

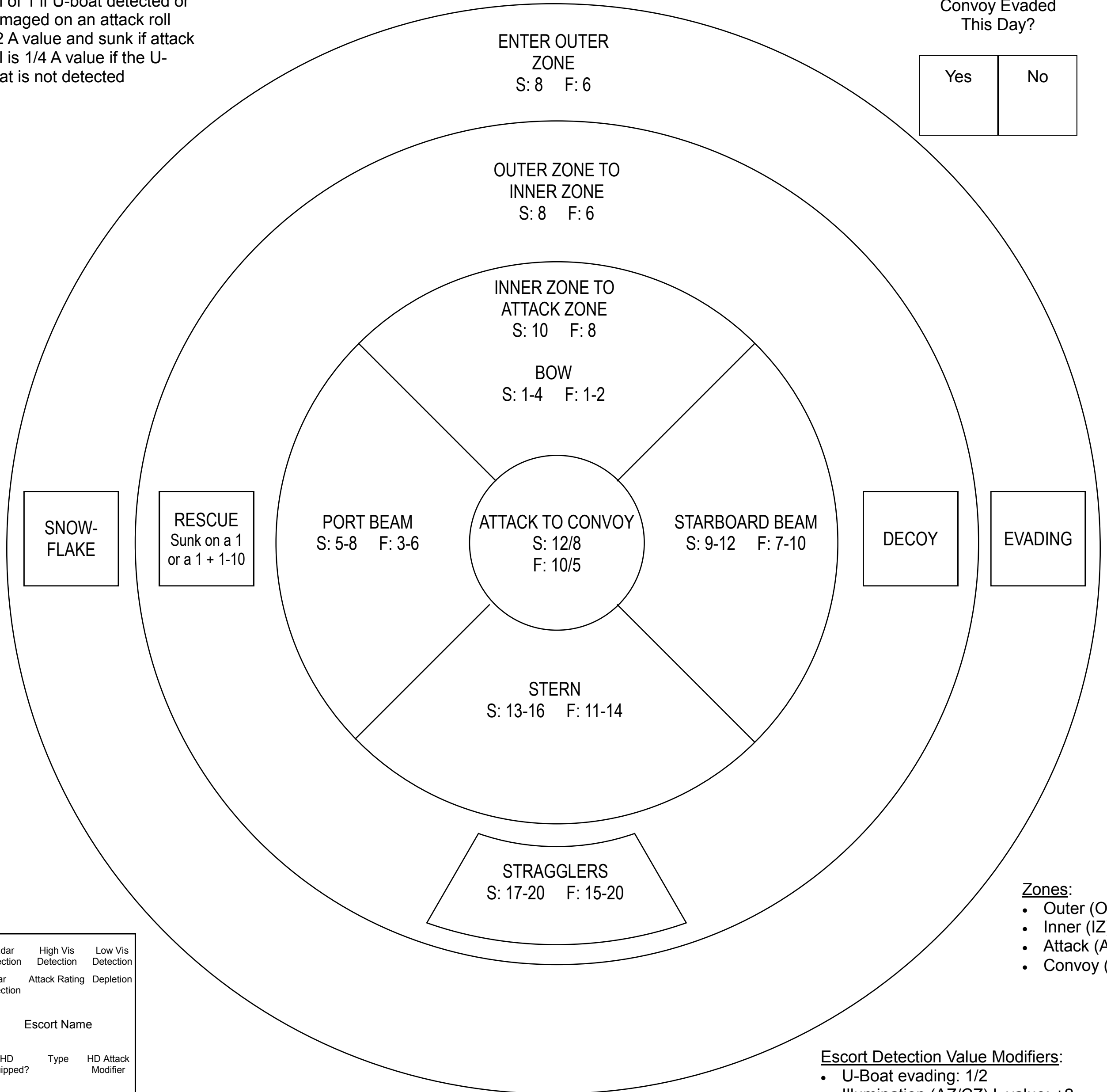
Attack Sectors:
 Bow attack: X3
 Beam attack: X4
 Stern attack: X2
 Straggler attack: X1 +4
 Convoy attack: X4 +4
 FAT: +2 versus convoy in all AZ sectors except Stragglers

Escorts sunk on a normal roll against the U-boat A value if the U-boat has Zaunkonig, otherwise sunk on an attack roll of 1 if U-boat detected or damaged on an attack roll 1/2 A value and sunk if attack roll is 1/4 A value if the U-boat is not detected

U-Boats to Enter	U-Boats Exited	DAY	1	2	3	4	5	6	
		PHASE	HOUR	0400	0800	1200	1600	2000	2400
		Initial	1st U-boat Move	Escort Place Move	2nd U-boat Move	1st Escort Attack	3rd U-boat Move	2nd Escort Attack	U-boat Attack

Convoy Evaded This Day?

Yes	No
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X: roll X or below on D20 to move in 1 zone
 X/Y: roll needed to move into CZ from bow/beam AZ sectors
 S: slow convoy
 F: fast convoy

U-Boat Movement Modifiers:

- No contact boat: 1/2
- Convoy evading: 1/2 (1 turn per day only)
- Decoy (low visibility): -1
- Illumination (low visibility): +2
- High Visibility (moving to AZ or CZ): -2 (and +2 to sector roll)

All ± modifiers are applied before any halving of values.

Escort Detection Value Modifiers:

- U-Boat evading: 1/2
- Illumination (AZ/CZ) L value: +2
- Escort on AZ sector line: 1/2
- In Straggler sector: 1/2
- In Convoy Zone: 1/2 to R and S values
- - Escort H modifier for HF/DF Attacks
- Air escorts in OZ: 1/2 unless a continuation attack
- R value in high visibility: +2
- All detection values in storms: -3
- S values in poor sonar conditions: -3