location on the Rendezvous Table.

Submarine borne aircraft in 1914 or 1916 can only be recovered automatically on calm seas. For moderate seas, roll for success; Rough or heavy cannot be recovered, roll on Rescue Table. The W20 uses the same table as in the Long Patrol

The Rendezvous Table

Something Bad Table- same as in the Long Patrol

Something Worse -

Roll 1d6: 1-3= the submarine carrier has been depth charged, and is badly damaged.

4-5= She is under attack and cannot take on aircraft on this leg.

6= She has been sunk and all you see is flotsam and men scattered in the water. You will soon join them unless you can reach a friendly air station.

For damaged subs, the aircraft is lost but the pilot and observer if any sails home with the damaged ship. You must choose a new station (not a sub this time) and from there you can continue the fight.

Where the Enemy's Coast Lies

Same as in the Long Patrol but:

Any coast that says Out of Reach is out of reach and not playable unless seaplane carriers OR sub carriers are involved.

Seaplane Carrier Stations

This table lists the ships available to the nations operating seaplane carriers. They are treated like a normal station and you and your squadron are assigned to a particular ship as if to a shore station.

Navy and waters	Ships	Active	Substitution on the Carrier Table
Britain, North Sea	E22	1916	2 becomes a raid on the airship sheds. 4, 9, 10 becomes Zeppelin interception.
German, North Sea	U-12	1914	2, 3, 4 becomes a raid on a naval base. 9,10,11 becomes Reconnaissance of an anchorage
German, North Sea	U139, U155	1918	as above

It is even more difficult to coordinate flight operations on a submarine than a seaplane carrier; the minimum pilot skill is veteran. Ace means the same thing it does in The Long Patrol.

The W20 was a single-seat small flying boat specifically designed as a submarine borne aircraft and was stored in a container in the submarine. The W20 was quite small and would not be able to perform a rescue, anti-submarine, or bombing mission.