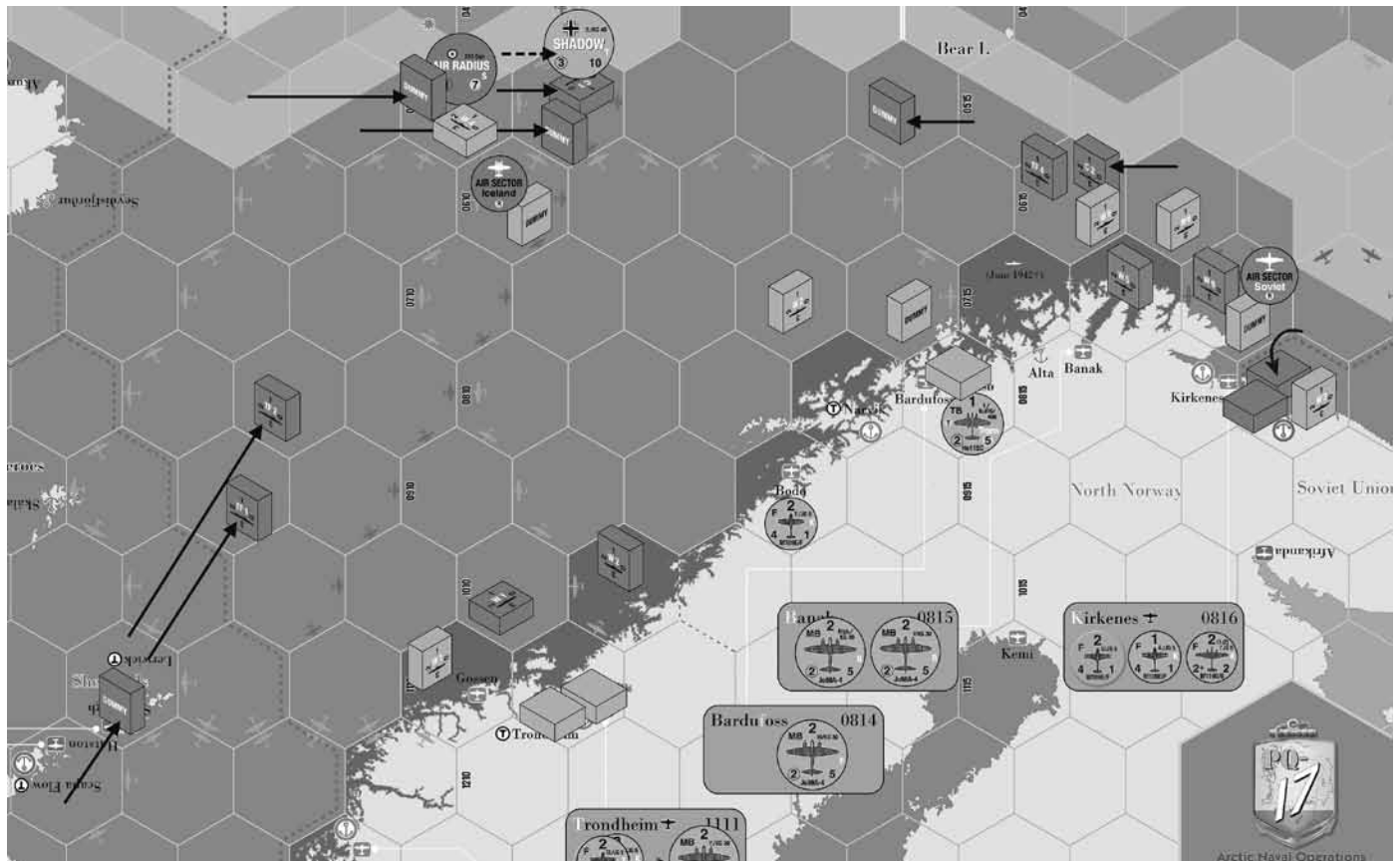


Day 4 PM. Despite the DRM for Fair weather the previous turn, the weather {7+9-1} is Storms. AI's Random Event {0+6} is Ultra, and he chooses the Axis block in hex 0510. Axel tips W4 up to its ID2 aspect and announces that it is "one warship counter." Since in PQ-17 *every* Wolfpack consists of one and only one submarine counter, this announcement isn't exactly news.

Because it's a Night turn, there is no Photo Reconnaissance; the next Segment is Naval Movement. AI splits off *Renown, Kent*,

and *Nigeria* from TF1 into a new TF2, placing its *Fuel Warning* marker in the Day 14 AM box because it includes no Light Ships. C1 moves into hex 0511, accompanied by the shadowing Fw200 unit; its ID does *not* change. Both Dummies move two hexes east, and Axel draws a card to search for the lead block as it transits through 0510 {'0' = failure}. TF2 closes on the convoy at High Speed, and in consequence must shift its *Fuel Warning* marker back to Day 12 PM. Because the Storms prevent it moving at

1 AM	2 AM	3 AM	4 AM	5 AM	6 AM	7 AM	8 AM	9 AM	TF1 Fuel Warning	11 AM	12 AM	TF4 Fuel Warning	TF2 Fuel Warning	15 AM
PM	PM	PM	DAY Turn	TF5 Fuel Warning	PM	PM	C2 Fuel Warning	PM	TF3 Fuel Warning	PM	TF2 Fuel Warning	C1 Fuel Warning	PM	PM



Allied Day 4 PM Moves


High Speed, TF1 follows at moderate speed, and the Dummy leaves Scapa. C2 and the nearby Dummy move one hex west. TF5 returns to Murmansk, flipping face down to show this and also generating a face-down Dummy. Finally, W1 is rotated to its ID0 aspect even though it does not move because it is a PM turn.

AI sends his Catalina unit from Sumburgh out to hex 0510 and flips it to its 'Air Radius' side, foregoing the possibility of immediate attack in hopes of pinning the enemy Wolfpack.

He elects to search 0610 and 0717 in the Iceland and Soviet Air Sectors, and is quite fortunate:

- ◆ 0510 (Air) '1' = Axel rotates W4 to ID3

Note that if the result on the 'Both' row were not also a success, AI might choose to declare failure without showing the card in order to hide that his block there is a Dummy.

- ◆ 0610 (Air) 'U' = Axel removes his Dummy
- ◆ 0615 (Force) '–' = No contact (even though there are two Allied forces in the hex, AI still draws only one card)
- ◆ 0717 (Both) 'U' = No contact because the card {card 8} has the  icon in its Night section, negating the 'U' result of this search by Soviet assets

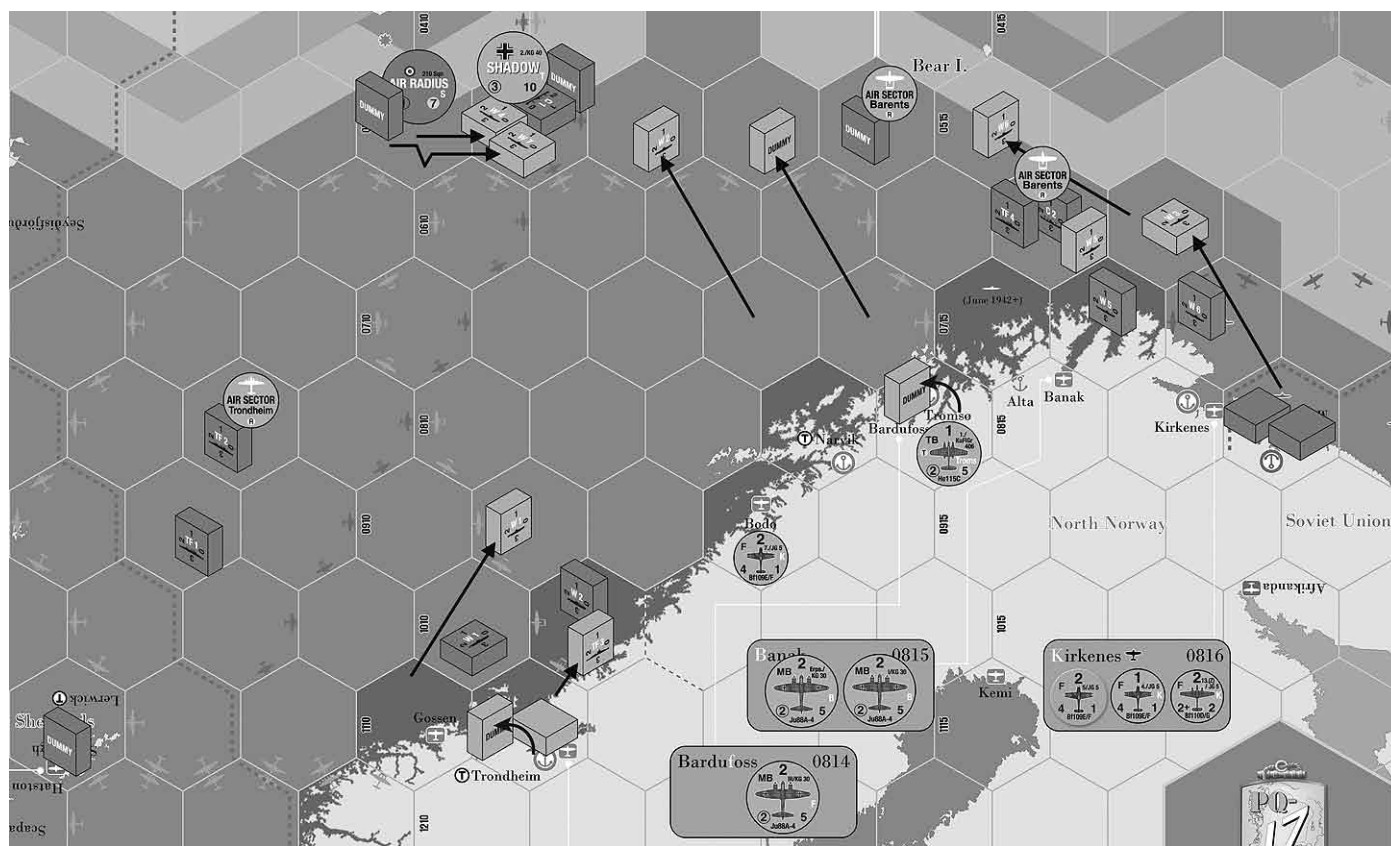
210 Sqn's Air Radius remains in place for now. In the Combine Forces Segment, AI wants TF4 to join C2, but must draw a card to do so because of the Storms. The result is 'S', so even though the "target" is always presumed to be ID3 in these circumstances, TF4 fails to locate C2 and they cannot combine.

The Axis Random Event {7+9} is Local Weather. Instead of Storms, the weather in South Norway will be Fog through the end of AI's next turn.

With C1 located, Axel splits his Type 36A destroyers into TF3 in Trondheim. Wanting to put U-boats in the path of PQ-13 so they may attack, he then splits 2CS from W4 into a new W7 (also ID3). Leaving hex 0510 into 0511, he indicates W7 is moving two hexes, so AI rolls one die on the ASW Table without having to make a locating draw. The result {8-1 in Storms} is 'Held Down,' so W7 fails to leave the hex. With one hex of movement remaining, Axel tries again, and AI's roll this time

{3-1} fails. W7 moves into 0511 but has no movement remaining and must stop there. W4 follows, and since Axel declares it is only moving one hex, it is not subject to attack. Both Wolfpacks rotate to ID2 because they moved.

Axel's remaining Wolfpacks and Dummies all move two hexes except for W5. This gives AI a chance to locate W1, W3, and W6 as they transit through occupied hexes, but only the draw in 0717 renders W3 ID1 ("1 warship counter"). Either player could try to attack as a result, but Axel does not want to end his force's movement and the probability of a sub-vs.-sub attack backfiring is high, so both decline. TF3 stands upright and moves out into hex 1011, with its *Fuel Warning* marker in the Day 10 PM box. Lastly, Axel initiates his feigned Atlantic Breakout and sends his "convoy" to sea by standing the Dummies in Trondheim and Tromsø upright.



Axis Day 4 PM Moves

Axel designates 0808 for Trondheim and 0514 and 0615 for his Barents Air Sector searches.

- ◆ 0808 (Air) '–' = No contact

Because the shadowing Kondors cannot search for any other forces in the hex, the search for the unidentified block in 0511 will be by the U-boats only:

- ◆ 0511 (Force) 'U' = AI removes his Dummy
- ◆ 0511 (Both) '2' = AI rotates C1 to ID3

Axel decides to shadow with W3 also, so places it (face up, ID2) beneath C1. Note that if this search had failed, C1 would have gone to ID1 instead! Axel remembers to use the Fog instead of

Storms column for the next search:

- ◆ 1011 (Force) '1' = No contact
- ◆ 0514 (Air) 'U' = AI reveals and removes his Dummy
- ◆ 0615 (Both) '–' = No contact (on TF4)
- ◆ 0615 (Both) '0' = No contact (on C2)

Axel now knows QP-9 is in hex 0615, but must identify it before he can attack. Because W7 moved, it cannot attack, either. AI's Catalina unit returns to Sumburgh, the Turn markers advance and flip, and Day 4 PM is over.