

Slow Convoy 48**14 October 1941**

Slow convoy. 22 turns, starting on 2000 Day 1

Escort Forces (Cdr. S. W. Davis, RCN): Wetaskiwin, Baddeck, Gladiolus (RN), Mimosa (FFL).

Reinforcements: Columbia, Decatur (USN), Kearny (USN), Livermore (USN), Plunkett (USN), Greer (USN), Pictou, Broadwater, Highlander, Veronica, Abelia, Bulldog, Amazon, Richmond, Georgetown, Heartsease, rescue ship Zaafaran, Sunderland A, Sunderland B, Catalina A, Catalina B.

If a USN ship is torpedoed and damaged, two other USN ships must be permanently removed from play on the following turn. They are escorting the damaged ship.

When 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 aircraft to arrive in a day. Aircraft can only operate in the 0800, 1200, and 1600 turns.

The convoy has 2D6 stragglers at the start of the scenario. The escort player has 8 victory points at the start of the scenario.

U-boats: 13 U-boats, attack 13, return 3, flak 2. One contact boat is in the inner zone. The remainder are off the playing area but are eligible to enter on the first turn.

U-Boat Reaction Tables:

No. of Surface Escorts Attempting to Detect U-Boat:	U-Boat in AZ or CZ			
	0	1	2	3
Evade	1	1-2	1-3	1-4
Attack	2-14	3-12	4-15	5-17
Move to CZ* or Attack	15-20	14-16	16-17	18
Attack Escort	--	17-20	18-20	19-20

*If in a Bow or Beam Attack Sector

No. of Surface Escorts Attempting to Detect U-Boat:	U-boat in IZ or OZ		
	1	2	3
Ignore	1-14	1-13	1-12
Evade	15-16	14-17	13-18
Attack Escort	17-20	18-20	19-20

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

Outcome: The U-boats sank 9 merchantmen, plus Gladiolus and Broadwater. While a large number of ships escorted the convoy at various times, they were not effective in keeping the U-boats from mounting successive attacks. Many of the escorts were distracted by rescue work, while the USN destroyers were unused to the escort role and to the German tactics of night surface attacks. Compounding these issues, constant changes in the escorting forces brought constant changes in the officer serving as escort commander and resulting confusion. This action saw the first torpedoing of a USN ship escorting a convoy, when U-568 damaged Kearny.

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Day 1					2000 Scenario Begins Low Visibility	2400 Low Visibility
Day 2	0400 Low Visibility	0800	1200	1600 Columbia	2000 Low Visibility	2400 Low Visibility
Day 3	0400 Low Visibility	0800	1200 Decatur Kearny Plunkett Livermore	1600	2000 Low Visibility Greer Pictou	2400 Low Visibility Broadwater Highlander
Day 4	0400 Low Visibility Veronica Abelia	0800 Bulldog Amazon Richmond Georgetown Heartsease Zaafaran A/423 B/423	1200 1-P-73 2-P-73 All surface escorts except those arriving 4/0800 leave	1600	2000 Low Visibility	2400 Low Visibility
Day 5	0400 Low Visibility	0800 Scenario Ends A/423 B/423				

Merchant Ships Sunk – Rescue Ship Present
Merchant Ships Sunk – Rescue Ship Not Present
Escorts Depleted
Escorts Damaged
Escorts Shot Down or Sunk
U-boats Damaged
U-boats Sunk