

Outbound North (Slow) 144**15 November 1942**

Slow convoy, 18 turns, beginning 1200, Day 1.

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

Escort Forces: (British Escort Group B-6, Lt. Cdr. C. A. Monsen, RNN, commanding): Vervain (RN), Potentilla, Rose, Montbretia, Eglantine. Rescue Ship Perth, equipped with HF/DF.

Reinforcements: Badger (USN) and Firedrake (RN).

There are D6 stragglers from the convoy at the start. The escort player receives 7 victory points at the start.

U-boat Forces: 15 U-boats, attack value 9, flak value 2, return value 2. One contact boat in the inner zone. Remainder off the playing area. A -2 modifier applied to U-boat movement until either 0800 of Day 2 or a second U-boat reaches the IZ. (The initial contact boat had a defective homing signal, which it was eventually able to repair.)

U-Boat Reaction Tables:

U-Boat in:	AZ or CZ			
No. of Surface Escorts	0	1	2	3
Attempting to Detect U-Boat:				
Evade	1-2	1-4	1-6	1-8
Attack	3-16	5-15	7-16	9-17
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:	IZ or OZ		
No. of Surface Escorts	1	2	3
Attempting to Detect U-Boat:			
Ignore	1-13	1-10	1-7
Evade	14-18	11-18	8-18
Attack Escort	19-20	19-20	19-20

Outcome: The U-boats sank 5 merchantmen and 1 escorting corvette. The escorts likely accounted for 1 U-boat.

Day 1	0400	0800	1200 Scenario Begins	1600 Low Visibility	2000 Low Visibility	2400 Low Visibility
Day 2	0400 Low Visiblity	0800	1200	1600 Low Visibility	2000 Low Visiblity	2400 Low Visiblity
Day 3	0400 Low Visibility	0800	1200	1600 Low Visibility	2000 Low Visibility Badger Firedrake	2400 Low Visibility
Day 4	0400 Low Visibility	0800 Scenario Ends	1200	1600	2000	2400

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