Attack Sectors: U-Boats to Enter **U-Boats Exited** DAY 1 2 3 4 5 6 Bow attack: X3 Beam attack: X4 Stern attack: X2 Straggler attack: X1 +4 **PHASE** HOUR Convoy attack: X4 +4 0400 0800 1200 1600 2000 2400 FAT: +2 versus convoy in all AZ sectors except Stragglers **Escort** 2nd 1st 1st 3rd 2nd **U-boat** Escorts sunk on a normal roll U-boat U-boat Place **Escort U-boat Escort** Initial against the U-boat A value if Attack Move Move Move Attack Move Attack the U-boat has Zaunkonig, otherwise sunk on an attack roll of 1 if U-boat detected or Convoy Evaded damaged on an attack roll This Day? 1/2 A value and sunk if attack **ENTER OUTER** roll is 1/4 A value if the U-**ZONE** boat is not detected Yes No S: 8 F: 6 **OUTER ZONE TO INNER ZONE** S: 8 F: 6 **INNER ZONE TO** ATTACK ZONE S: 10 F: 8 **BOW** S: 1-4 F: 1-2 RESCUE PORT BEAM ATTACK TO CONVOY STARBOARD BEAM SNOW-**DECOY EVADING** Sunk on a 1 S: 5-8 F: 3-6 S: 12/8 S: 9-12 F: 7-10 **FLAKE** or a 1 + 1-10 F: 10/5 **STERN** S: 13-16 F: 11-14 **STRAGGLERS** S: 17-20 F: 15-20 Zones: • Outer (OZ) Inner (IZ) Attack (AZ) Radar High Vis Low Vis Detection Detection Detection Convoy (CZ) Attack Rating Depletion Sonar Detection **Escort Name Escort Detection Value Modifiers:** HD Attack Type Equipped? Modifier U-Boat evading: 1/2 Illumination (AZ/CZ) L value: +2 Escort on AZ sector line: 1/2 X: roll X or below on D20 to move in 1 zone **U-Boat Movement Modifiers**: In Straggler sector: 1/2 No contact boat: 1/2 X/Y: roll needed to move into CZ from bow/ In Convoy Zone: 1/2 to R and S values Convoy evading: 1/2 (1 turn per day only) beam AZ sectors Escort H modifier for HF/DF Attacks Decoy (low visibility): -1 S: slow convoy Air escorts in OZ: 1/2 unless a continua-F: fast convoy Illumination (low visibility): +2 tion attack High Visibility (moving to AZ or CZ): -2 (and +2 to

All ± modifiers are applied before any halving of values.

sector roll)

• R value in high visibility: +2

All detection values in storms: -3
S values in poor sonar conditions: -3