

Steel Wolves Combat Quickresolve

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1 Rules

This document provides quick-resolve combat tables for the board game *Steel Wolves*. These tables replace the complex procedural tactical combat found in the game while providing results similar to playing the combat phase manually. Attacks on both loners and convoys are supported by both single submarines and wolfpacks. The tables are sorted first by war period then by current torpedo value.

The following combinations of war periods and torpedo values are supported by the tables compiled in this document:

Table 1: War periods and supported torpedo values.

War Period	Torpedo value			
	-1	0	1	2
WP 1	✓	✓		
WP 2		✓	✓	
WP 3		✓	✓	
WP 4			✓	
WP 5			✓	✓

The tables are organized by submarine value, given as *attack·defense·tactical*, as they are found on the submarine counter. If a submarine does not have the exact value represented, choose the closes line on the table.

The *combat effect table* has three or more entries for each submarine. These represent either the elite skipper value from 'no skipper' (topmost) to +2 elite skipper (bottom) entry. Wolfpacks are given in size from the smallest 2-boat wolfpack up to 12-boats.

1.1 Using the tables

Resolve the contact roll using the regular procedure. Once you have determined the type of contact generated (eg 'loner', 'C1', 'C2') find the correct table for the correct war period and torpedo value (eg War Period 1, Torpedo value 0, 'solo vs loner'). Roll 2D10 - the first die is used to resolve two entries in the upper combat result table, while the second die roll is used for the lower Combat effects table.

Find the line with the matching or closest submarine values and modify the die roll if an elite skipper is present by the DRMs given in the same row. Note that the ships sunk and tonnage sunk tables might have different DRMs for the same sub.

1.2 Results

The result given in the upper half of indicates the tons sunk, while the same roll shows the number of ships sunk in the lower half of the table. Next, look up the line on the combat effects table corresponding to the

submarine and elite skipper value. Effects are noted separately for becoming spotted, having to return to base, becoming damaged or sunk or to promote the ship's skipper elite status by one level.

Each either gives a range (such as:[0 – 2]) which means that the effect will take place if the second die roll is within that range (from the example above, a die roll of 0, 1 or two creates the effect). If the range is preceded by a number with a slash (eg 2/[0 – 1]) the effect only takes place if the unmodified first die roll, from the combat result table, showed this number. Finally an added number after the range (eg [0 – 4] + 1) means that the effect automatically applies to that number of boats *in addition to* the effect rolled for.

Multiple effects can take place at the same time. The skipper promotion procedure of the game is rolled into this table. A table entry of – indicates no effect.

1.3 Wolfpacks

Wolf packs are supported from war period 2 on and up to a maximum size of 12 participating boats. Roll normally for wolfpack congregation for each boat. Use the submarine line that resembles most of the boats. A wolfpack size DRM is used instead of an elite skipper DRM but acts similarly. Combat effects might apply to more than one boat. In this case, chose the boats receiving the effects freely.

1.4 Examples

A single 3 · 2 · 2 boat without elite skipper is attacking some loner in war period 1 with torpedo value of -1. Two D10s are rolled and show 6 and 2. The closest line on the chart is 3 · 3 · 2 and we will use that. No elite skipper is present to grant a DRM and the result becomes 1 ship sunk for 3 tons. Next, we see on the combat effects table that there are no effects for the boat. Play proceeds by rolling the endurance check or by rolling for another contact if it took place in Home Waters.

A single 5 · 3 · 3 boat is attacking a small convoy in war period 1 with torpedo value of 0. The boat has a +1 elite skipper. Two dice are rolled and show 2 and 4. The boat sinks 2 ships for 8 tons (DRM +2 on both tables) but is RTB after combat due to the combat effects.

A single 2 · 1 · 2 boat is attacking a large convoy in war period 1 with torpedo value of 0 and no elite skipper on board attacks a large convoy. We roll a 2 and a 1 on the dice. No ships are sunk. The sub becomes spotted and damaged and must RTB.

2 Tables

2.0.1 Solo vs some loners

Table 2: Combat result of a single sub attack on some loners in war period 1 with torpedo value -1

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11			
Tons	2-1-2	0	0	0	0	0	1	2	4	6	12	14	14	+0	+0	+1
	3-3-2	0	0	0	0	1	2	3	5	5	8	12	14	+0	+1	+2
	4-2-3	0	0	0	1	2	4	5	6	8	13	17	17	+0	+0	+1
	5-3-3	0	0	1	2	3	5	6	7	8	14	17	17	+0	+0	+1
Sunk	2-1-2	0	0	0	0	0	0	1	1	1	1	1	1	+0	+1	+2
	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+2
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	+0	+1	+2
	5-3-3	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		3/[0-5]	-	1/[0-5]	-	-
	+1	3/[0-3]	-	1/[0-3]	-	-
	+2	-	-	-	-	-
3-3-2		-	-	-	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-
4-2-3		3/[0-2]	-	1/[0-2]	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-
5-3-3		-	-	-	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-

2.0.2 Solo vs a small convoy (C1)

Table 3: Combat result of a single sub attack on a small convoy (C1) in war period 1 with torpedo value -1

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11				12
Tons	2-1-2	0	0	0	0	0	0	1	4	6	8	11	13	13	+0	+1	+2
	3-3-2	0	0	0	0	0	0	2	5	6	9	10	13	15	+0	+2	+3
	4-2-3	0	0	0	0	0	0	2	5	6	10	11	15	17	+0	+2	+3
	5-3-3	0	0	0	2	5	6	8	10	13	17	19	23	27	+0	+2	+3
Sunk	2-1-2	0	0	0	0	0	0	0	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	0	0	1	1	2	2	2	3	3	3	4	+0	+3	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 3]	9/[0 - 4]
	+1	3/[0 - 9]	2/[0 - 6]	1/[0 - 9]	0/[0 - 4]	9/[0 - 6]
	+2	3/[0 - 5]	2/[0 - 6]	1/[0 - 5]	0/[0 - 4]	-
3-3-2		3/[0 - 4]	2/[0 - 3]	1/[0 - 4]	0/[0 - 3]	9/[0 - 3]
	+1	3/[0 - 4]	2/[0 - 4]	1/[0 - 4]	0/[0 - 3]	9/[0 - 4]
	+2	3/[0 - 3]	2/[0 - 4]	1/[0 - 3]	0/[0 - 2]	-
4-2-3		3/[0 - 9]	2/[0 - 5]	1/[0 - 9]	0/[0 - 4]	9/[0 - 5]
	+1	3/[0 - 9]	[0 - 1]	1/[0 - 9]	0/[0 - 6]	[0 - 1]
	+2	3/[0 - 5]	2/[0 - 7]	1/[0 - 5]	0/[0 - 4]	-
5-3-3		3/[0 - 6]	2/[0 - 5]	1/[0 - 6]	0/[0 - 3]	9/[0 - 5]
	+1	3/[0 - 5]	2/[0 - 6]	1/[0 - 5]	0/[0 - 5]	9/[0 - 6]
	+2	3/[0 - 4]	2/[0 - 5]	1/[0 - 4]	0/[0 - 5]	-

2.0.3 Solo vs a large convoy (C2)

Table 4: Combat result of a single sub attack on a large convoy (C2) in war period 1 with torpedo value -1

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			13	
Tons	2-1-2	0	0	0	0	0	0	0	2	5	8	10	13	16	16	+0	+2	+3
	3-3-2	0	0	0	0	0	0	2	5	6	10	12	15	18	18	+0	+2	+3
	4-2-3	0	0	0	0	0	2	4	7	9	11	14	18	21	21	+0	+2	+3
	5-3-3	0	0	0	5	7	8	11	13	16	21	24	29	33	33	+0	+2	+3
Sunk	2-1-2	0	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+3	+3
	5-3-3	0	0	0	0	1	1	2	2	2	3	3	3	4	4	+0	+3	+4

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 3]	[0 - 1]	0/[0 - 3]	9/[0 - 3]
	+1	[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 3]	9/[0 - 4]
	+2	3/[0 - 3]	2/[0 - 4]	1/[0 - 3]	0/[0 - 2]	-
3-3-2		3/[0 - 3]	2/[0 - 2]	1/[0 - 3]	0/[0 - 1]	9/[0 - 2]
	+1	3/[0 - 2]	2/[0 - 2]	1/[0 - 2]	0/[0 - 2]	9/[0 - 2]
	+2	3/[0 - 1]	2/[0 - 2]	1/[0 - 1]	0/[0 - 1]	-
4-2-3		3/[0 - 7]	2/[0 - 3]	1/[0 - 7]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 5]	2/[0 - 5]	1/[0 - 5]	0/[0 - 4]	9/[0 - 5]
	+2	3/[0 - 3]	2/[0 - 3]	1/[0 - 3]	0/[0 - 2]	-
5-3-3		3/[0 - 3]	2/[0 - 3]	1/[0 - 3]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 3]	2/[0 - 4]	1/[0 - 3]	0/[0 - 3]	9/[0 - 4]
	+2	3/[0 - 2]	2/[0 - 2]	1/[0 - 2]	0/[0 - 2]	-

2.0.4 Solo vs some loners

Table 5: Combat result of a single sub attack on some loners in war period 1 with torpedo value 0

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10				11
Tons	2-1-2	0	0	0	1	2	3	5	6	7	13	16	16	+0	+0	+1
	3-3-2	0	0	1	2	3	5	5	6	8	15	19	19	+0	+0	+1
	4-2-3	0	1	2	3	4	5	6	7	9	16	20	20	+0	+0	+1
	5-3-3	1	2	3	4	5	6	7	8	10	20	20	20	+0	+0	+0
Sunk	2-1-2	0	0	0	0	1	1	1	1	1	1	1	1	+0	+1	+2
	3-3-2	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+2
	4-2-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+0	+1
	5-3-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		3/[0 - 4]	-	1/[0 - 4]	-	-
	+1	3/[0 - 2]	-	1/[0 - 2]	-	-
	+2	3/[0 - 1]	-	1/[0 - 1]	-	-
3-3-2		3/[0 - 1]	-	1/[0 - 1]	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-
4-2-3		3/[0 - 1]	-	1/[0 - 1]	-	-
	+1	3/[0 - 1]	-	1/[0 - 1]	-	-
	+2	-	-	-	-	-
5-3-3		-	-	-	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-

2.0.5 Solo vs a small convoy (C1)

Table 6: Combat result of a single sub attack on a small convoy (C1) in war period 1 with torpedo value 0

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			
Tons	2-1-2	0	0	0	0	0	0	3	5	6	9	10	14	17	+0	+2	+3
	3-3-2	0	0	0	0	0	2	5	6	7	10	12	15	17	+0	+2	+3
	4-2-3	0	0	0	0	2	5	6	8	10	14	17	19	19	+0	+1	+2
	5-3-3	0	0	2	6	8	10	12	14	16	21	23	28	31	+0	+2	+3
Sunk	2-1-2	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+2
	5-3-3	0	0	0	1	2	2	2	3	3	3	3	4	4	+0	+2	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 3]	[0 - 1]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 9]	2/[0 - 4]	1/[0 - 9]	0/[0 - 3]	9/[0 - 4]
	+2	3/[0 - 5]	2/[0 - 5]	1/[0 - 5]	0/[0 - 4]	-
3-3-2		3/[0 - 4]	2/[0 - 3]	1/[0 - 4]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 3]	2/[0 - 5]	1/[0 - 3]	0/[0 - 3]	9/[0 - 5]
	+2	3/[0 - 1]	2/[0 - 4]	1/[0 - 1]	0/[0 - 2]	-
4-2-3		3/[0 - 8]	2/[0 - 4]	1/[0 - 8]	0/[0 - 2]	9/[0 - 4]
	+1	3/[0 - 7]	[0 - 1]	1/[0 - 7]	0/[0 - 5]	[0 - 1]
	+2	3/[0 - 6]	2/[0 - 7]	1/[0 - 6]	0/[0 - 6]	-
5-3-3		3/[0 - 6]	2/[0 - 4]	1/[0 - 6]	0/[0 - 3]	9/[0 - 4]
	+1	3/[0 - 5]	2/[0 - 6]	1/[0 - 5]	0/[0 - 5]	9/[0 - 6]
	+2	3/[0 - 3]	2/[0 - 6]	1/[0 - 3]	0/[0 - 4]	-

2.0.6 Solo vs a large convoy (C2)

Table 7: Combat result of a single sub attack on a large convoy (C2) in war period 1 with torpedo value 0

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12				13
Tons	2-1-2	0	0	0	0	0	1	3	6	8	11	12	16	19	19	+0	+2	+3
	3-3-2	0	0	0	0	0	2	5	6	8	11	13	15	21	21	+0	+3	+3
	4-2-3	0	0	0	0	3	5	7	9	11	15	17	21	24	24	+0	+2	+3
	5-3-3	0	1	1	3	8	11	13	16	18	23	26	28	34	37	+0	+3	+4
Sunk	2-1-2	0	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+3	+4
	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+3
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+4
	5-3-3	0	0	0	1	2	2	2	3	3	3	3	4	4	4	+0	+3	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 3]	[0 - 1]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 8]	2/[0 - 4]	1/[0 - 8]	0/[0 - 2]	9/[0 - 4]
	+2	3/[0 - 3]	2/[0 - 3]	1/[0 - 3]	0/[0 - 2]	-
3-3-2		3/[0 - 4]	2/[0 - 3]	1/[0 - 4]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 2]	2/[0 - 2]	1/[0 - 2]	0/[0 - 2]	9/[0 - 2]
	+2	3/[0 - 1]	2/[0 - 2]	1/[0 - 1]	0/[0 - 1]	-
4-2-3		3/[0 - 8]	2/[0 - 4]	1/[0 - 8]	0/[0 - 2]	9/[0 - 4]
	+1	3/[0 - 4]	2/[0 - 6]	1/[0 - 4]	0/[0 - 4]	9/[0 - 6]
	+2	3/[0 - 3]	2/[0 - 3]	1/[0 - 3]	0/[0 - 3]	-
5-3-3		3/[0 - 4]	2/[0 - 3]	1/[0 - 4]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 3]	2/[0 - 4]	1/[0 - 3]	0/[0 - 2]	9/[0 - 4]
	+2	3/[0 - 2]	2/[0 - 2]	1/[0 - 2]	0/[0 - 2]	-

2.0.7 Solo vs some loners

Table 8: Combat result of a single sub attack on some loners in war period 2 with torpedo value 0

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11			
Tons	2-1-2	0	0	0	1	2	4	5	6	7	11	13	13	+0	+0	+1
	3-3-2	0	0	1	2	3	5	5	6	8	12	14	14	+0	+0	+1
	4-2-3	0	0	2	3	4	5	6	7	8	11	15	15	+0	+1	+1
	5-3-3	0	2	2	4	5	6	7	8	9	14	16	16	+0	+0	+1
Sunk	2-1-2	0	0	0	0	1	1	1	1	1	1	1	1	+0	+1	+2
	3-3-2	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+1
	4-2-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1
	5-3-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	-	[0 - 1]	-	-
	+1	3/[0 - 5]	-	1/[0 - 5]	-	-
	+2	3/[0 - 4]	-	1/[0 - 4]	-	-
3-3-2		3/[0 - 3]	-	1/[0 - 3]	-	-
	+1	3/[0 - 1]	-	1/[0 - 1]	-	-
	+2	-	-	-	-	-
4-2-3		3/[0 - 5]	-	1/[0 - 5]	-	-
	+1	3/[0 - 3]	-	1/[0 - 3]	-	-
	+2	3/[0 - 1]	-	1/[0 - 1]	-	-
5-3-3		3/[0 - 4]	-	1/[0 - 4]	-	-
	+1	-	-	-	-	-
	+2	-	-	-	-	-

2.0.8 Solo vs a small convoy (C1)

Table 9: Combat result of a single sub attack on a small convoy (C1) in war period 2 with torpedo value 0

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13			
Tons	2-1-2	0	0	0	0	0	2	4	6	7	11	14	15	18	18	+0	+1	+3
	3-3-2	0	0	0	0	1	4	5	6	8	11	12	15	16	19	+0	+2	+4
	4-2-3	0	0	0	0	3	5	6	8	10	13	15	19	21	21	+0	+2	+3
	5-3-3	0	1	1	3	8	11	13	15	18	22	24	26	31	34	+0	+3	+4
Sunk	2-1-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+4
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	0	0	2	2	2	3	3	3	3	4	4	4	+0	+3	+4

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 2]	9/[0 - 4]
	+1	[0 - 1]	2/[0 - 6]	[0 - 1]	0/[0 - 4]	9/[0 - 6]
	+2	3/[0 - 7]	2/[0 - 6]	1/[0 - 7]	0/[0 - 3]	-
3-3-2		3/[0 - 6]	2/[0 - 3]	1/[0 - 6]	0/[0 - 1]	9/[0 - 3]
	+1	3/[0 - 3]	2/[0 - 3]	1/[0 - 3]	0/[0 - 1]	9/[0 - 3]
	+2	3/[0 - 1]	2/[0 - 2]	1/[0 - 1]	0/[0 - 1]	-
4-2-3		[0 - 1]	2/[0 - 5]	[0 - 1]	0/[0 - 2]	9/[0 - 5]
	+1	3/[0 - 9]	2/[0 - 8]	1/[0 - 9]	0/[0 - 5]	9/[0 - 8]
	+2	3/[0 - 6]	2/[0 - 5]	1/[0 - 6]	0/[0 - 3]	-
5-3-3		3/[0 - 7]	2/[0 - 4]	1/[0 - 7]	0/[0 - 2]	9/[0 - 4]
	+1	3/[0 - 5]	2/[0 - 5]	1/[0 - 5]	0/[0 - 3]	9/[0 - 5]
	+2	3/[0 - 2]	2/[0 - 3]	1/[0 - 2]	0/[0 - 2]	-

2.0.9 Solo vs a large convoy (C2)

Table 10: Combat result of a single sub attack on a large convoy (C2) in war period 2 with torpedo value 0

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12				13
Tons	2-1-2	0	0	0	0	0	1	4	6	8	11	13	17	19	19	+0	+2	+3
	3-3-2	0	0	0	0	2	4	6	8	9	12	14	18	20	20	+0	+2	+3
	4-2-3	0	0	0	0	3	6	7	9	11	15	17	21	24	24	+0	+2	+3
	5-3-3	0	1	2	4	8	11	13	16	19	24	27	30	35	39	+0	+3	+4
Sunk	2-1-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+3
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+2
	5-3-3	0	0	0	1	2	2	2	3	3	3	3	4	4	4	+0	+3	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 3]	[0 - 1]	0/[0 - 2]	9/[0 - 3]
	+1	[0 - 1]	2/[0 - 6]	[0 - 1]	0/[0 - 4]	9/[0 - 6]
	+2	3/[0 - 7]	2/[0 - 5]	1/[0 - 7]	0/[0 - 4]	-
3-3-2		3/[0 - 6]	2/[0 - 4]	1/[0 - 6]	0/[0 - 2]	9/[0 - 4]
	+1	3/[0 - 2]	2/[0 - 4]	1/[0 - 2]	0/[0 - 2]	9/[0 - 4]
	+2	3/[0 - 1]	2/[0 - 2]	1/[0 - 1]	0/[0 - 2]	-
4-2-3		[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 3]	9/[0 - 4]
	+1	3/[0 - 7]	2/[0 - 7]	1/[0 - 7]	0/[0 - 6]	9/[0 - 7]
	+2	3/[0 - 4]	2/[0 - 6]	1/[0 - 4]	0/[0 - 4]	-
5-3-3		3/[0 - 5]	2/[0 - 4]	1/[0 - 5]	0/[0 - 3]	9/[0 - 4]
	+1	3/[0 - 5]	2/[0 - 4]	1/[0 - 5]	0/[0 - 4]	9/[0 - 4]
	+2	3/[0 - 3]	2/[0 - 5]	1/[0 - 3]	0/[0 - 5]	-

2.0.10 Wolfpack vs a small convoy (C1)

Table 11: Combat result of a wolfpack attack on a small convoy (C1) in war period 2 with torpedo value 0

Combat Result																				
	Sub	1D10 Roll															Wolfpack size DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	2	4	6
Tons	2-1-2	0	0	0	2	5	8	10	13	15	20	22	25	30	35	35	35	+0	+3	+4
	3-3-2	0	1	1	3	8	11	14	16	19	24	26	29	35	39	39	39	+0	+3	+4
	4-2-3	0	1	1	2	5	10	14	17	20	26	28	31	34	40	45	45	+0	+4	+5
	5-3-3	3	4	5	6	14	26	31	35	40	47	50	53	58	66	72	72	+0	+4	+5
Sunk	2-1-2	0	0	0	0	0	1	2	2	2	3	3	3	4	4	5	5	+0	+3	+5
	3-3-2	0	0	0	0	1	2	2	2	3	3	4	4	4	5	5	5	+0	+4	+4
	4-2-3	0	0	0	0	0	2	2	2	3	3	3	4	4	5	5	5	+0	+4	+5
	5-3-3	0	1	1	1	2	3	5	6	7	7	8	8	9	10	10	11	+0	+4	+6

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2	2	[0-3]	[0-1]	[0-3]	0/[0-6]	
	4	[0-7]	[0-2]	[0-7]	[0-1]	
	6	[0-8]	[0-3]	[0-8]	[0-2]	
3-3-2	2	[0-1]	2/[0-9]	[0-1]	0/[0-4]	
	4	[0-2]	[0-2]	[0-2]	[0-1]	
	6	[0-5]	[0-3]	[0-5]	[0-2]	
4-2-3	2	[0-2]	[0-1]	[0-2]	0/[0-8]	
	4	[0-6]	[0-3]	[0-6]	[0-2]	
	6	[0-8]	[0-5]	[0-8]	[0-3]	
5-3-3	2	[0-1]	[0-1]	[0-1]	0/[0-7]	
	4	[0-4]	[0-3]	[0-4]	[0-1]	
	6	[0-5]	[0-4]	[0-5]	[0-2]	

2.0.11 Wolfpack vs a large convoy (C2)

Table 12: Combat result of a wolfpack attack on a large convoy (C2) in war period 2 with torpedo value 0

Combat Result																								
	Sub	1D10 Roll																	Wolfpack size DRM					
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10	
Tons	2-1-2	0	0	0	1	4	5	11	16	18	24	27	30	36	41	44	51	51	+0	+3	+4	+6	+6	
	3-3-2	0	0	1	2	3	6	12	19	23	28	32	35	41	44	50	55	59	+0	+3	+5	+6	+7	
	4-2-3	0	1	1	3	4	7	13	21	26	32	35	40	46	50	56	61	66	+0	+3	+5	+6	+7	
	5-3-3	2	3	3	4	9	12	13	42	53	60	66	72	78	86	91	97	112	+0	+4	+7	+7	+7	
Sunk	2-1-2	0	0	0	0	0	0	2	2	2	3	3	4	4	5	5	6	6	+0	+3	+5	+6	+6	
	3-3-2	0	0	0	0	0	1	1	2	3	3	4	5	5	6	6	7	7	+0	+3	+5	+6	+7	
	4-2-3	0	0	0	0	0	1	1	2	3	3	4	5	5	6	6	7	7	+0	+3	+5	+6	+7	
	5-3-3	0	0	0	0	1	1	3	6	8	9	10	11	12	13	13	14	15	+0	+4	+6	+7	+7	

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2	2	[0 - 2]	2/[0 - 8]	[0 - 2]	0/[0 - 6]	
	4	[0 - 6]	[0 - 2]	[0 - 6]	[0 - 1]	
	6	[0 - 10] + 1	[0 - 4]	[0 - 10] + 1	[0 - 3]	
	8	[0 - 10] + 1	[0 - 5]	[0 - 10] + 1	[0 - 4]	
	10	[0 - 10] + 1	[0 - 7]	[0 - 10] + 1	[0 - 5]	
3-3-2	2	3/[0 - 9]	2/[0 - 6]	1/[0 - 9]	0/[0 - 4]	
	4	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 1]	
	6	[0 - 4]	[0 - 3]	[0 - 4]	[0 - 2]	
	8	[0 - 7]	[0 - 5]	[0 - 7]	[0 - 3]	
	10	[0 - 8]	[0 - 6]	[0 - 8]	[0 - 5]	
4-2-3	2	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 1]	
	4	[0 - 5]	[0 - 3]	[0 - 5]	[0 - 2]	
	6	[0 - 8]	[0 - 5]	[0 - 8]	[0 - 4]	
	8	[0 - 10] + 1	[0 - 8]	[0 - 10] + 1	[0 - 6]	
	10	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 8]	
5-3-3	2	[0 - 1]	2/[0 - 9]	[0 - 1]	0/[0 - 8]	
	4	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 2]	
	6	[0 - 6]	[0 - 4]	[0 - 6]	[0 - 4]	
	8	[0 - 0] + 0	[0 - 7]	[0 - 0] + 0	[0 - 6]	
	10	1	[0 - 7]	1	[0 - 6]	

2.0.12 Solo vs some loners

Table 13: Combat result of a single sub attack on some loners in war period 2 with torpedo value 1

		Combat Result														
		ID10 Roll										Elite skipper DRM				
		Sub	0	1	2	3	4	5	6	7	8	9	10	11		
Tons	2-1-2	0	0	1	2	3	5	5	6	8	11	13	15	+0	+1	+2
	3-3-2	0	1	2	3	5	5	6	7	9	12	16	16	+0	+1	+1
	4-2-3	1	2	3	5	5	6	8	9	10	14	16	16	+0	+0	+1
	5-3-3	2	3	4	5	6	7	8	10	11	17	17	17	+0	+0	+0
	2-1-2	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1
Sunk	3-3-2	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1
	4-2-3	0	1	1	1	1	1	1	1	1	1	1	1	+0	+0	+1
	5-3-3	0	1	1	1	1	1	1	1	1	1	1	1	+0	+0	+1
	5-3-3	0	1	1	1	1	1	1	1	1	1	1	1	+0	+0	+1

Combat Effects							
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted	
2-1-2	+1	[0 - 1]	-	[0 - 1]	-	-	-
	+2	3/[0 - 5]	-	1/[0 - 5]	-	-	-
3-3-2	+1	3/[0 - 2]	-	1/[0 - 2]	-	-	-
	+2	3/[0 - 1]	-	1/[0 - 1]	-	-	-
4-2-3	+1	3/[0 - 5]	-	1/[0 - 5]	-	-	-
	+2	3/[0 - 3]	-	1/[0 - 3]	-	-	-
5-3-3	+1	3/[0 - 3]	-	1/[0 - 3]	-	-	-
	+2	-	-	-	-	-	-

2.0.13 Solo vs a small convoy (C1)

Table 14: Combat result of a single sub attack on a small convoy (C1) in war period 2 with torpedo value 1

		Combat Result													Elite skipper	DRM		
Sub		0	1	2	3	4	5	6	7	8	9	10	11	12	13			
		0	0	0	0	3	5	6	7	9	12	14	17	20	20	+0	+2	+3
Tons		0	0	0	0	4	5	6	8	10	12	14	15	19	22	+0	+3	+4
		0	0	0	4	5	7	9	10	12	16	18	22	24	24	+0	+2	+3
		1	2	2	6	12	14	16	19	21	26	27	30	35	38	+0	+3	+4
		0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
		0	0	0	1	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
		0	0	0	1	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
		0	0	1	1	2	2	3	3	3	4	4	4	4	4	+0	+2	+4

Combat Effects									
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted			
2-1-2	+1 +2	[0-1] [0-1]	2/[0-4] 2/[0-6]	[0-1] [0-1]	0/[0-2] 0/[0-4]	9/[0-4] 9/[0-6]			
3-3-2	+1 +2	3/[0-7]	2/[0-6]	1/[0-7]	0/[0-3]	-			
		3/[0-4]	2/[0-2]	1/[0-4]	0/[0-1]	9/[0-2]			
		3/[0-3]	2/[0-3]	1/[0-3]	0/[0-2]	9/[0-3]			
		3/[0-1]	2/[0-1]	1/[0-1]	0/[0-1]	-			
4-2-3	+1 +2	[0-1]	2/[0-4]	[0-1]	0/[0-2]	9/[0-4]			
		3/[0-8]	2/[0-7]	1/[0-8]	0/[0-4]	9/[0-7]			
		3/[0-5]	2/[0-7]	1/[0-5]	0/[0-3]	-			
5-3-3	+1 +2	3/[0-8]	2/[0-4]	1/[0-8]	0/[0-2]	9/[0-4]			
		3/[0-4]	2/[0-4]	1/[0-4]	0/[0-2]	9/[0-4]			
		3/[0-2]	2/[0-3]	1/[0-2]	0/[0-1]	-			

2.0.14 Solo vs a large convoy (C2)

Table 15: Combat result of a single sub attack on a large convoy (C2) in war period 2 with torpedo value 1

Combat Result																		
	Sub	1D10 Roll												Elite skipper DRM				
		0	1	2	3	4	5	6	7	8	9	10	11			12	13	
Tons	2-1-2	0	0	0	0	2	5	6	8	9	13	15	19	22	22	+0	+2	+3
	3-3-2	0	0	0	0	4	6	7	9	10	14	15	17	21	24	+0	+3	+4
	4-2-3	0	0	0	4	6	8	10	12	14	19	21	25	28	28	+0	+2	+3
	5-3-3	1	2	2	6	12	15	17	21	24	29	31	34	40	44	+0	+3	+4
Sunk	2-1-2	0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
	3-3-2	0	0	0	1	1	1	1	1	1	1	1	1	1	1	+0	+2	+2
	4-2-3	0	0	0	1	1	1	1	1	1	1	1	1	1	1	+0	+2	+2
	5-3-3	0	0	0	1	2	2	3	3	3	3	4	4	4	4	+0	+3	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
2-1-2		[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 2]	9/[0 - 4]
	+1	[0 - 1]	2/[0 - 4]	[0 - 1]	0/[0 - 4]	9/[0 - 4]
	+2	3/[0 - 5]	2/[0 - 5]	1/[0 - 5]	0/[0 - 2]	-
3-3-2		3/[0 - 6]	2/[0 - 3]	1/[0 - 6]	0/[0 - 2]	9/[0 - 3]
	+1	3/[0 - 2]	2/[0 - 2]	1/[0 - 2]	0/[0 - 2]	9/[0 - 2]
	+2	3/[0 - 2]	2/[0 - 3]	1/[0 - 2]	0/[0 - 2]	-
4-2-3		3/[0 - 9]	2/[0 - 4]	1/[0 - 9]	0/[0 - 3]	9/[0 - 4]
	+1	3/[0 - 7]	2/[0 - 6]	1/[0 - 7]	0/[0 - 6]	9/[0 - 6]
	+2	3/[0 - 4]	2/[0 - 4]	1/[0 - 4]	0/[0 - 5]	-
5-3-3		3/[0 - 5]	2/[0 - 4]	1/[0 - 5]	0/[0 - 2]	9/[0 - 4]
	+1	3/[0 - 4]	2/[0 - 5]	1/[0 - 4]	0/[0 - 4]	9/[0 - 5]
	+2	3/[0 - 3]	2/[0 - 4]	1/[0 - 3]	0/[0 - 5]	-

2.0.15 Wolfpack vs a small convoy (C1)

Table 16: Combat result of a wolfpack attack on a small convoy (C1) in war period 2 with torpedo value 1

		Combat Result																				
		1D10 Roll														Wolfpack size DRM						
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	
Sub		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	
Tons		2-1-2	0	1	2	4	6	11	14	16	19	25	27	29	35	37	42	42	42	+0	+3	+5
		3-3-2	1	2	2	3	7	9	15	19	22	27	29	31	34	39	41	45	45	+0	+4	+6
		4-2-3	1	2	3	3	8	11	19	23	26	32	34	37	39	45	47	52	52	+0	+4	+6
		5-3-3	5	7	7	8	19	33	39	43	48	56	59	62	66	75	82	82	82	+0	+4	+5
Sunk		2-1-2	0	0	0	1	2	2	2	3	3	4	4	5	5	5	5	5	+0	+3	+5	
		3-3-2	0	0	0	1	1	1	3	3	3	4	4	5	5	5	6	6	+0	+4	+7	
		4-2-3	0	0	0	1	1	3	3	3	4	4	4	5	5	6	6	6	+0	+4	+6	
		5-3-3	1	1	1	1	3	7	8	8	9	10	10	11	11	12	13	13	+0	+5	+6	

Combat Effects							
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted	
2-1-2	2	[0-2]	[0-1]	[0-2]	0/[0-5]		
	4	[0-6]	[0-2]	[0-6]	[0-1]		
	6	1	[0-4]	1	[0-2]		
3-3-2	2	[0-1]	2/[0-9]	[0-1]	0/[0-4]		
	4	[0-2]	[0-1]	[0-2]	[0-1]		
	6	[0-4]	[0-3]	[0-4]	[0-1]		
4-2-3	2	[0-2]	[0-1]	[0-2]	0/[0-9]		
	4	[0-4]	[0-2]	[0-4]	[0-1]		
	6	[0-8]	[0-5]	[0-8]	[0-3]		
5-3-3	2	[0-1]	2/[0-8]	[0-1]	0/[0-5]		
	4	[0-3]	[0-2]	[0-3]	[0-1]		
	6	[0-6]	[0-4]	[0-6]	[0-2]		

2.0.16 Wolfpack vs a large convoy (C2)

Table 17: Combat result of a wolfpack attack on a large convoy (C2) in war period 2 with torpedo value 1

		Combat Result																							
		1D10 Roll														Wolfpack size DRM									
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10		
	Sub	0	1	1	1	1	3	7	9	19	24	29	32	36	40	46	51	54	61	+0	+4	+5	+7	+7	
	2-1-2	0	1	1	1	2	4	5	10	23	28	33	37	41	45	50	54	60	68	+0	+4	+6	+7	+7	
	3-3-2	0	1	1	1	1	4	6	7	13	28	34	39	44	48	54	58	62	69	78	+0	+3	+6	+7	+7
	4-2-3	1	1	1	1	4	5	6	14	24	49	60	69	77	83	89	96	106	115	125	+0	+5	+6	+7	+7
	5-3-3	3	4	4	4	5	6	14	24	49	60	69	77	83	89	96	106	115	125	+0	+5	+6	+7	+7	
	2-1-2	0	0	0	0	0	1	1	3	3	4	4	4	5	5	6	6	7	8	+0	+3	+5	+7	+7	
	3-3-2	0	0	0	0	0	0	1	3	4	4	4	5	5	6	6	7	7	8	+0	+4	+7	+7	+7	
	4-2-3	0	0	0	0	0	0	1	3	4	4	4	5	5	6	6	7	7	9	+0	+4	+7	+7	+7	
	5-3-3	0	0	0	1	2	2	4	8	10	11	13	14	15	16	17	18	19	19	+0	+4	+6	+7	+7	
		Combat Effects																							
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted																			
2-1-2	2	[0-2]	2/[0-8]	[0-2]	0/[0-6]																				
	4	[0-5]	[0-2]	[0-5]	[0-1]																				
	6	[0-0]+0	[0-4]	[0-0]+0	[0-2]																				
	8	[0-10]+1	[0-6]	[0-10]+1	[0-4]																				
	10	[0-10]+1	[0-8]	[0-10]+1	[0-5]																				
3-3-2	2	3/[0-7]	2/[0-5]	1/[0-7]	0/[0-4]																				
	4	[0-2]	[0-1]	[0-2]	[0-1]																				
	6	[0-4]	[0-3]	[0-4]	[0-2]																				
	8	[0-7]	[0-5]	[0-7]	[0-4]																				
	10	[0-0]+0	[0-7]	[0-0]+0	[0-5]																				
4-2-3	2	[0-2]	[0-1]	[0-2]	[0-1]																				
	4	[0-5]	[0-3]	[0-5]	[0-2]																				
	6	[0-8]	[0-4]	[0-8]	[0-4]																				
	8	[0-10]+1	[0-8]	[0-10]+1	[0-7]																				
	10	[0-10]+1	1	[0-10]+1	[0-8]																				
5-3-3	2	[0-1]	[0-1]	[0-1]	0/[0-8]																				
	4	[0-3]	[0-2]	[0-3]	[0-2]																				
	6	[0-5]	[0-4]	[0-5]	[0-3]																				
	8	[0-6]	[0-4]	[0-6]	[0-4]																				
	10	[0-7]	[0-5]	[0-7]	[0-4]																				

2.0.17 Solo vs some loners

Table 18: Combat result of a single sub attack on some loners in war period 3 with torpedo value 0

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11			
Tons	3-3-2	0	0	0	1	3	4	5	6	7	11	13	13	+0	+0	+1
	4-2-3	0	0	1	2	3	4	5	6	7	10	13	14	+0	+1	+2
	5-3-3	0	1	2	3	4	5	6	7	8	11	15	15	+0	+1	+1
Sunk	3-3-2	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+1
	4-2-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1
	5-3-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		3/[0-7]	2/[0-1]	1/[0-7]	-	9/[0-1]
	+1	3/[0-3]	-	1/[0-3]	-	-
	+2	3/[0-2]	2/[0-1]	1/[0-2]	-	-
4-2-3		3/[0-8]	2/[0-1]	1/[0-8]	-	9/[0-1]
	+1	3/[0-7]	2/[0-2]	1/[0-7]	-	9/[0-2]
	+2	3/[0-3]	2/[0-1]	1/[0-3]	-	-
5-3-3		3/[0-5]	2/[0-1]	1/[0-5]	-	9/[0-1]
	+1	3/[0-3]	2/[0-1]	1/[0-3]	-	9/[0-1]
	+2	3/[0-1]	2/[0-1]	1/[0-1]	-	-

2.0.18 Solo vs a small convoy (C1)

Table 19: Combat result of a single sub attack on a small convoy (C1) in war period 3 with torpedo value 0

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13			
Tons	3-3-2	0	0	0	0	0	1	3	5	6	9	11	14	17	17	+0	+2	+3
	4-2-3	0	0	0	0	0	2	5	6	8	12	16	17	20	20	+0	+1	+3
	5-3-3	0	0	0	3	5	7	9	11	14	19	22	27	29	32	+0	+2	+4
Sunk	3-3-2	0	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+3	+3
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+2
	5-3-3	0	0	0	1	1	2	2	2	3	3	3	4	4	4	+0	+2	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 7]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 9]	[0 - 1]
	+2	3/[0 - 6]	[0 - 1]	1/[0 - 6]	0/[0 - 7]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 7]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	-
5-3-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 9]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	3/[0 - 8]	[0 - 1]	1/[0 - 8]	[0 - 1]	-

2.0.19 Solo vs a large convoy (C2)

Table 20: Combat result of a single sub attack on a large convoy (C2) in war period 3 with torpedo value 0

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			
Tons	3-3-2	0	0	0	0	0	1	4	6	7	11	13	17	19	+0	+2	+3
	4-2-3	0	0	0	0	0	2	5	7	9	12	15	19	22	+0	+2	+3
	5-3-3	0	0	0	5	7	9	12	15	18	24	27	33	37	+0	+2	+3
Sunk	3-3-2	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+3	+4
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	0	1	1	2	2	2	3	3	3	4	4	+0	+2	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	2/[0 - 8]	[0 - 1]	0/[0 - 5]	9/[0 - 8]
	+1	3/[0 - 9]	2/[0 - 9]	1/[0 - 9]	0/[0 - 6]	9/[0 - 9]
	+2	3/[0 - 6]	2/[0 - 7]	1/[0 - 6]	0/[0 - 6]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 7]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 9]	-
5-3-3		3/[0 - 9]	2/[0 - 9]	1/[0 - 9]	0/[0 - 6]	9/[0 - 9]
	+1	3/[0 - 9]	[0 - 1]	1/[0 - 9]	0/[0 - 9]	[0 - 1]
	+2	3/[0 - 8]	[0 - 1]	1/[0 - 8]	0/[0 - 8]	-

2.0.20 Wolfpack vs a small convoy (C1)

Table 21: Combat result of a wolfpack attack on a small convoy (C1) in war period 3 with torpedo value 0

Combat Result																			
	Sub	1D10 Roll														Wolfpack size DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	2	4	6
Tons	3-3-2	0	0	0	0	4	6	8	11	13	18	20	23	32	32	32	+0	+3	+3
	4-2-3	0	0	0	2	4	7	9	12	15	21	23	29	31	36	36	+0	+2	+4
	5-3-3	0	2	2	6	10	17	22	26	31	38	41	46	55	57	64	+0	+3	+5
Sunk	3-3-2	0	0	0	0	0	1	1	2	2	3	3	3	4	5	5	+0	+3	+4
	4-2-3	0	0	0	0	0	1	1	2	2	3	3	4	4	4	4	+0	+2	+4
	5-3-3	0	0	0	1	2	3	4	4	5	6	6	7	8	9	10	+0	+3	+5

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 1]	
	4	[0 - 7]	[0 - 5]	[0 - 7]	[0 - 4]	
	6	[0 - 10] + 1	[0 - 0] + 0	[0 - 10] + 1	[0 - 8]	
4-2-3	2	[0 - 4]	[0 - 2]	[0 - 4]	[0 - 2]	
	4	1	[0 - 6]	1	[0 - 6]	
	6	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	
5-3-3	2	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 2]	
	4	[0 - 0] + 0	[0 - 7]	[0 - 0] + 0	[0 - 7]	
	6	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	

2.0.21 Wolfpack vs a large convoy (C2)

Table 22: Combat result of a wolfpack attack on a large convoy (C2) in war period 3 with torpedo value 0

		Combat Result																						
		1D10 Roll														Wolfpack size DRM								
		Sub	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10
	Tons	3-3-2	0	0	0	1	3	6	10	14	17	22	26	31	34	40	45	49	49	+0	+2	+4	+5	+6
		4-2-3	0	0	0	2	4	7	12	16	19	25	30	36	39	45	51	55	55	+0	+2	+4	+5	+6
		5-3-3	1	2	2	6	8	13	23	36	43	51	57	64	72	78	87	95	100	+0	+3	+5	+6	+7
	Sunk	3-3-2	0	0	0	0	1	2	2	2	3	3	3	4	4	5	6	6	6	+0	+3	+4	+5	+5
		4-2-3	0	0	0	0	1	2	2	2	3	3	3	4	4	5	6	6	6	+0	+2	+4	+5	+5
		5-3-3	0	0	0	1	1	2	3	5	6	7	8	9	10	11	12	13	14	+0	+3	+4	+6	+7

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0-3]	[0-2]	[0-3]	[0-1]	
	4	[0-6]	[0-4]	[0-6]	[0-3]	
	6	[0-10]+1	[0-8]	[0-10]+1	[0-7]	
	8	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	10	2	[0-10]+1	2	[0-10]+1	
4-2-3	2	[0-4]	[0-2]	[0-4]	[0-2]	
	4	1	[0-6]	1	[0-5]	
	6	[0-10]+1	[0-10]+1	[0-10]+1	1	
	8	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
	10	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
5-3-3	2	[0-2]	[0-1]	[0-2]	[0-1]	
	4	[0-7]	[0-5]	[0-7]	[0-4]	
	6	[0-10]+1	[0-0]+0	[0-10]+1	[0-8]	
	8	2	[0-10]+1	2	[0-10]+1	
	10	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	

2.0.22 Solo vs some loners

Table 23: Combat result of a single sub attack on some loners in war period 3 with torpedo value 1

Combat Result															
	Sub	1D10 Roll										Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9				10
Tons	3-3-2	0	1	2	3	4	5	6	7	8	11	15	+0	+1	+1
	4-2-3	0	2	3	4	5	6	7	8	9	11	15	+0	+1	+1
	5-3-3	1	2	3	5	5	6	7	8	10	14	15	+0	+0	+1
Sunk	3-3-2	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+1
	4-2-3	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1
	5-3-3	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		3/[0-5]	2/[0-1]	1/[0-5]	-	9/[0-1]
	+1	3/[0-3]	2/[0-1]	1/[0-3]	-	9/[0-1]
	+2	3/[0-1]	2/[0-1]	1/[0-1]	-	-
4-2-3		3/[0-6]	2/[0-1]	1/[0-6]	-	9/[0-1]
	+1	3/[0-6]	2/[0-1]	1/[0-6]	-	9/[0-1]
	+2	3/[0-1]	-	1/[0-1]	-	-
5-3-3		3/[0-6]	2/[0-2]	1/[0-6]	-	9/[0-2]
	+1	3/[0-3]	2/[0-2]	1/[0-3]	-	9/[0-2]
	+2	3/[0-1]	2/[0-1]	1/[0-1]	-	-

2.0.23 Solo vs a small convoy (C1)

Table 24: Combat result of a single sub attack on a small convoy (C1) in war period 3 with torpedo value 1

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13			
Tons	3-3-2	0	0	0	0	1	4	5	6	8	11	13	17	19	19	+0	+2	+3
	4-2-3	0	0	0	0	2	4	6	7	9	13	15	19	22	22	+0	+2	+3
	5-3-3	0	1	2	4	7	10	12	15	18	23	25	29	31	35	+0	+2	+4
Sunk	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+4
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+2
	5-3-3	0	0	1	1	2	2	2	3	3	3	4	4	4	4	+0	+2	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 7]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 7]	[0 - 1]
	+2	3/[0 - 7]	[0 - 1]	1/[0 - 7]	0/[0 - 8]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 9]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	-
5-3-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 8]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	3/[0 - 9]	[0 - 1]	1/[0 - 9]	0/[0 - 8]	-

2.0.24 Solo vs a large convoy (C2)

Table 25: Combat result of a single sub attack on a large convoy (C2) in war period 3 with torpedo value 1

Combat Result																		
	Sub	1D10 Roll													Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13			
Tons	3-3-2	0	0	0	0	1	4	5	7	9	12	14	18	19	22	+0	+2	+4
	4-2-3	0	0	0	1	4	6	8	10	12	17	22	23	26	26	+0	+1	+3
	5-3-3	0	1	1	4	8	11	14	17	21	26	29	32	38	42	+0	+3	+4
Sunk	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+3	+4
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	1	2	2	2	3	3	3	3	4	4	4	4	+0	+2	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0-1]	2/[0-9]	[0-1]	0/[0-5]	9/[0-9]
	+1	3/[0-8]	2/[0-9]	1/[0-8]	0/[0-6]	9/[0-9]
	+2	3/[0-5]	2/[0-6]	1/[0-5]	0/[0-5]	-
4-2-3		[0-1]	[0-1]	[0-1]	0/[0-8]	[0-1]
	+1	[0-1]	[0-1]	[0-1]	[0-1]	[0-1]
	+2	[0-1]	[0-1]	[0-1]	0/[0-9]	-
5-3-3		[0-1]	2/[0-9]	[0-1]	0/[0-6]	9/[0-9]
	+1	[0-1]	[0-1]	[0-1]	0/[0-8]	[0-1]
	+2	3/[0-6]	[0-1]	1/[0-6]	0/[0-8]	-

2.0.25 Wolfpack vs a small convoy (C1)

Table 26: Combat result of a wolfpack attack on a small convoy (C1) in war period 3 with torpedo value 1

Combat Result																			
	Sub	1D10 Roll														Wolfpack size DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	2	4	6
Tons	3-3-2	0	0	1	3	6	9	12	15	18	23	25	28	34	39	39	+0	+3	+4
	4-2-3	0	0	1	3	7	11	13	17	20	26	28	32	38	44	44	+0	+3	+4
	5-3-3	2	3	4	11	14	24	30	35	41	48	52	57	67	70	77	+0	+3	+5
Sunk	3-3-2	0	0	0	0	1	2	2	2	3	3	4	4	5	5	5	+0	+3	+4
	4-2-3	0	0	0	0	1	2	2	2	3	3	3	4	5	5	5	+0	+3	+4
	5-3-3	0	0	1	1	2	4	5	6	7	8	8	9	10	11	12	+0	+4	+5

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 2]	
	4	[0 - 7]	[0 - 5]	[0 - 7]	[0 - 4]	
	6	[0 - 10] + 1	[0 - 8]	[0 - 10] + 1	[0 - 8]	
4-2-3	2	[0 - 4]	[0 - 3]	[0 - 4]	[0 - 3]	
	4	1	[0 - 7]	1	[0 - 7]	
	6	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	
5-3-3	2	[0 - 3]	[0 - 2]	[0 - 3]	[0 - 2]	
	4	[0 - 0] + 0	[0 - 7]	[0 - 0] + 0	[0 - 6]	
	6	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 10] + 1	

2.0.26 Wolfpack vs a large convoy (C2)

Table 27: Combat result of a wolfpack attack on a large convoy (C2) in war period 3 with torpedo value 1

		Combat Result																					
		1D10 Roll														Wolfpack size DRM							
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10
	Sub	0	0	1	2	4	6	12	18	22	27	31	35	41	44	51	56	60	+0	+3	+5	+6	+7
Tons	3-3-2	0	0	1	2	4	6	12	18	22	27	31	35	41	44	51	56	60	+0	+3	+5	+6	+7
	4-2-3	0	1	1	3	6	8	17	23	26	32	36	41	48	54	58	66	66	+0	+3	+4	+6	+6
	5-3-3	2	3	3	4	9	12	20	40	50	59	66	73	81	91	99	109	121	+0	+4	+6	+7	+7
Sunk	3-3-2	0	0	0	1	1	2	2	3	3	4	5	5	5	6	6	7	8	+0	+2	+4	+6	+7
	4-2-3	0	0	0	1	1	2	2	3	3	4	5	5	6	6	7	7	7	+0	+2	+4	+6	+7
	5-3-3	0	0	0	1	3	3	7	8	9	10	11	12	14	15	17	19	19	+0	+4	+5	+7	+7

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0-2]	[0-1]	[0-2]	[0-1]	
	4	[0-6]	[0-5]	[0-6]	[0-4]	
	6	[0-10]+1	[0-8]	[0-10]+1	[0-7]	
	8	[0-10]+1	[0-10]+1	[0-10]+1	1	
	10	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
4-2-3	2	[0-3]	[0-2]	[0-3]	[0-1]	
	4	[0-0]+0	[0-5]	[0-0]+0	[0-5]	
	6	[0-10]+1	1	[0-10]+1	[0-0]+0	
	8	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
	10	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
5-3-3	2	[0-2]	[0-1]	[0-2]	[0-1]	
	4	[0-7]	[0-5]	[0-7]	[0-5]	
	6	[0-10]+1	[0-0]+0	[0-10]+1	[0-8]	
	8	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	10	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	

2.0.27 Solo vs some loners

Table 28: Combat result of a single sub attack on some loners in war period 4 with torpedo value 1

		Combat Result																				
		ID10 Roll															Elite skipper DRM					
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
	Sub	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
	3-3-2	0	1	2	3	5	6	7	9	10	14	18	18	18	18	18	18	18	18	18	+0	+1
Tons	4-2-3	1	2	4	5	6	8	9	10	12	17	19	19	19	19	19	19	19	19	19	+0	+0
	5-3-3	1	3	4	6	7	8	9	11	13	17	20	20	20	20	20	20	20	20	20	+0	+0
	3-3-2	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	+0	+1
Sunk	4-2-3	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	+0	+0
	5-3-3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	+0	-8

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	+1	3/[0-7]	2/[0-3]	1/[0-7]	0/[0-1]	9/[0-3]
	+2	3/[0-7]	2/[0-4]	1/[0-7]	0/[0-1]	9/[0-4]
		3/[0-3]	2/[0-2]	1/[0-3]	-	-
4-2-3	+1	[0-1]	2/[0-4]	[0-1]	0/[0-1]	9/[0-4]
	+2	3/[0-6]	2/[0-2]	1/[0-6]	-	9/[0-2]
		3/[0-6]	2/[0-4]	1/[0-6]	0/[0-1]	-
5-3-3	+1	3/[0-9]	2/[0-4]	1/[0-9]	0/[0-1]	9/[0-4]
	+2	3/[0-6]	2/[0-4]	1/[0-6]	0/[0-1]	9/[0-4]
		3/[0-3]	2/[0-3]	1/[0-3]	0/[0-1]	-

2.0.28 Solo vs a small convoy (C1)

Table 29: Combat result of a single sub attack on a small convoy (C1) in war period 4 with torpedo value 1

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			
Tons	3-3-2	0	0	0	0	1	4	7	8	11	15	19	20	23	+0	+1	+3
	4-2-3	0	0	0	0	2	6	8	9	12	16	21	24	24	+0	+1	+2
	5-3-3	0	0	2	7	9	12	15	18	22	27	30	38	38	+0	+2	+2
Sunk	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	1	1	2	2	2	2	3	3	4	4	4	+0	+1	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+2	3/[0 - 9]	[0 - 1]	1/[0 - 9]	[0 - 1]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	-
5-3-3		[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]	[0 - 1]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	-

2.0.29 Wolfpack vs a small convoy (C1)

Table 31: Combat result of a wolfpack attack on a small convoy (C1) in war period 4 with torpedo value 1

Combat Result																			
		1D10 Roll																	
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Wolfpack size DRM		
		2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	2	4	6
Tons	3-3-2	0	0	1	3	7	10	13	17	20	26	29	32	39	44	44	+0	+3	+4
	4-2-3	0	0	1	6	9	11	15	19	22	29	32	40	45	45	45	+0	+2	+3
	5-3-3	1	3	4	10	14	24	32	36	43	51	56	61	70	73	81	+0	+3	+5
Sunk	3-3-2	0	0	0	0	1	2	2	2	3	3	3	4	4	5	5	+0	+3	+5
	4-2-3	0	0	0	0	1	1	2	2	2	3	3	3	4	5	5	+0	+3	+4
	5-3-3	0	0	0	1	2	4	4	5	6	7	8	8	10	10	11	+0	+3	+5

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0-5]	[0-3]	[0-5]	[0-2]	
	4	1	[0-7]	1	[0-6]	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
4-2-3	2	[0-6]	[0-4]	[0-6]	[0-4]	
	4	[0-10]+1	[0-0]+0	[0-10]+1	[0-0]+0	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
5-3-3	2	[0-5]	[0-4]	[0-5]	[0-4]	
	4	[0-10]+1	[0-8]	[0-10]+1	[0-0]+0	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	

2.0.30 Wolfpack vs a large convoy (C2)

Table 32: Combat result of a wolfpack attack on a large convoy (C2) in war period 4 with torpedo value 1

		Combat Result																					
		1D10 Roll														Wolfpack size DRM							
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10
	Sub	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	+0	+3	+4	+5	+6
	3-3-2	0	0	0	2	4	8	13	17	21	26	29	34	39	45	50	54	54	+0	+2	+4	+5	+6
	4-2-3	0	0	1	2	4	8	14	18	21	26	30	36	39	46	51	55	55	+0	+2	+4	+5	+6
	5-3-3	1	2	2	6	9	14	18	34	42	49	56	63	72	78	87	93	105	+0	+3	+5	+7	+7
	3-3-2	0	0	0	0	0	1	1	2	3	3	4	4	5	6	6	7	7	+0	+3	+4	+6	+7
	4-2-3	0	0	0	0	1	1	2	2	3	3	4	5	5	6	6	7	7	+0	+2	+3	+5	+6
	5-3-3	0	0	0	1	2	3	4	7	8	9	9	11	12	13	15	17	18	+0	+3	+4	+6	+7

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0-4]	[0-3]	[0-4]	[0-2]	
	4	[0-0]+0	[0-6]	[0-0]+0	[0-6]	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	8	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1	
	10	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
4-2-3	2	[0-5]	[0-3]	[0-5]	[0-3]	
	4	[0-10]+1	[0-8]	[0-10]+1	[0-0]+0	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	8	[0-20]+2	[0-10]+1	[0-20]+2	2	
	10	[0-30]+3	[0-20]+2	[0-30]+3	[0-20]+2	
5-3-3	2	[0-4]	[0-3]	[0-4]	[0-2]	
	4	1	[0-7]	1	[0-8]	
	6	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	8	[0-20]+2	[0-10]+1	[0-20]+2	2	
	10	3	[0-20]+2	3	[0-20]+2	

2.0.31 Solo vs some loners

Table 33: Combat result of a single sub attack on some loners in war period 5 with torpedo value 1

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11			
Tons	3-3-2	0	0	1	3	4	6	7	8	10	14	15	17	+0	+0	+2
	4-2-3	0	2	3	5	6	7	8	9	11	16	18	18	+0	+0	+1
	5-3-3	1	3	4	5	7	8	9	10	12	16	17	17	+0	+0	+1
Sunk	3-3-2	0	0	0	1	1	1	1	1	1	1	1	1	+0	+1	+2
	4-2-3	0	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1
	5-3-3	0	1	1	1	1	1	1	1	1	1	1	1	+0	+0	+0

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 3]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	[0 - 1]
	+2	[0 - 1]	2/[0 - 9]	[0 - 1]	0/[0 - 3]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 3]	[0 - 1]
	+1	[0 - 1]	2/[0 - 8]	[0 - 1]	0/[0 - 3]	9/[0 - 8]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	-
5-3-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 5]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	-

2.0.32 Solo vs a small convoy (C1)

Table 34: Combat result of a single sub attack on a small convoy (C1) in war period 5 with torpedo value 1

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11				12
Tons	3-3-2	0	0	0	0	0	3	6	8	9	14	18	21	21	+0	+1	+2
	4-2-3	0	0	0	0	0	3	7	8	10	16	21	24	24	+0	+1	+2
	5-3-3	0	0	0	5	7	9	12	16	19	26	30	39	39	+0	+2	+2
Sunk	3-3-2	0	0	0	0	0	0	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+1	+2
	5-3-3	0	0	0	1	1	2	2	2	3	3	3	4	4	+0	+2	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
4-2-3		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
5-3-3		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-

2.0.33 Solo vs a large convoy (C2)

Table 35: Combat result of a single sub attack on a large convoy (C2) in war period 5 with torpedo value 1

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			
Tons	3-3-2	0	0	0	0	1	5	7	8	11	16	20	23	23	+0	+1	+2
	4-2-3	0	0	0	0	2	6	8	9	12	18	22	26	26	+0	+1	+2
	5-3-3	0	0	2	7	8	11	14	18	22	29	33	42	42	+0	+2	+2
Sunk	3-3-2	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	0	1	1	2	2	2	3	3	3	4	4	+0	+2	+3

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	-
4-2-3		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
5-3-3		[0 - 2]	[0 - 2]	[0 - 2]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-

2.0.34 Wolfpack vs a small convoy (C1)

Table 36: Combat result of a wolfpack attack on a small convoy (C1) in war period 5 with torpedo value 1

Combat Result																		
	Sub	1D10 Roll												Wolfpack size DRM				
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	2	4	6
Tons	3-3-2	0	0	0	1	5	8	11	14	17	24	26	29	37	43	+0	+3	+4
	4-2-3	0	0	0	2	7	8	12	16	20	26	30	38	44	44	+0	+2	+3
	5-3-3	0	2	3	7	16	21	26	32	38	48	53	58	69	77	+0	+3	+4
Sunk	3-3-2	0	0	0	0	1	1	1	2	2	2	2	3	4	4	+0	+3	+4
	4-2-3	0	0	0	0	1	1	1	2	2	3	3	4	4	4	+0	+2	+3
	5-3-3	0	0	0	1	2	3	4	4	5	6	7	7	9	10	+0	+3	+4

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0 - 6]	[0 - 5]	[0 - 6]	[0 - 5]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	1	
	6	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	
4-2-3	2	[0 - 7]	[0 - 5]	[0 - 7]	[0 - 5]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 10] + 1	
	6	[0 - 20] + 2	[0 - 10] + 1	[0 - 20] + 2	[0 - 20] + 2	
5-3-3	2	[0 - 6]	[0 - 5]	[0 - 6]	[0 - 5]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 10] + 1	
	6	2	[0 - 10] + 1	2	[0 - 10] + 1	

2.0.35 Wolfpack vs a large convoy (C2)

Table 37: Combat result of a wolfpack attack on a large convoy (C2) in war period 5 with torpedo value 1

		Combat Result																						
		1D10 Roll														Wolfpack size DRM								
		Sub	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10
Tons		3-3-2	0	0	0	2	4	10	15	18	23	29	33	39	43	50	59	59	59	+0	+2	+4	+5	+5
		4-2-3	0	0	0	4	8	13	16	21	25	32	36	44	51	60	60	60	60	+0	+2	+3	+4	+4
		5-3-3	1	2	2	7	14	17	27	40	49	58	65	73	84	94	99	109	116	+0	+3	+4	+6	+7
Sunk		3-3-2	0	0	0	0	1	2	2	2	3	3	4	4	4	5	6	6	6	+0	+2	+4	+5	+5
		4-2-3	0	0	0	0	1	2	2	2	2	3	3	4	4	5	5	5	5	+0	+3	+4	+5	+5
		5-3-3	0	0	0	1	1	2	3	5	6	7	8	9	10	11	12	13	15	+0	+3	+4	+6	+7

		Combat Effects									
		Spotted		RTB		Damaged		Sunk		Promoted	
3-3-2	2	[0-5]	[0-4]	[0-4]	[0-5]	[0-3]	[0-3]	[0-3]	[0-3]	[0-3]	
	4	[0-10]+1	[0-0]+0	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	6	2	[0-10]+1	2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
	8	[0-20]+2	2	[0-20]+2	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	
	10	[0-30]+3	[0-20]+2	[0-20]+2	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	
4-2-3	2	[0-6]	[0-4]	[0-4]	[0-6]	[0-4]	[0-4]	[0-4]	[0-4]	[0-4]	
	4	[0-10]+1	1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	6	[0-20]+2	[0-10]+1	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
	8	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
	10	[0-30]+3	[0-20]+2	[0-20]+2	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	
5-3-3	2	[0-6]	[0-5]	[0-5]	[0-6]	[0-4]	[0-4]	[0-4]	[0-4]	[0-4]	
	4	[0-10]+1	[0-0]+0	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1	
	6	2	[0-10]+1	2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
	8	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2	
	10	[0-30]+3	[0-20]+2	[0-20]+2	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	[0-30]+3	

2.0.36 Solo vs some loners

Table 38: Combat result of a single sub attack on some loners in war period 5 with torpedo value 2

Combat Result															
	Sub	1D10 Roll										Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9				10
Tons	3-3-2	0	2	4	5	6	8	9	10	12	17	19	+0	+0	+1
	4-2-3	1	3	5	6	7	9	10	11	12	17	20	+0	+0	+1
	5-3-3	3	5	6	7	8	9	11	12	13	19	19	+0	+0	+0
Sunk	3-3-2	0	1	1	1	1	1	1	1	1	1	1	+0	+0	+0
	4-2-3	0	1	1	1	1	1	1	1	1	1	1	+0	+0	+1
	5-3-3	0	1	1	1	1	1	1	1	1	1	1	+0	+1	+1

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 3]	[0 - 1]
	+1	[0 - 1]	2/[0 - 9]	[0 - 1]	0/[0 - 3]	9/[0 - 9]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	-
4-2-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 3]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	-
5-3-3		[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	[0 - 1]
	+1	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	[0 - 1]
	+2	[0 - 1]	[0 - 1]	[0 - 1]	0/[0 - 4]	-

2.0.37 Solo vs a small convoy (C1)

Table 39: Combat result of a single sub attack on a small convoy (C1) in war period 5 with torpedo value 2

Combat Result																
	Sub	1D10 Roll											Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11			
Tons	3-3-2	0	0	0	0	3	6	8	9	12	17	21	25	+0	+1	+2
	4-2-3	0	0	0	0	3	7	8	10	13	19	23	27	+0	+1	+2
	5-3-3	0	2	5	8	10	13	17	21	25	32	39	44	+0	+1	+2
Sunk	3-3-2	0	0	0	0	1	1	1	1	1	1	1	1	+0	+2	+2
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	+0	+1	+2
	5-3-3	0	0	1	1	2	2	2	3	3	3	4	4	+0	+2	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
4-2-3		[0 - 2]	[0 - 2]	[0 - 2]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
5-3-3		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-

2.0.38 Solo vs a large convoy (C2)

Table 40: Combat result of a single sub attack on a large convoy (C2) in war period 5 with torpedo value 2

Combat Result																	
	Sub	1D10 Roll												Elite skipper DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12			
Tons	3-3-2	0	0	0	0	3	6	8	9	12	17	19	23	26	+0	+2	+3
	4-2-3	0	0	0	4	7	8	9	11	15	20	24	27	27	+0	+1	+2
	5-3-3	0	2	6	9	12	15	19	23	27	34	37	47	47	+0	+2	+2
Sunk	3-3-2	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+2	+3
	4-2-3	0	0	0	0	1	1	1	1	1	1	1	1	1	+0	+2	+3
	5-3-3	0	0	1	1	2	2	2	3	3	3	4	4	4	+0	+2	+2

Combat Effects						
Sub	Elite Skipper	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	-
4-2-3		[0 - 2]	[0 - 2]	[0 - 2]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 2]	-
5-3-3		[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+1	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	[0 - 2]
	+2	[0 - 1]	[0 - 2]	[0 - 1]	[0 - 1]	-

2.0.39 Wolfpack vs a small convoy (C1)

Table 41: Combat result of a wolfpack attack on a small convoy (C1) in war period 5 with torpedo value 2

Combat Result																			
	Sub	1D10 Roll														Wolfpack size DRM			
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	2	4	6
Tons	3-3-2	0	0	1	4	9	13	16	20	24	30	33	37	45	52	52	+0	+3	+4
	4-2-3	0	0	2	5	9	14	16	20	25	32	35	44	46	53	53	+0	+2	+4
	5-3-3	2	4	5	12	17	28	35	41	48	58	63	70	81	84	93	+0	+3	+5
Sunk	3-3-2	0	0	0	0	1	2	2	2	3	3	4	4	5	5	5	+0	+3	+4
	4-2-3	0	0	0	0	1	2	2	2	3	3	3	4	5	5	5	+0	+3	+4
	5-3-3	0	0	1	2	2	4	5	5	7	8	8	9	10	11	12	+0	+3	+5

Combat Effects						
Sub	Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted
3-3-2	2	[0 - 6]	[0 - 5]	[0 - 6]	[0 - 5]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 0] + 0	
	6	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	[0 - 10] + 1	
4-2-3	2	[0 - 7]	[0 - 5]	[0 - 7]	[0 - 6]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 10] + 1	
	6	2	[0 - 10] + 1	2	2	
5-3-3	2	[0 - 6]	[0 - 5]	[0 - 6]	[0 - 5]	
	4	[0 - 10] + 1	1	[0 - 10] + 1	[0 - 10] + 1	
	6	2	[0 - 10] + 1	2	2	

2.0.40 Wolfpack vs a large convoy (C2)

Table 42: Combat result of a wolfpack attack on a large convoy (C2) in war period 5 with torpedo value 2

		Combat Result																						
		1D10 Roll										Wolfpack size DRM												
		Sub	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	2	4	6	8	10
Tons		3-3-2	0	1	1	3	7	9	14	22	27	33	37	42	49	55	59	65	70	+0	+3	+4	+6	+7
		4-2-3	0	1	1	3	7	12	19	25	30	36	41	46	54	62	68	73	73	+0	+3	+4	+5	+6
		5-3-3	2	3	4	9	12	20	34	50	60	70	78	86	97	103	114	123	130	+0	+3	+5	+6	+7
Sunk		3-3-2	0	0	0	0	0	1	1	2	3	3	4	5	5	6	6	7	7	+0	+3	+5	+6	+7
		4-2-3	0	0	0	0	1	1	1	2	3	3	4	4	5	6	6	7	7	+0	+3	+4	+6	+7
		5-3-3	0	0	0	0	1	3	3	7	8	9	10	11	12	13	15	16	18	+0	+4	+5	+7	+7

		Combat Effects									
		Wolfpack Size	Spotted	RTB	Damaged	Sunk	Promoted				
3-3-2		2	[0-7]	[0-5]	[0-7]	[0-4]					
		4	[0-10]+1	1	[0-10]+1	[0-0]+0					
		6	2	[0-10]+1	2	[0-10]+1					
		8	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2					
		10	[0-30]+3	[0-20]+2	[0-30]+3	3					
4-2-3		2	[0-6]	[0-4]	[0-6]	[0-5]					
		4	[0-10]+1	[0-10]+1	[0-10]+1	[0-10]+1					
		6	[0-20]+2	[0-10]+1	[0-20]+2	[0-10]+1					
		8	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2					
		10	[0-30]+3	[0-20]+2	[0-30]+3	[0-30]+3					
5-3-3		2	[0-6]	[0-4]	[0-6]	[0-4]					
		4	[0-10]+1	[0-0]+0	[0-10]+1	1					
		6	2	[0-10]+1	2	[0-10]+1					
		8	[0-20]+2	[0-20]+2	[0-20]+2	[0-20]+2					
		10	[0-30]+3	[0-20]+2	[0-30]+3	[0-20]+2					