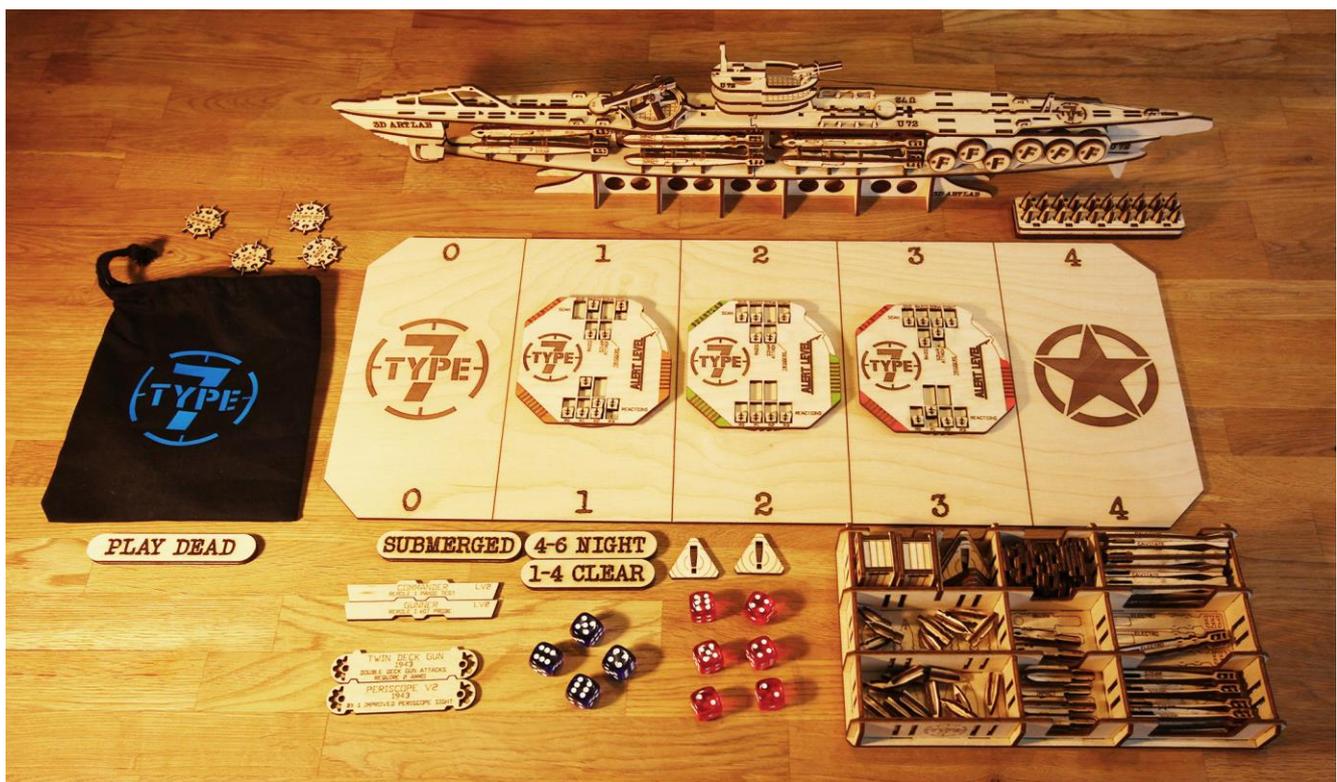




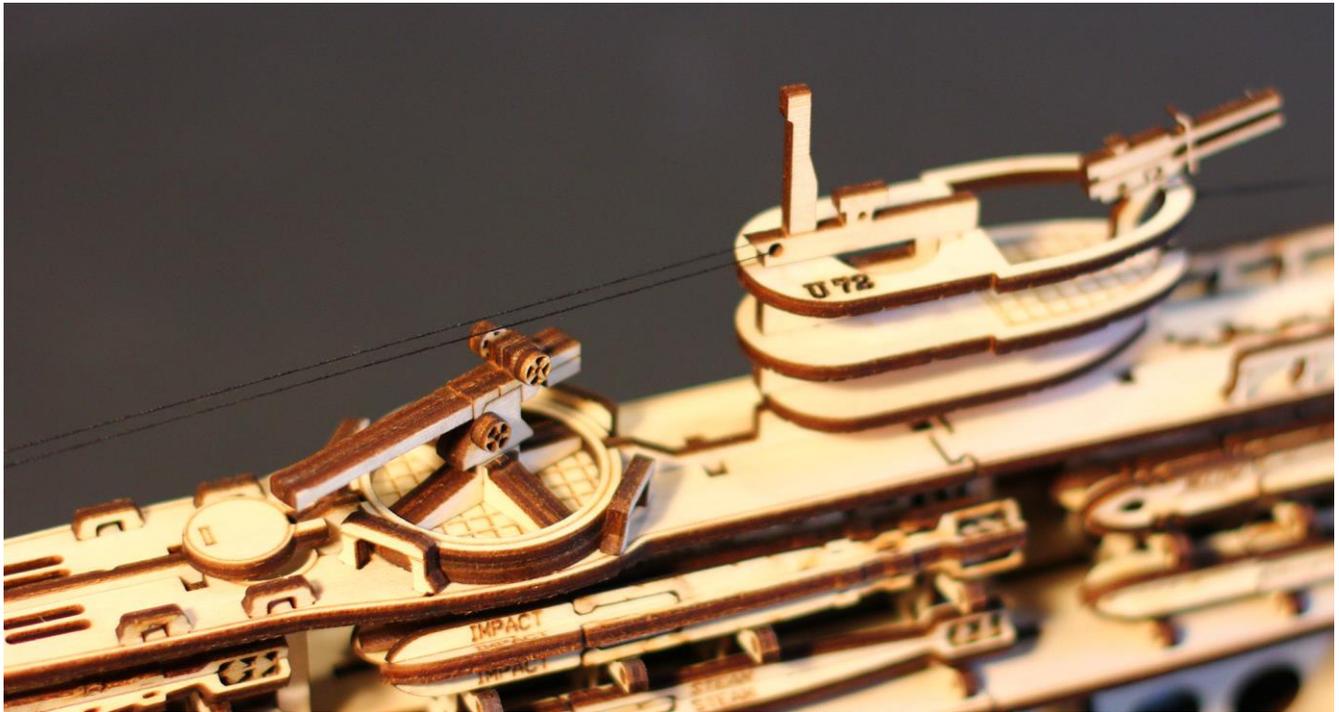
A SOLITAIR AND 2 PLAYER CO-OP BOARD GAME

In **Type7**, you take command of a German Type 7 U-boat during WWII.

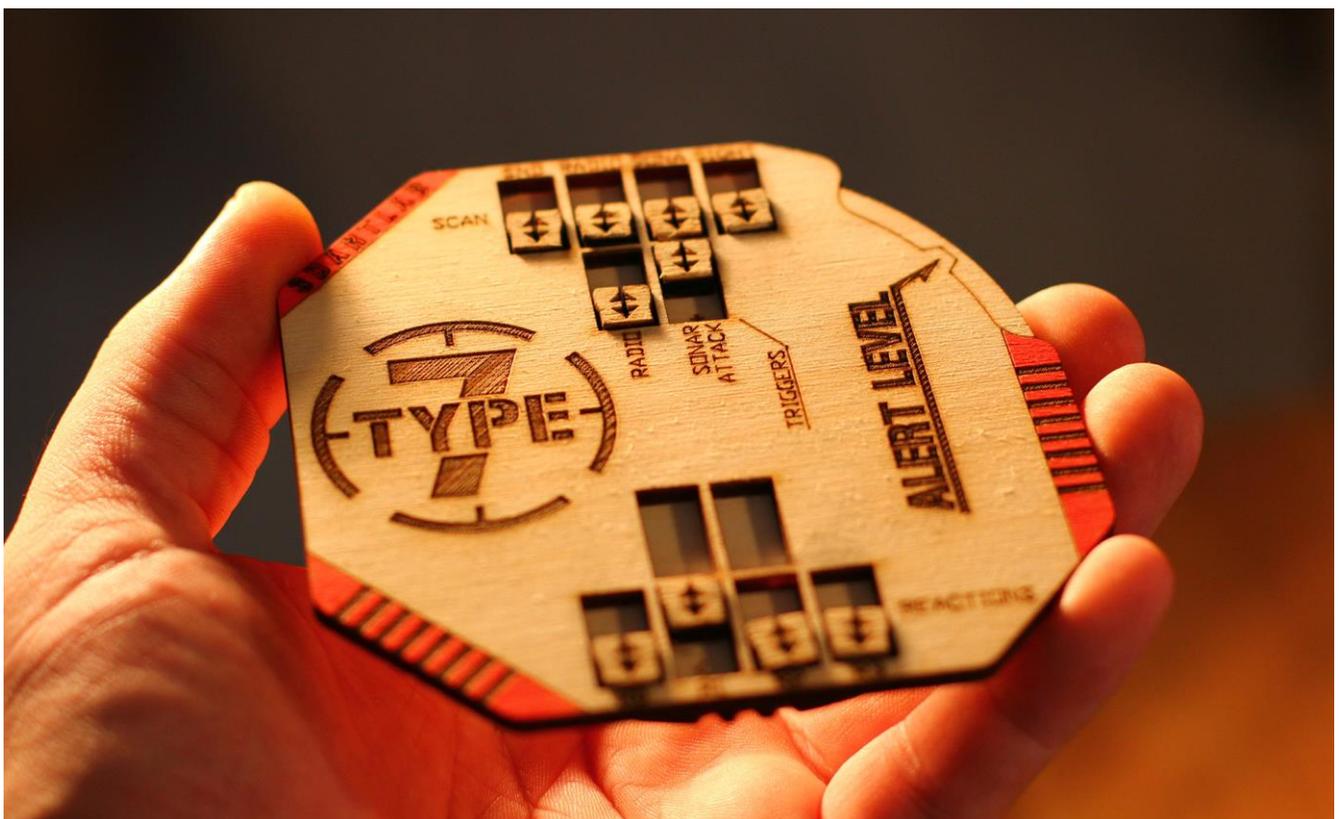
It's 1939. You possess authentic weapons and technology in a thrilling fog-of-war experience where every decision you take may be your last. A system of rotatable discs defines your encounters with the enemy by storing all the data and reactions.



While levelling up your crew and upgrading your shop in every mission, you fight to stay alive and to fulfill your secret missions. A 63 cm long wooden U-boat is used to store torpedoes and fuel during the game. The deck gun's shells are stored in a 20-round magazine. All game tokens are laser cut and engraved. Precision-cut wood components sets you back in time and deep under the surface of the ocean. You can call a wolfpack to support you or dive deep to avoid attacks while risking that the pressure may crack your hull any second.



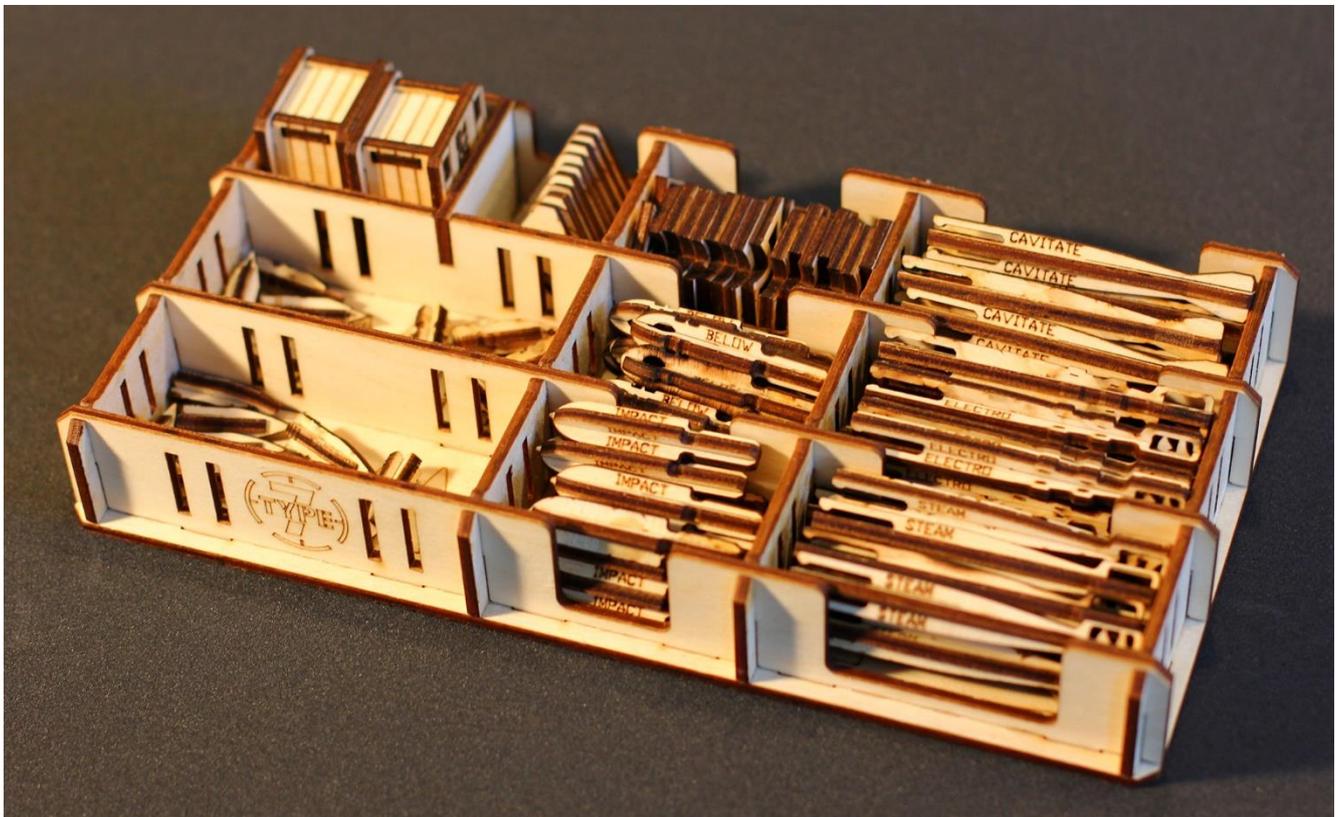
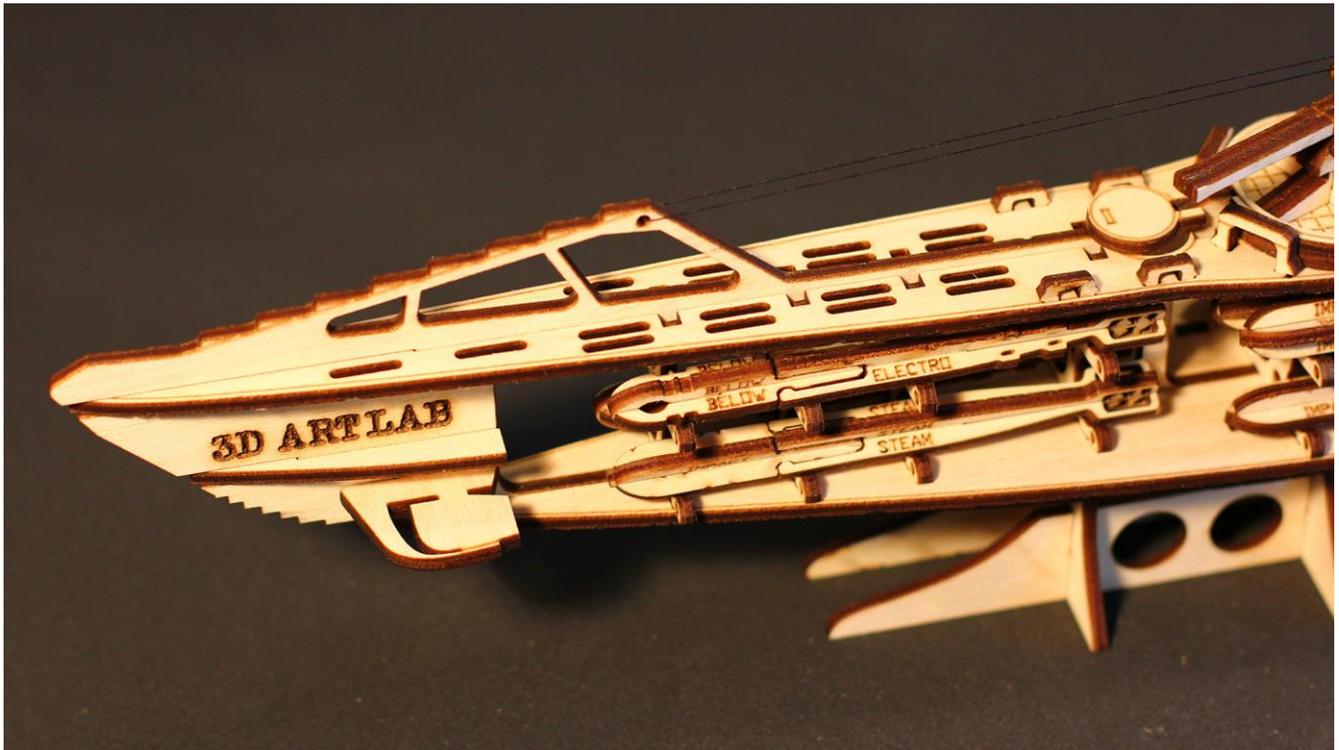
This game delivers a realistic, intense and brutal atmosphere and even includes a experienced-player game mode, a solitaire single player and a co-op mode for 2 players.



The gameplay is complex and uses optimized rules. You can even download the rules and an easy print-and-play demo to get a clear idea of this game and its features.

## Features:

- Comes with a 63 cm long wooden U-boat
- Choose your U-boat's course and decide which zones you want to reach or avoid.
- Harvest victory points and use them to level up your crew and buy new technology and ship systems
- Play solitaire or co-op
- Decide to set Schleichfahrt ("Silent running") mode or go for a "Deep dive", risking a hull breach, to flee from your enemies.
- Order a supply drop via radio transmission or use your radio to call an airstrike or summon a wolfpack of submarines to attack larger convoys
- Try to identify your enemies without getting noticed.
- Spend extra fuel to follow and stalk your prey, allowing you to attack in other weather or daytime conditions
- Receive and record different kinds of damage, including fire on board, jammed weapons or ammunition, broken ballast tanks, wounded crew members and many more.
- Deal with your crew's panic level, which you can influence as a commander
- Support a squad team trying to accomplish secret missions on land or sea
- Attack enemies in surfaced state with your deck gun and use your flak to fight against attacking airplanes or attack with torpedoes even if submerged
- Locate your enemies by Sound detection, or try to spot them using lookouts or periscope
- Load or unload torpedoes. Choose between different torpedoes and torpedo warheads and assemble wooden torpedoes to visibly represent torpedo type
- Try not to trigger the enemies' alert level too early and attack at the right moment to deal the most damage before being attacked
- Accidentally attack 'ghosts' which are false contacts, disappearing after being seen or attacked. You might even accidentally detect a whale as a target!
- Avoid sea mines
- Eliminate your enemies before they can call for support
- Historically, the war ended in 1945 and Germany was defeated. But in Type 7 a successful player can even confront the U.S. Pacific Fleet and cause so much damage that the war is extended. New technologies can come into play during the campaign ending in an alternative-history outcome.



**Game components:**

- 1 in game u-boat Type VII length 63 cm
- 1 assembly instructions
- 1 damage token bag
- 1 target disc center tool (used for first assembly)
- 1 game board separated into 2 pieces, containing 5 range zones (0 - 4)
- 1 magazine for 20 deck gun shells
- 1 mission book
- 1 quick reference sheet
- 1 rulebook
- 1 second player token
- 1 string for rigging
- 2 support ticket boxes
- 4 blue dices for probes
- 4 status tokens, double sided with round edges
- 6 red dices for target damage counting
- 6 target disc holders
- 7 crew tokens double sided
- 8 crew panic tokens
- 12 fuel barrels
- 12 torpedo bodies - cavitation
- 12 torpedo bodies - electric
- 12 torpedo bodies - steam
- 13 tech tokens
- 15 victory points
- 16 damage tokens with different effects (shaped like sea mines)
- 18 torpedo warheads - magnetic
- 18 torpedo warheads - standard
- 20 deck gun shells - high explosive
- 20 deck gun shells - standard
- 20 target discs for 10 kinds of enemies (wooden discs)
- 68 target disc slider pins (3 parts each)



**AGE:** 14+

**PLAYERS:** Solitaire and 2-player co-op

**PLAYTIME:** Around 60 minutes

**PUBLISHED:** 2020

**DESIGNER:** Markus Geiger

**PUBLISHER:** 3DARTLAB

**PAINTING:** Bernhard Kleber

**PROOF READING:** Allen Boisclair

# TYPE 7

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