SILENT HUNTER 5
BATTLE OF THE ATLANTIC

PC
DVD-ROM
SOFTWARE

UBISOFT

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GETTING STARTED

System Requirements

Supported OS: Windows® XP (Service Pack 3), Windows Vista® (Service Pack 2), Windows 7® (only)

Processor: Intel® Core™2 Duo® E4400 2 GHz or AMD Athlon™ 64 X2 4000+ 2.1 GHz or higher (Intel Core™2 Quad Q6600 2.4 GHz or AMD Athlon 64 X2 5200+ 2.6 GHz or higher recommended)

RAM: 1 GB (Windows XP) / 2 GB (Windows Vista, Windows 7); (2 GB recommended)

Video Card: 512 MB DirectX® 9.0c-compliant video card

Sound Card: Any 5.1 compatible sound card

DirectX Version: DirectX 9.0c

DVD-ROM: 4x dual-layer DVD-ROM drive

Hard Drive Space: 6 GB (10 GB recommended)

Peripherals Supported: Windows-compliant mouse, keyboard

Multiplayer: Internet connection

*Supported Video Cards at Time of Release

NVIDIA GeForce™ 8800GT / 9 / GTX 200 series

ATI® Radeon® HD 2600 / HD 3000 / HD 4000 / HD 5000 series

NVIDIA SLI & ATI Crossfire

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: http://support.ubi.com.

Online Services Platform Technology

The Launcher

When a player starts the game, the Online Services Platform Launcher is displayed, where the player must log in with their Ubi Account in order to play the game.

1. The first time a player logs in; they are required to enter the serial key that was shipped with the game. This binds the game to their account.

2. The user can then play the game without the DVD.

3. The user can also play the game from any computer.

4. A player's saved games are stored online so they are available anywhere, even between installs.

The online services platform launcher looks like this:
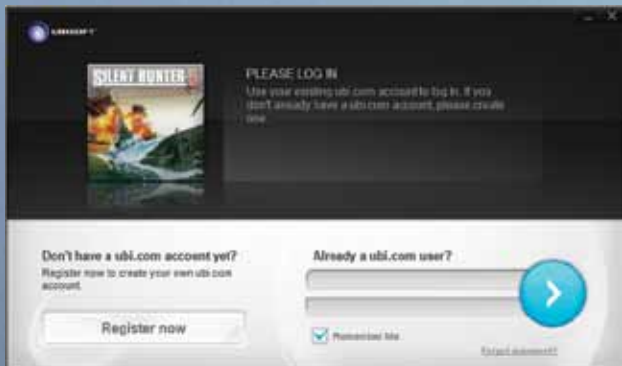
Installation

Installing Silent Hunter 5®: Battle of the Atlantic

Silent Hunter 5: Battle of the Atlantic must be installed before you can run the game. To install, insert the Silent Hunter 5: Battle of the Atlantic DVD and wait for the launch screen to appear. Click Install and follow the instructions as they appear.

If you have auto-run disabled, you may launch the installer manually. Choose Windows Explorer from the Programs submenu on your Windows Start menu.

Choose the Silent Hunter 5: Battle of the Atlantic DVD icon to display the files located on the DVD.

Look for Setup.exe among those files and double-click it to run the installer.

Uninstalling Silent Hunter 5: Battle of the Atlantic

To uninstall the game, select Uninstall from the Silent Hunter 5: Battle of the Atlantic Start menu.

You can also choose Settings from the Windows Start menu and select Control Panel, select Add/Remove Programs, left-click on Silent Hunter 5: Battle of the Atlantic, and click on the Add/Remove button. The game and all its components are then removed from your system, except for your saved games.

INTRODUCTION

June, 1940: The fall of France. For one year Great Britain had stood alone against Germany. The mighty Royal Navy blockaded German trade, but Britain depended on imports much more than Germany did. Without food, its people would be starving. Without raw materials, an economy cannot survive and industry cannot be equipped. Without fuel, ships and airplanes cannot go into battle. **Without the allied buildup of forces in Britain, D-day would not have happened.**

And all of these were brought in by sea trade.

As the U-boats took to the sea and attacked British supply lines, no one was really surprised. A similar struggle had already taken place 25 years earlier, and Britain was as much an island in 1939 as it was in 1914. Overly optimistic British admirals believed they had mastered the threat of the U-boats through convoys and the technology of ASDIC, but Karl Dönitz, the visionary leader of the U-boat force, knew otherwise.

For three and a half years, the U-boats would go at the convoys again and again, at times almost bringing Britain to its knees. For the greater part of 1942, close to 500,000 tons of shipping goods would go down each month. And still the merchant men kept coming. Both sides suffered losses, but neither could afford to give up, and neither side admitted more than a temporary setback.

Each month brought more forces and new developments to the field. The climax of the convoy battle came in March 1943, when the wolfpacks descended on convoys HX 229 and SC 122. Despite the escorts present, 24 ships were sunk. But that was just their swan song – and only two months later, the British would master the U-boat. After losing 43 U-boats to radar-equipped planes and very experienced and determined convoy escorts, Dönitz was forced to admit defeat.

By war's end, over three-quarters of the U-boat force – 28,000 men – would perish in the battle. On the allied side, the total merchant men's losses would be over 30,000.

For Silent Hunter 5, we tried to portray the perils faced by those men and to teach the public about the true significance of their struggle – as it goes far beyond the newspaper headlines.

In doing so, we pay homage to the men and women who took part in one of the longest and most decisive battles in the modern history: the Battle of the Atlantic.

GAME MODES

Career Mode

The core of Silent Hunter 5: Battle of the Atlantic is the career mode. This mode allows you to write your own story in the middle of World War II, taking the role of a young U-boat captain from the invasion of Poland in 1939 to the climatic convoy battles of early 1943.

Starting a New Career

To start a new captain career, press the New Career button. You will be required to enter the name of the new captain. In our game, the timeline of WWII is broken into a number of campaigns, each highlighting an important phase of the naval side of World War II. Select the campaign that will be your starting point. Where the career will end is up to you and your actions.

The campaign selection looks like this:

Notice that the first time you play the game, many of the campaigns will be unavailable. As you go through the game and successfully complete careers, you will see that more and more campaign starting points become available.

Continuing an Existing Career

As a single career can take over 20 game hours to complete, it is likely that you will not complete it in a single playing session. To continue an existing career, you have two options available from the Main Menu:

- Pressing the Continue Game button will automatically load the last saved game.
- Pressing the Load Game button will bring up a detailed list of all saved games available, so you can choose the one that you want to continue.

Completing a Campaign

In each campaign, your aim is to achieve the strategic goals established by Naval High Command. Each of those goals is a significant gain for your side and the game world will change accordingly upon its completion. It will also earn your a number of victory points. When enough victory points have been gained, it is estimated that the overall strategic goals of your side have been achieved, and the campaign is won.

Be aware that the opposing side – the Allies – will not stay idle and wait for your actions. Campaign Goals can expire and even the campaign itself has a deadline. Failing to obtain the required victory points by that deadline will lead to defeat.

The Campaign Map looks like this:

If your campaign progress is especially good you may achieve more than the minimum required victory points. In this case the campaign will be counted as a Major Victory for your side, and this will have significant impact on any following campaigns. You may unlock new campaign options or simply change the timeline and setting of those already unlocked.

In all Silent Hunter 5 campaigns, each result is accounted for. Do your utmost at all times, make every torpedo count, and live with the consequences of your actions.

Historical Missions

The Historical Missions Menu looks like this:

The Single Missions menu gives you access to individual missions and historical scenarios. From this screen, you will also launch new missions created with the game's Mission Editor or downloaded from the Internet. To do so, those missions need to be placed in the game installation directory: SilentHunter5\data\SingleMissions

If you want to play the mission with a different U-boat model than the one selected by the mission maker, use the scrolling list provided on the lower portion of the screen.

MULTIPLAYER

Silent Hunter 5: Battle of the Atlantic supports LAN multiplayer games for up to 8 players and online games for up to four players, through Ubi.com.

In multiplayer, all players are part of a wolfpack, working cooperatively to accomplish the common goal of defeating an enemy task force or convoy.

The server operator chooses the mission to be played in the session. The missions included in the game cover a series of famous convoy battles. You can add more scripted missions by using the Mission Editor.

The Multiplayer Menu looks like this:

Museum

In the Museum, you can familiarize yourself with the various planes, ships, and submarines included in the game. You can also bring up the Recognition Manual button to compare the actual ship to the intelligence image, and learn how to recognize it later.

The Museum Menu looks like this:

CONTROLS AND INTERFACE

Gameplay Controls

Keyboard Mapping

The Keyboard Map looks like this:

The complete list of keyboard controls is available at the end of the manual. In game, pressing the F1 key will show the help menu and complete keys list.

Moving and Interacting with the Game World

Silent Hunter 5: Battle of the Atlantic brings a significant advancement from the previous titles by allowing the player to move freely around the submarine. To move your character, use the W, A, S, and D keys. To look around, hold down the left mouse button and move the mouse. Alternatively, you can click the right mouse button to enter true FPS mode.

While moving around the submarine you can interact with your crew or operate various machinery and stations inside the U-boat. To do so, move the mouse cursor over the item of interest and press the left mouse button or Space Bar.

To see a full list of the main game stations and characters in your submarine, check the section "Inside a Type VII U-Boat."

Controlling the Submarine

Apart from the introductory scenario of the game, you – the player – are the captain of the U-boat. Your job is to ensure the mission is completed and the battle is won. To do so, you give orders to your crew, putting your decisions into practice. This is done through the main game interface.

Main Game Interface

The Main Interface looks like this:

HINT and OBJECTIVES

TIME COMPRESSION

MANAGEMENT SCREENS

UBOAT DEPTH CONTROLS

TAI (map)

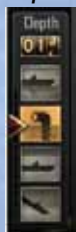UBOAT SPEED CONTROLS

CREW ABILITIES

Speed Gauge

This dial controls the engines regime of the submarine: With the right side of the dial you order forward movement, while the left side orders reversing movement. To order a specific speed in knots, you will need to hold down the Ctrl key to switch to the advanced version of the interface.

Depth Gauge

This dial controls the depth of the submarine. The four buttons represent the major tactical choices that you have:

- **Surface:** Obtain maximum mobility by using diesel engines.
- **Periscope Depth:** Go underwater for stealth but keep the enemy under observation, ready to attack.
- **Dive:** Dodge enemy sonar by passing under it, but sacrificing visual observation.
- **Crash Dive:** Avoid combat altogether and try to get out of danger.

To select a specific depth rather than a "tactical depth choice," you need to hold the Ctrl key down to switch to the advanced mode of the dial.

Time Compression and Camera Modes

This panel allows you to pause the game, and increase or decrease time compression settings by using the – and + buttons.

With the External Camera button you can switch between the external view and FPS camera modes. The location of the avatar will remain the same while the camera returns to FPS mode.

Tactical Action Interface – TAI

The TAI map is one of the most important interfaces in the game. It represents your knowledge of the current tactical situation of the submarine, showing your location, the portion of the world around you, and enemies detected by your crew. You can also see an educated guess of what range the enemies would be able to detect you at, based on your current situation and tactical profile. Use the TAI to select your approach in the attack and it will help you navigate and fight.
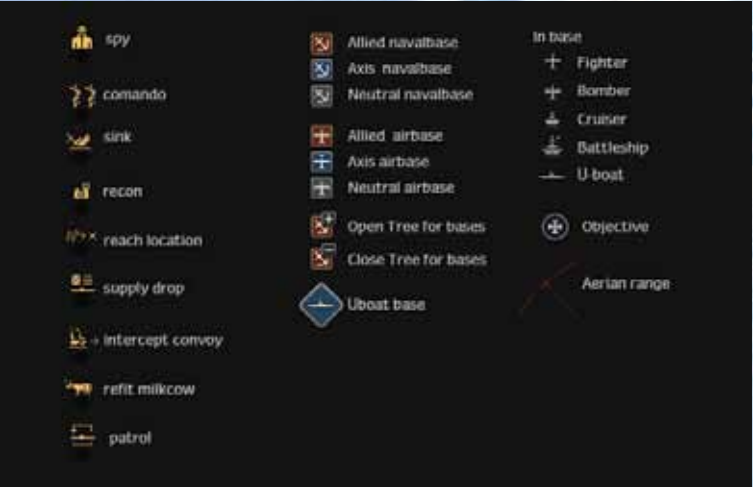
Basic TAI Interface

Navigation map

Navigation map legend

		In base
🛕 spy	🗙 Allied navalbase	+ Fighter
⟫ comando	🗙 Axis navalbase	✛ Bomber
🗙 Neutral navalbase	⚓ Cruiser
🗙 sink	🚩 Allied airbase	⚓ Battleship
🗙 recon	🚩 Axis airbase	— U-boat
//⟩× reach location	🚩 Neutral airbase	
	🗙 Open Tree for bases	⊕ Objective
🗙 supply drop	🗙 Close Tree for bases	
🗙 intercept convoy	◇ Uboat base	Aerian range
🗙 refit milkcow		
🗙 patrol		

Crew Management Page

Here you can view all your officers and petty officers and their efficiency status. Each petty officer is directly responsible for one of the submarine's activities. Efficiency gauges will go from red to green, showing the worst and best efficiency.

Double-clicking on the figure of a crew member will open their detailed information interface. For more details, see the section "Managing Your Crew".

Captain's Log

The Captain's Log page is designed to be the first and most valuable tool for campaign and player progression. Here you can check and track your personal status, with categories such as Experience, Medals, Renown, or Leadership.

During the campaign, this is where you will receive mission briefings, mission updates, and your current objective status. The captain will keep track of most important statistics.

Subsystems / Damage Management Screen

This page is designed to offer you an extensive comprehension about submarine systems. Here you can check the integrity of different compartments, the level of flooding, or if there is any fire on that sector. Visiting this page will grant you some insights regarding various components of the submarine.

Torpedo
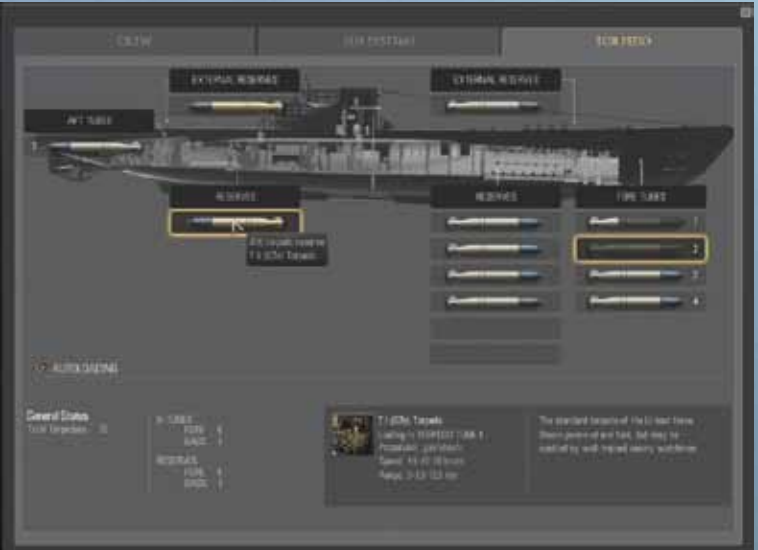
This page will help you to manage the torpedoes' loading mode and interval, and also to monitor the amount of torpedoes available at the time.

Inside a Type VII U-Boat

The Type VII U-boat is the quintessential U-boat of World War II, and the workhorse of the Battle of the Atlantic.

Very popular with its crews, the type VII was agile on the surface, fast on the dive, and, most importantly, able to reach the vital convoy lines in the Atlantic. Arguably it was not the most pleasant ship to live in, but that was because it was optimized for one purpose: battle.

As the war progressed, the type VII went through a number of modifications to keep up with the enemy. The type VIIC/41 was the final version to reach operational status, able to dive up to 250 meters in order to avoid enemy depth charges.

From bow to stern, the rooms inside the U-boat are:

Forward Torpedo Room

Four of the torpedo tubes and most of the reserve torpedoes are stored here.

- **Game Stations:** None
- **Characters:** Torpedo Petty Officer Kurt Faust

Radio Room / Fore Quarters

Main sensors and communication devices of the submarine are located here.

- **Game Stations:** Hydrophone, Radar (when available)
- **Characters:** Sound man, Radio man, Watch Officer

Command Room and Conning Tower

The control center of the U-boat, this is where most officers have their battle stations and where tactical decisions are taken and put into practice.

- **Game Stations:** Both Periscopes, Navigation map
- **Characters**: Executive Officer, Navigator, Chief Engineer

Aft Quarters / Galley

The main Petty Officers' resting area, and the place where food is prepared for the crew. Because of the damp atmosphere and limited freezer capacity, fresh food is a scarce commodity, so the cook must improvise a lot with canned goods to keep the crew happy.

- **Game Stations:** None
- **Characters**: Bosun, Cook

Diesel Engines Room

World War II submarines are really torpedo boats with the ability to dive, and the diesel engines are their true source of strategic mobility. This room houses both diesel engines and the compressor used to replenish compressed air.

- **Game Stations:** None
- **Characters**: Motor Officer

Electric Motors Room / Stern Torpedo Room

Underwater, the mobility of the U-boat depends on electric motors and the limited battery capacity. This room houses both motors and the stern torpedo tube.

- **Game Stations:** None
- **Characters**: Gunner

Watch Tower

The U-boat will cruise on the surface most of the time, taking advantage of the fast speed and long range offered by the diesel engines. During normal operations, some of the crew sits high on the submarine's tower, maintaining a constant watch to spot both dangers and targets.

- **Game Stations:** UZO, Flak Guns
- **Characters**: Watch Officer (when surfaced)

Forward Deck

Small merchants or crippled ships can be sunk with the deck gun, which is located here. It's not advisable to man the deck in rough weather, as the gun crew could be washed over by a wave.

- **Game Stations:** Deck Gun
- **Characters**: Gunner, when the deck gun is manned

Main Game Stations

Deck Gun

From this location you can control the deck gun of the U-boat. The deck gun can be used only when surfaced, and only in good weather. In order to control your deck gun, you will need to assign crew members to operate the gun.

In order to assign crew members to the deck gun, open a dialog with the Watch Officer and order him to send the crew to the deck gun.

To get a better view of a target, use the optical aiming device of the gun by pressing the Tab key. On the vertical left side of the optical aiming device, you will see the current elevation of the gun in meters.

Move the crosshair left or right by using the left and right cursor keys or the mouse to point the gun in the desired direction.

Use the Up and Down arrow keys or the mouse to aim at long range or at close range.

Press the Space Bar to fire.

Flak Gun

There can be up to three different flak gun locations, depending on the type and version of the U-boat. The flak guns can be used only when surfaced, and only in good weather. In order to control your flak guns, you will need to assign crew members to operate the guns.

In order to assign crew members to the flak guns, open a dialog with the Watch Officer and order him to send the crew to the flak guns.

To zoom in on the view of a target through the targeting device, press the Tab key.

Move the aiming device left or right by using the mouse to point the flak gun in the desired direction. Use the mouse to adjust range and follow your target. Press the left mouse button to fire.
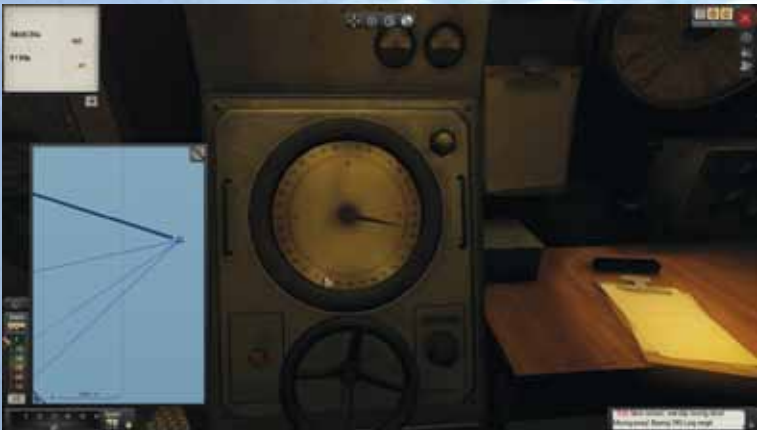
Radar

The radar station will allow the player to manually handle the radar.
- **Radar On/Off:** Turn the radar on/off.
- **Direction Handler:** Left-click on the handler to change the listening direction.
- **Radar Range Scale:** Choose between range scales of 4,500 m and 15,000 m.
- **Radar Mode:** The player can select between two Continuous and Focus modes.

- **Range:** Read the range to the contact in the lower left part of the radar.

Hint: While the radar is a very powerful tool for detecting enemy contacts (ships and airplanes), don't forget that using it will give away your presence.

Hydrophone

The hydrophone station will allow the player to manually handle the hydrophone.

- **Direction Handler:** Left-click on the handler to change the listening direction.
- **Hydrophone Volume:** Set the volume of sound received with the hydrophone.
- **Send Ping (Only Available for Sonar):** Left-click to send a ping in the current sonar direction. If you hit a target, it will return the range between the U-boat and the object. Each further ping will provide a more accurate range.
- **Information Displayed:** In this notepad, you add new contacts to the map.

Radio Station

From this location, the player can read send and receive messages.

- **Send Contact Report:** Sending contact reports will give precise enemy locations to the U-boat high command (referred to as the BdU, for Befehlshaber der Unterseeboatwaffe). This can result in Luftwaffe or Kriegsmarine attacks!
- **Send Patrol Report:** If you send a patrol report with the available number of torpedoes, fuel level, and U-boat and crew status, BdU may relocate to a new patrol grid according to the new conditions, or ask you to return to base.
- **Request Orders:** If you request a new order, BdU may send you to another grid to patrol.
- **Request Escort to Base:** This message is available when in the proximity of a German base. If you send it, you will receive an escort to the base.

Periscope

The periscope is the main observation tool of the submarine when underwater. Most U-boats carry two of them – the Observation Periscope in the command room, better for scouting from distance and looking for aircraft, and the Attack Periscope in the conning tower, stealthier and thus better for attacks.

Periscope View

Dominating the screen, the periscope gives you a view of the outside world.

Clicking on it will activate the mouse and allow you to rotate the periscope.

Both periscope stations have identical functionality and share controls.

In the interface, you will interact with the following areas:

Periscope Up/Down Lever

When submerged, you need to raise the periscope above the surface to check your surroundings. This is done by clicking on the respective part of the control lever.

Shortcuts:

PgUp: Raise periscope incrementally.

PgDn: Lower periscope incrementally.

Ctrl PgUp/PgDn: Completely raise/lower periscope.

The higher the periscope stands above water, the easier it is to spot. You should keep it as low as possible, and the Papenberg – named after its inventor – is just the right tool to aid you.

In the middle of the meter, a marker shows the depth at which the submarine's keel is located.

On the left of the instrument, an index moving over a submarine silhouette shows the current height reached by the periscope head. When the index is level with the liquid column gauge top, you are breaking the surface.
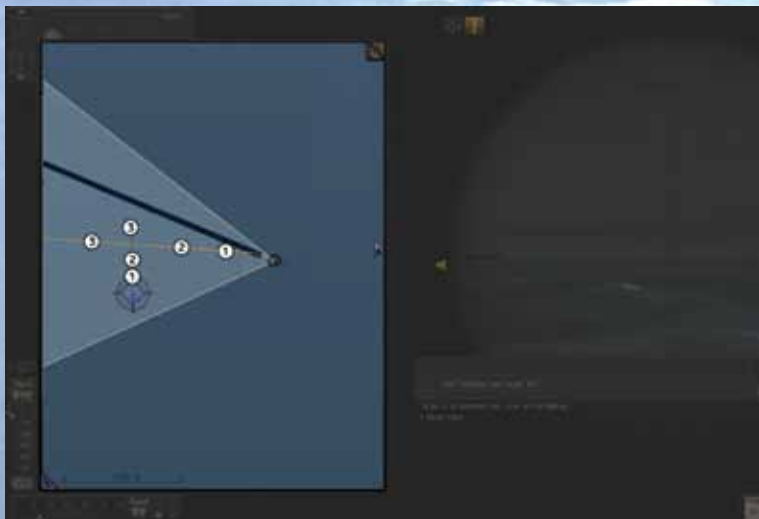
Tubes Status Panel

The panel displays the torpedo tubes of your submarine and their status. The color of the tube's indicator lamp shows its status:

• **Green:** Tube is loaded and ready to fire.

• **Red:** Tube is loading.

• **White:** Tube is empty and no torpedoes are available for loading at this moment.

To select a different tube than the current one, simply click on its indicator.

In order to hit your target with your torpedoes, you have to lead it with your periscope. The bearing from the periscope is automatically translated to the Torpedo Data Computer and translated into a firing solution. How much to lead the target is a question of experience, but the TAI diagram will help out.

Analyzing the path of the torpedo and enemy ship, you can judge where both of them will be after a certain time, and direct your shot so as to have the two points coincide.

Managing Your Crew

Your second job as Captain is to manage your crew. They are trained soldiers in the elite Ubootwaffe, so you don't need to babysit them in order to do their job. You can be sure that no matter what, they'll be at their post, doing their job and will even solve any problems that appear.

Like their historical counterparts, your crew will become better as they gain battle experience. Their evolution is up to you, and knowing what abilities and specializations to choose is one of the most important decisions in the game.

Skill Points

In order to learn new abilities, you need to have skill points available. Skill points are earned by completing objectives and sinking enemy ships.

Morale System

While going on the sea, for a long period, the sailor becomes more fatigued day by day. The morale will decay over time for each crew member, as long as they are going on the sea.

Officers and petty officers will use their morale pool as the main resource for activating their special abilities. Morale is gained back each time an enemy ship is sunk, or an objective is complete.

Captain leadership value will be added as bonus points for all crew members' morale pool. The morale can be also restored by using some special abilities or awarding medals.

Overview

To learn an ability, you have to open the NPC upgrade page and click on the ability icon. Abilities will unlock based on the veteran level of the crew member, which means that not all abilities will be available from the beginning of the game.

Abilities have different ranks, which define ability efficiency and mode to use. An ability can be active (requires activation) or passive (once learned will be active). Passive abilities do not require an activation cost (morale) and will not consume morale once activated.

Captain – Player Progression

Experience, Leadership, and Personality

Completing the campaign objectives and following the historical events through the dynamic campaign, the player will advance in rank and position. When the player becomes captain, the progression will not stop. From that point on the experience points will increase his leadership, grant renown, and add skill points.

Leadership value will add as a bonus value for each crew member's morale pool. In other words, the more experienced the captain becomes, the more efficiently the crew will perform.

Skill points are obtained from renown points. Skill points are used to upgrade crew members' active and passive abilities.

Dialog with a Crew Member

Interacting with some of the crew members will open the dialog window. Here you can easily review the current status of that crew member's morale and other information about him.

Some of the crew members have unique commands available on their dialog Interface, called active abilities. These represent your crew going the extra mile, improvising to get the most out of existing technology and working to vanquish the enemy. Activating those abilities at the right moment can make the difference, but be careful not to overuse them as the crew will get tired and restless if you do.

Meet the Crew of Your U-Boat

Chief Engineer: Josef Erdmann

Josef is just a good, hard-working guy. He has a friendship with the Captain and speaks openly with him. Josef is an excellent Chief Engineer, very creative and hands-on. Josef believes he is not pro-war at all, and feels very responsible for his crew. He has a wife and son and he just wants to end this war so his son never has to fight in his life. He has a weak spot for sweats and candy.

Job Description: The Chief Engineer is the most senior officer on board, apart from the captain and master of the technical branch. His main duty is supervising diving operation of the U-boat, the daily trim and the maintenance of mechanical systems. If the need arises, he can lead a damage control team to repair critical damage. He is also is the man who must set the explosives to scuttle the boat and prevent capture by the enemy.

Executive Officer: Erich von Dobenecker

Erich is a career navy officer who recently graduated from the Marine Schule Flensburg-Mürwik, the school that both his father and Karl Dönitz graduated from. Dobenecker's father and Dönitz have been long-time friends, both encouraging Erich to a career in the Kriegsmarine. But when Erich lost an eye during a training exercise at school, his naval career seemed over before it started. But thanks to his father's close relationship with Dönitz, Erich still graduated and was assigned to be XO on a U-Boat. Erich is extremely loyal to his father and Dönitz and very pro-Nazi. He also of course wants to prove himself.

Job Description: The XO or 1st Watch Officer is second in command, ready to take on all of the Captain's responsibilities if the Captain is injured or killed in combat. Besides that, he is man in charge of submarine weapons and the one who normally conducts surface torpedo attacks, while the Captain is busy taking tactical decisions.

Watch Officer: Dieter Epp

Enthusiastic, a bit inexperienced, but ready to jump into battle, brave. He respects us as Captain and plays jokes, especially on the uptight XO; he always plays tricks on the crew, and often gets into trouble with the Bosun for it. He is also opportunistic (and also a bit racist). There is one thing he hates though. If you shorten his name to Depp (which means "idiot" in German) he gets very upset. He thinks it's not funny and begins to pout.

Job Description: The 2nd Watch Officer is the junior officer on board the submarine, and responsible for the watch crew and sensor systems. During surface runs he can be found on the conning deck, while underwater he is normally present in the radio room, supervising the hydrophone and ready to relay information to the command room.

Bosun: Herbert Heine

Born and raised in Marburg with six siblings and very strict parents, Herbert is a descendant of the famous German poet Heinrich Heine. Being the oldest of four brothers and two sisters, Herbert was forced into responsibility at a young age. He acquired good organization/people skills, but was never able to explore his creative side. His parents were poor and so a military career was his only option. Deep in his heart he wishes to be a poet like his famous great-grandfather. He writes poems secretly on the side yet never dares to show them to anybody, especially not the crew, since they need to respect him as a tough Bosun.

Job Description: The bosun is the petty officer responsible for discipline among the crew, to maintain it or impose it.

Cook: Olaf "Hackl" Hackländer

Olaf grew up under impoverished circumstances; his family had lost everything after WWI. His father blamed the British and the treaty of Versailles, fueling anti-English sentiment in the young Olaf. Olaf wanted to join the Kriegsmarine, but didn't meet all the physical requirements, and so he became a cook. Olaf is pro-Germany, perhaps a bit pro-Nazi, and wants payback. His personal hobby is playing the violin; about as bad as he cooks, which gets him into constant trouble with the Bosun.

Job Description: Even though his main job is to cook for the crew, the chef has a petty officer rank. Cooking skills are among the most important on board, since quality of food is directly proportional with the crew's mood, hence their performance.

Diesel Motor Officer: Willi Pelz

Willi was born and raised in Munich, Bavaria, where he began his training as an engineer for BMW motor works. But when his family moved to Kiel at the age of 17, he found a new passion: boats! So going to the navy and becoming an engineer was a clear path for him. He first worked on regular boats but getting promoted to Chief Mechanic was easier on a submarine. And so he joined the U-Boats. Willi loves his engines more than his friends. He loves the grease, the smell, the noise. He has lost one fingertip to his engines and has a cut below his eye from repairs. Willi is highly dependable and quite innovative when it comes to increasing the boat's performance. He is a passionate gambler and loves to play cards. The only thing is he hates to lose. Willi is for winning the war, but does not feel that he is pro-Nazi.

Job Description: The Diesel Officer is responsible for diesel engine maintenance and performance, directly subordinate to the Chief Engineer.

Gunner: Max Bauer

Born and raised in Wilhelmshaven to a father who worked in the docks.

Max was a boxing amateur. He is a simple force of nature. Not the sharpest tool in the shed, very physical, strong and athletic. Before he joined the navy he dreamed of becoming a professional boxer, but he got a girl pregnant, had to marry and needed to make money and so he joined the navy. He is rather quiet, and only comes to life when talking about boxing. He is a skilled gunner, politically unmotivated, but doesn't feel he has a choice about the war.

Job Description: The Gunner leads the deck and flak gun teams; His aiming skills are decisive in surface battles, and most treasured against aircraft threat. When running underwater you will find the Gunner in the Stern Torpedo Room, lending a hand to the crew there.

Navigator Emil Dübler – "the Dinosaur"

Emil is the oldest crew on the ship. He has already served on a submarine in WWI. After the war he had troubles returning to a civilian life, and never really integrated. (He was forced to work for the allies, who demoralized him completely.) He began to drink and served as a navigator on smaller freighters. Now, with a new war on the horizon, Emil thinks he can rewrite history and finally see his beloved Germany win. He identifies with Hitler's vision of punishing the victors of WWI for what they did to the Germans. Emil is usually very quiet and pretty nerdy. He keeps to himself, but does occasionally drink. He is an excellent navigator and brings a lot of experience to the table. They call him the dinosaur, because he is a relic from WWI.

Job Description: His main job is everything related to navigation, and he is also in charge of provisioning of supplies. The navigator's responsibility is to be always aware of the ship's position; he will also plan all the routes taken.

Radioman: Wolfram "Wolfi" Raabe

Wolfram has always had a passion for radios. He loves technology and is also very innovative. He is the second-youngest crewman on board, and still transitioning from boyhood to manhood. But his ears are excellent; his ability to handle stress is less good. Wolfi is respected by the crew, simply because they know their lives depend on him, so he is often spared harassment. Wolfi is usually very professional but can be very stubborn. He also does not shy away from fighting if need be. His father passed away at an early age, so he was raised by his older brother and mother. He joined the navy after he was recruited at an event. Wolfi does not consider himself a Nazi, but does believe it is his duty to serve the Fatherland.

Job Description: The petty officer in charge with communication with the outside world, and can send requests for orders or resupply to the HQ. He may also intercept enemy radio transmission, though a trained opponent is hard to catch in this way. In moments of rest, the radioman could bring up some joy among the crew by playing music on the gramophone or tune the radio to hear news from home.

Soundman: Benno Scheu

Benno is really still just a boy. He joined the navy after his father felt he was too much a "mama's boy." Benno is really a sensitive guy, and not tough like the rest of the U-boat crew. Hence he is often the victim of their comments or harassments. Benno doesn't really have any friends on the sub, and tries to avoid the other crew. Bosun looks after him but can't always keep him from getting harassed. Benno always writes letters to his mother, which of course when the letters are found is even more fodder against him! Benno begins to cry if stress is too high.

Job Description: He is the petty officer behind the hydrophone; basically the eyes and ears of the submarine when underwater. His role is a vital one; both survival and attacks depend on him.

Torpedo Officer: Kurt "steck sie rein" Faust

Kurt was born and raised in Hamburg, and joined the Kriegsmarine when he was 16. He is confident and a ladies' man. He always hides dirty magazines and collects American pin-ups. His nickname "steck sie rein" means "put her in," referring of course to the torpedoes he loads. But it's of course also a sexual innuendo. He always has a dirty joke to tell and makes fun of the younger crew, especially Benno. Kurt does not feel that he is a "real" Nazi, but he does get a kick out of sinking other ships!

Job Description: He was responsible with all torpedoes handling and maintenance. The torpedo officer was supervising all crew allocated to the torpedo rooms. His knowledge about warheads and propulsion systems could play an essential role in offensive efficiency.

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