

Halifax 237**9 May 1943**

Fast convoy, 28 turns, beginning 0800, Day 1.

Escort Forces (Canadian Escort Group C-2, Cdr. E. H. Chevasse, RCN, commanding): Lagan, Broadway, Primrose (RN), Chambly, Drumheller, Morden.

Reinforcements: Pathfinder (RN), Opportune (RN), A/811, B/811, C/811, D/811, G/423, H/423, A/86, and B/86.

When 423 and 86 Squadron aircraft are scheduled as reinforcements, the player rolls 1D20 to check for the aircraft arriving. Roll for each aircraft; it arrives on a roll of 1-10 and stays in play for no more than 2 turns. The player can elect to delay rolling for any 423 or 86 Squadron aircraft to arrive in a day. Aircraft can only operate in the 0800, 1200, and 1600 turns.

811 Squadron aircraft arrive on the turn noted, but stay in play only for that turn.

If an aircraft is damaged or shot down, it cannot appear in subsequent turns.

There are D6 stragglers from the convoy at the start.

U-boat Forces: 12 U-boats, attack value 9, return value 2, flak value 6. One contact boat in the inner zone. Remainder off the playing area.

U-Boat Reaction Tables:

U-Boat in:

No. of Surface Escorts Attempting to Detect U-Boat:	AZ or CZ			
	0	1	2	3
Evade	1-2	1-6	1-10	1-14
Attack	3-17	7-16	11-16	15-17
Move to CZ* or Attack	18-20	17-18	17-18	18
Attack Escort	--	19-20	19-20	19-20

*If in a Bow or Beam Attack Sector

U-boat in:

No. of Surface Escorts Attempting to Detect U-Boat:	IZ or OZ		
	1	2	3
Ignore	1-14	1-10	1-6
Evade	15-18	11-18	7-18
Attack Escort	19-20	19-20	19-20

No. of Air Escorts Attempting to Detect U-Boat:	1	2	3
Flak	1-15	1-10	1-5
Evade	16-20	11-20	6-20

Outcome: The U-boats sank 3 straggling merchantmen, but lost three U-boats to aerial and surface attacks. May was "Black May" for the U-boat arm, and this scenario demonstrates why that was so. Well-armed well-trained and well-equipped escorts combined with continuous air support and new weapons such as FIDO – an acoustically guided, air-dropped anti-submarine torpedo – to make life very hard for the U-boats.

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Day 1		0800 Scenario Begins	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 2	0400 Low Visibility	0800 A/813	1200 Low Visibility	1600 B/813	2000 Low Visibility	2400 Low Visibility
Day 3	0400 Low Visibility	0800 A/813 B/813	1200 C/813 D/813	1600 Low Visibility	2000 Low Visibility	2400 Low Visibility
Day 4	0400 Low Visibility Pathfinder Opportune	0800 A/86 B/86	1200	1600	2000 Low Visiblity	2400 Low Visibility
Day 5	0400 Low Visibility	0800 A/86 B/86 G/423 H/423	1200	1600	2000 Low Visibility Scenario Ends	

Merchant Ships Sunk – Rescue Ship Present
Merchant Ships Sunk – No Rescue Ship
Escorts Depleted
Escorts Damaged
Escorts Shot Down or Sunk
U-boats Damaged
U-boats Sunk