

5. Escorts & Transports



As the Battle of the Atlantic intensified the tactics on both sides developed as well. The Allied merchant ships that had to cross the Atlantic were in desperate need for protection. The Allies therefore used the Convoy tactics – the merchant ships with their cargo were simply surrounded by destroyers and escorts to protect them from u-boat & air attacks as well as attacks from enemy surface warships. In addition, most merchant ships were later armed with AAA and some even with small naval guns.

Attack: 1

Defense: 2

Move: 2

Cost: 6

Maximum on game board: unlimited

Enter game from: Late 1941 (round 4)

An Escort is a Naval Warship that attacks at “1” and defends at “2” and operates under destroyer rules with a few exceptions.

Exception 1:

Unlike destroyers, Escorts cannot attack enemy submarines – unless a friendly destroyer takes part in the attack – but they can defend against attacking submarines on the same terms as destroyers.

This also means that an Escort blocks enemy submarines movement.

Exception 2:

An Escort can protect 1 or 2 friendly Transports. When an Escort is in the same SZ as a friendly Transport the owner of the Escort can choose to create a *Convoy*. A *Convoy* consists of 1 Escort unit and 1 or 2 Transport units.

Note 1:

When multiple Escorts and Transports are in the same SZ, the owner(s) must define which Escorts are protecting which Transports (if any). Each Escort must protect 2 Transports before any other Escort in the same SZ can protect 1 or 2 Transports, etc.

When an Escort unit protects 1 or 2 friendly Transport units the *Convoy Rule* is effective. When the *Convoy Rule* is effective the Escort unit defends at “3” and the friendly Transport units each defend at “1”.

The *Convoy Rule* is for defensive use only. Remember that the Transport units cannot be chosen as casualties, unless there are no other defending units left than Transports in that SZ.

In that case the Transports are eliminated one by one as the attacker hits them. The Transports can still defend – even if they are hit by enemy fire – same rule apply as for other defending units.

This battle continues until all Transports are eliminated, the attacker is eliminated or the attacker withdraws from combat.



Note 2: Naval battle including Convoy:

Scenario 1: the attacker has one or more *Convoys* together with other warships in the attack. In this case, all attacking Escorts attack at “1”. The attacking Transports have no attack value and cannot be chosen as casualties.

Scenario 2: the defender has one or more *Convoys* defending together. Each Escort in a *Convoy* defends at “3” and each Transport in a *Convoy* defends at “1”

Note 3:

From round *Late 1941* Transports can defend at “1” against enemy air and naval units – no matter if the Transport is part of a *Convoy* or not.

Remember:

A Transport cannot defend against a hit from a submarine (unless a friendly destroyer or Escort is present in that SZ). If the submarine misses the Transport can defend and return fire.

Note 4:

1 Escort and a maximum of 2 Transports can be part of the same *Convoy*. If there are 2 Transports and 2 Escorts in the same SZ these 2 Transports must both be in the same *Convoy* and thereby be protected by 1 Escort.

The second Escort in that SZ is fighting at its normal factor and cannot apply the *Convoy Rule*.



Note 5:

A Transport unit can carry 2 land based units in any combination.

Exception:

If the Transport unit carries 1 Tank unit, the second land based unit cannot be a Tank unit.

Note 6:

If enemy fighters choose to scramble from an Air Base in naval combat the naval units in the Convoy operate under the *Convoy Rule*.

