

Sydney 7**17 October 1940**

Slow convoy, 15 turns, beginning 0800, Day 1.

Escort Forces: Scarborough, Fowey, Bluebell.

Reinforcements: Leith, Heartsease.

There are D6 stragglers from the convoy at the start. The escort player begins the scenario with 15 victory points.

If an escort engages in a continuation attack in the IZ or OZ, roll D20. On a 5 or less, it fails to rejoin the convoy and is removed from play.

U-boat Forces: 7 U-boats, attack value 16, return value 3. One contact boat in the inner zone. Remainder off the playing area.

Due to the slow speed of the convoy, all U-boats receive a +1 modifier to the number needed to advance from zone to zone.

U-Boat Reaction Tables:

U-Boat in:

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

Outcome: Attacking at night in favorable conditions, the U-boats sank 20 merchantmen without loss. This scenario shows the handicaps under which the escorts operated during this period – inadequate numbers, no radar or Huff-Duff, little air support, and U-boat tactics well-suited to exploiting all of these weaknesses.

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Day 1		0800 Scenario Begins	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 2	0400 Low Visibility	0800 Leith Heartease	1200	1600	2000 Low Visibility	2400 Low Visibility
Day 3	0400 Low Visibility	0800	1200	1600 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