**SITUATION**

Date: Winter 1943
Boat: Tambor-class out of Brisbane
Patrol Orders: Harbor Blockade

<table>
<thead>
<tr>
<th>Boat Status:</th>
<th>Captain:</th>
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</thead>
<tbody>
<tr>
<td>Fuels: 14</td>
<td>Rank: Lieutenant</td>
</tr>
<tr>
<td>Battery Charge: 12</td>
<td>Skill: 1</td>
</tr>
<tr>
<td>Damage: note</td>
<td>Crew:</td>
</tr>
<tr>
<td>Weapons: 24 x Mk 14 torpedoes</td>
<td>Skill: 1</td>
</tr>
<tr>
<td>x mines</td>
<td>Readiness: Ready</td>
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</tbody>
</table>

**CONTACT (7.0)**

You roll on the Port, Flotilla, Minor Route, and Oil Route lines of the Contact table (see below). Because you are submerged, add 1 to each die roll, so contact is made only on a roll of 6. Your results are:

- Targets (3d6)–3, 3, 1: no contact
- Tankers (4d6)–2, 4, 6, 3: 1 contact
- Escorts (5d6)–6, 1, 5: 1 contact
- HVT (5d6)–5, 6, 3: 1 contact
- Rescues (1d6)–2: no contact

**ACTION**

Your boat begins the action in hex 1012 and moves to 0912 (Makassar) at stalking speed. The JN Flotilla in the hex is still an unknown quantity. After entering the hex, it is flipped to reveal a rating of 1.

**PLOT TARGETS (8.3)**

The tanker bearing and distance are determined by 2d6=–1, 4, placing it Ahead, Medium. The HVT bearing and distance are determined by 2d6=–4, 6, placing it 9Xm. Close. The Escort, Place a 1-rated escort (7.1C) in the 0 box of the Escort track (8.3D).

**APPROACH (9.0)**

You elect to make the HVT your primary target as you make your approach.

- Depth: 9.1: periscope; no change, so no effect on signature
- Speed: 9.2: standard; no change, so no effect on signature

Course (9.3) to head toward the HVT, you must turn 180 degrees (3 vectors)—does it not matter which direction. The HVT is now Ahead-Close. The tanker also shifts three vectors to Starboard Quarter-Medium. Battle Stations (9.4) is called.

- All ten torpedo tubes are loaded and flooded (9.5A).
- Signature is still 1.

**REACTION: ESCORTS (11.1)**

Your signature is now 3, escort closes (11.1) on a roll of 3 or less. 1d6=–3, so close to 1 box.

An escort attack (11.2) hits on a 1. Roll 1d6=–3, no hit.

**REACTION: TARGETS (11.3)**

- HVT: 1d6=–4, no modification, the new plot is Ahead-Mid-range.
- Tanker: 1d6=–5, +1 for long range, new plot is Starboard Quarter-Long-range.

**EVASION (12.0)**

The escort will fade on a roll of 4 or less. Roll 1d6=–5, so the escort remains in the 1 box of the escort track.

**REENGAGEMENT (13.0)**

The escort forces a reengagement (13.1). Current doctrine prohibits attacks on targets (9.1C), so you must either violate doctrine or take a passive approach the next round of this engagement.

**FIRING: HVT (10.0)**

Angle on the Bow (10.1A).

- 1d6=–3, +2 for bearing, +1 for the captain’s skill, for a result of 6. The angle is Straight.
- Range: 1d6=–5, 0 for speed, +1 for distance, for a result of 6. Range is Medium.

The Firing Solution is Straight-Medium, yielding a hit number of 5; a torpedo will hit on a 1 through 5.

**Firing (10.2).** You fire all six bow torpedoes in a salvo. Increase signature by 1. You roll 6d6=–5, 1, 4, 2, 2, 6. Torpedo 6 misses, the other five hit. Flip each to determine if there are flawed torpedoes (10.2E).

- 1st Torpedo: Straight & True, a hit, increase signature by 1. Roll 1d6 for a catastrophic hit—2; no catastrophic hit.
- 2nd Torpedo: Dud, treat as a miss.
- 3rd Torpedo: Dud; another miss.
- 4th Torpedo: Straight & True. Catastrophic hit roll 1d6=–1; no effect.
- 5th Torpedo: Straight & True. Explosive; miss, no addition to signature.
- 6th Torpedo: Premature Explosion; miss, no addition to signature.

**FIRING: TANKER**

Angle on the Bow (10.1A).

- 1d6=–4, +1 for bearing, +1 for the captain’s skill, for a result of 4. The angle is Curved.
- Range: 1d6=–6, –2 for speed, +2 for distance, for a result of 6. Range is long.

The Firing Solution is Curved-Long, hit number=1.

Reveal Target: flip the tanker, revealing a “1-3” vessel.

**Firing (10.2).** You fire all four stern torpedoes in a spread (10.2C). No signature increase because of previous firing. You roll 4d6=–3, 5, 1, 4, modified by spread to 4 (+1), 5 (+0), 1 (+1), 2 (+2). All miss except Torpedo 3. You flip it to reveal a Dud; no hit is scored.