

Slow Convoy 104**12 October 1942**

Slow convoy, 30 turns, beginning 0800, Day 1.

0800, 1200, and 1600 turns are high visibility: 2000, 2400, and 0400 turns are low visibility.

Escort Forces: (British Escort Group B-6, Cdr. Heathcote, RN, commanding): Fame, Viscount, Potentilla (RNN), Rose (RNN), Montbretia (RNN), Eglantine (RNN). The convoy's rescue ship, the Goathland, has HF/DF.

Reinforcements: VLR aircraft A, B, C, and D.

There are D6 stragglers from the convoy at the start. The player receives 2 victory points at the start.

When VLR aircraft are scheduled as reinforcements, the player rolls 1D20 to check for the VLR 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 VLR aircraft to arrive in a day. VLR aircraft can only operate in the 0800, 1200, and 1600 turns.

U-boat Forces: 17 U-boats, with 10 available to enter the playing area on the first turn and the remaining 7 available to enter on 1600 of Day 2. Attack value 10, return value 3, flak value 2. 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	1-3	1-5	1-7
Attack	2-16	4-15	6-16	8-17
Move to CZ* or Attack	17-20	16-18	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	1-15	1-12	1-7
Evade	17-18	13-18	8-18
Attack Escort	19-20	19-20	19-20

No. of Air Escorts Attempting to Detect U-Boat:	1	2	3
Flak	1-10	1-7	1-4
Evade	11-20	8-20	5-20

Outcome: The U-boats sank 7 merchantmen, with one ace – Hans Trojer – accounting for 5. Fame and Viscount each rammed and sank a U-boat. After they departed, the Norwegian-manned corvettes damaged another boat.

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Day 1		0800 Scenario Begins	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 2	0400 Low Visibility	0800	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 3	0400 Low Visibility	0800	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 4	0400 Low Visibility	0800	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 5	0400 Low Visibility	0800 VLR A and B	1200 VLR C and D	1600	2000 Low Visibility	2400 Low Visibility
Day 6	0400 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