

Tactical Set-Up – Placing Escort Ships Variant

This variant can modify the placement of the Escort ships on the Tactical Display after a Convoy Card has been selected. After the Unknown Lone, Merchant, Escort, and Naval Contacts have been placed on the Tactical Display (but before the U-boat(s) are placed on the tactical display), for each Unknown Escort ship in the Short Range Area, roll a die and move it as indicated below:

Roll = 1-2	Move Escort Two Areas Counter-Clockwise
Roll = 3-4	Move Escort One Area Counter-Clockwise
Roll = 5-6	Do Not Move Escort
Roll = 7-8	Move Escort One Area Clockwise
Roll = 9-10	Move Escort Two Areas Clockwise

Combat Resolution Phase - Escort Movement Against Undetected U-Boats (Variant)

This variant applies when determining movement of Escorts on the Tactical Display when U-Boats are Not Detected. When there are no damaged ships or ships sunk on the previous turn, Escorts can move up to two spaces instead of just one. When there are damaged ships or ships sunk on the previous turn, it's likely that the Escort ships will react by moving towards and potentially enter the same area as the damaged or sunk ships.

Die Roll	Escort in Short Range Area		Escort Not in Short Range Area	
	No Damaged Ships or Ships Sunk on Previous Combat Resolution Phase	Damaged Ships or Ship(s) Sunk on Previous Combat Resolution Phase	No Damaged Ships or Ships Sunk on Previous Combat Resolution Phase	Damaged Ships or Ship(s) Sunk on Previous Combat Resolution Phase
1	Move Two Areas Counter-Clockwise. See Note 1	Move towards Closest Damaged Ship (random pick if multiple) or previously sunk ship (pick damaged ship if distances are the same) with +1 Movement. Stop if designated area is reached. See Note 1.	Move Escort per the Standard Rules	Move towards Closest Damaged Ship (random pick if multiple) or previously sunk ship (pick damaged ship if distances are the same) with +1 Movement. Stop if designated area is reached. See Note 1.
2				
3	Move One Area Counter-Clockwise	Move One Area Counter-Clockwise		Move Escort per the Standard Rules.
4				
5	Do Not Move	Do Not Move		
6				
7	Move One Area Clockwise	Move One Area Clockwise		
8		Move towards Closest Damaged Ship (random pick if multiple) or previously sunk ship (pick damaged ship if distances are the same) with +1 Movement. Stop if designated area is reached. See Note 1.		Move towards Closest Damaged Ship (random pick if multiple) or previously sunk ship (pick damaged ship if distances are the same) with +1 Movement. Stop if designated area is reached. See Note 1.
9				
10	Move Two Areas Clockwise (See Note 1)	Move towards Closest Damaged Ship (random pick if multiple) or previously sunk ship (pick damaged ship if distances are the same) with +1 Movement. Stop if designated area is reached. See Note 1.		

Note 1: If the Escort ends its movement in the same area as an Undetected Surfaced U-boat, the U-boat is automatically detected, even if it was not detected by the Escort prior to movement. If the Escort ends its movement in the same area as an Undetected submerged U-boat, and the Escort did not roll for detection because it was previously out-of-range, make a detection roll against the submerged U-boat. If the roll is equal to or greater than the Escort's Submerged Detection number, the U-boat is Detected.

Note 2: When a Ship is sunk, mark the area with a Warning marker. Remove the marker after the next Escort Movement roll is done above, or if a U-boat is detected in the next Escort Detection check.