

## Three Examples of Play covering 21.53 RAIDERS and 25. SUBMARINE WARFARE

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Here are 3 examples of play using the Raiders rules. All examples will only cover naval combat in the SW box and SW combat. Each example will cover the movement to the SW 21.532

If you are like me after reading the rules a starting point which looks like good fun is the new raider rules. You will not be disappointed.

For quick reference you will need the following players aids:

- Raiders Table 21.5342
- Naval attack table 20.51,22.55.23.44
- Naval Nationality Chart 22.552A and 23.441B

### First example Graf Spee and Scheer get in and out for free

Plans

Germany plans to send in a small force in the hope of getting to the transports undetected. To this end 2 Pocket Battle ships are sent to the Atlantic SW; the Graf Spee and the Scheer.

British plans as always are to engage and destroy the Raiders before they attack the transports.

#### Forces in the SW as play starts in the Atlantic SW Box

1 ASW and 20 Transports

1 SUB

#### Ultra Draw

Germany has drawn the Strategic card

British have not drawn any applicable Ultra cards, not a good sign

#### Movement to SW Box.

(21.5334 PLACEMENT OF RAIDERS DURING OPENING SETUP: Germany may place one or more of the Graf Spee, Lutzow or Scheer in the Atlantic SW box during its opening set-up. These may be grouped together or in separate raiding groups. Germany must pay the BRP cost for offensive operations by such raiders during its Fall 1939 combat phase. (Note: Raiders cannot be intercepted on their return from the SW box to Germany in the attack from opening set-up only))

British Naval forces in the Western Front are all ready for action.

21.5341 DETERMINING HOW MANY DEFENDING SHIPS ENGAGE EACH RAIDER GROUP: (Naval units in non-operational ports will not be engaging in combat to avoid the adverse DRM.)

Britain now attempts interception of the Raider group. Looking at the

21.5342 Raider table

General Modifier

-3 Automatic **Yes**

+1 for each additional raider group operating in the SW box (+1 for the Second group +2 for the third) **NO**

+1 if the defender has at least one operation Fast carrier in the SW Box **No**

+1 If Raider Group contains three ships **NO**

+1 for two defender Range research results **NO**

+2 For Three defender Range research results **NO**

Additional Atlantic Modifiers

+1 If U.S. is at war with Germany **NO**

+1 For every CVEs in the SW box (Round down) 1-5: 0; 3-5: +1; 6-11: +2; 12-17: +3; 12+: +4 **NO**

Additional Modifiers for German/Italian Raiders

+/-1 Ultra Codebreaking advantage the Strategic card is played **Yes Germany -1 DRM**

So the Net modifiers for the British roll to determine how many ships will intercept is **-4 DRM**

British Roll of **4** (On one 6 sided dice) for the First engagement = **0** No Ships will intercept the Raider they get through to the Transports

21.5361 WHEN RAIDERS MAY ATTACK TRANSPORTS: Raiding naval units may attack the defender's transports if:

A. NO DEFENDING NAVAL UNITS: No defending naval units engaged a raiding group, all the naval units in that raiding group may attack the defender's transports; **YES**

So the Graf Spee and Scheer attack the Transports. Their combat factors are added together for a total of 4 Factors. The Dice roll is also modified by the 22.552A and 23.441B Naval Nationality Chart with Germany been 3 and the British been 2 that is a +1 for Germany DRM

The dice roll of **8** (on 2 six sided dice) +1 for Naval Nationality = 9 for 2 Transport destroyed.

21.538 SECOND ENGAGEMENT ATTEMPT

A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider die roll for that group, and the process set out in rule 21.534 is repeated.

The Modifier from the First Raider interception is used this was **-4**

British Roll of **3** (on one 6 sided dice) for the First engagement = **-1** No Ships will intercept the Raider they get now return safely the Germany. A good start to the game for the Raiders and for Germany.

## 25.6 SUBMARINE WARFARE MODIFIERS

24.63 SW COMBAT RESULTS:

24.631 "#/" - ATTACKER'S RESULT:

A. SUBMARINES: The number before the "/" is the number of enemy transports which are eliminated in SW combat. If no transports are available to take such losses, ASW, then CVEs, are eliminated instead. Otherwise ASW and CVEs are never lost in SW combat - rules 24.64 and 24.65 apply only to transports, not ASW and CVEs.

I will list only the modifier that effect the combat as this is the start of the game few modifiers apply:

+1 Axis Control of Kiel

This gives the Germans Subs a +1 DRM and the British ASW a -1 DRM

Rolls from Combat

Subs roll **9** +1=**10** for a **0/1** result

ASW roll of **6**-1=5 fro a **0** result

The combat roll only damages 1 transport

Now additional losses have to be taken into account:

24.64 ADDITIONAL LOSSES FROM SUBMARINES AND BOMBERS: Once SW combat is resolved, before transports damaged by raiders or submarine warfare return to port, each submarine factor that reached the enemy convoys eliminates one transport and each strategic bomber factor that reached its bombing target eliminates three BRPs. These additional losses are subject to increase or reduction according to the current net SW combat modifiers (24.65).

24.65 EFFECT OF SW COMBAT MODIFIERS: The defender's additional losses (24.64) are increased or decreased by the net SW combat modifier. The defender loses one additional transport (submarine warfare) or three BRPs (bombing) for each SW combat modifier favouring the attacker; and loses one fewer transport or three fewer BRPs for each SW combat modifier favouring the defender. Submarines which remain in the SW box and favourable SW combat modifiers first eliminate undamaged transports, then eliminate damaged transports before they return to port. Negative adjustments have no effect on the attacker's SW combat result: transports already sunk or damaged by submarines and BRPs already lost to bombing are unaffected by the net SW combat modifier.

One Sub survived the SW Combat so that destroys a Transport. The +1 DRM for the SW Combat also destroys a Transport. So the transport losses are now 2/1. So 2 Transport destroyed and 1 Transport damaged. Add to this the Raiders Transport losses and the British total losses to [Transport is 4 destroyed and 1 Damaged](#). Not a good start for the war. The British will be hard pressed to make good the losses to Transports.

### Second example Graf Spee Lutzow and Scheer Run short

#### Plans

Germany will send in it's maximum forces allowed at start of game into the SW Box. The plan is to destroy as many transport as possible. So all 3 Pocket Battle ships are sent to the Atlantic SW; the Graf Spee, the Lutzow, and the Scheer.

#### Forces in the SW as play starts in the Atlantic SW Box

1 ASW and 20 Transports

1 SUB

#### Ultra Draw

Germany has drawn a SUB card

Britain has drawn the Tactical Card

#### Movement to SW Box.

(21.5334 PLACEMENT OF RAIDERS DURING OPENING SETUP: Germany may place one or more of the Graf Spee, Lutzow or Scheer in the Atlantic SW box during its opening set-up. These may be grouped together or in separate raiding groups. Germany must pay the BRP cost for offensive operations by such raiders during its Fall 1939 combat phase. (Note: Raiders cannot be intercepted on their return from the SW box to Germany in the attack from opening set-up only))

21.5341 DETERMINING HOW MANY DEFENDING SHIPS ENGAGE EACH RAIDER GROUP: (Naval units in non-operational ports will not be engaging in combat to avoid the adverse DRM.)

British now attempt interception of the Raider group. Looking at the 21.5342 Raider table

General Modifiers

-3 Automatic [Yes](#)

+1 for each additional raider group operating in the SW box (+1 for the Second group +2 for the third) [NO](#)

+1 if the defender has at least one operation Fast carrier in the SW Box [No](#)

+1 If Raider Group contains three ships [Yes](#)

+1 for two defender Range research results [NO](#)

+2 For Three defender Range research results [NO](#)

Additional Atlantic Modifiers

+1 If U.S. is at war with Germany [NO](#)

+1 For every CVEs in the SW box (Round down) 1-5: 0: 3-5: +1: 6-11: +2: 12-17: +3: 12+: +4 [NO](#)

Additional Modifiers for German/Italian Raiders

+/-1 Ultra Codebreaking advantage the Strategic card is played [NO](#)

So the Net modifiers for the British roll to determine how many ships will intercept is [-2 DRM](#)

British Roll of [3](#) (On one 6 sided dice) for the First engagement = [1](#) so only one Ship has intercepted the Raiders.

21.5341 B. If the modified die roll for a raider group is "1", the raider group is engaged by a two-factor cruiser as the first ship to intercept the Raider has to be a CA2. Now moving on the Naval combat

22.372 RAIDERS: Naval combat involving raiders in an SW box is resolved as follows:

A. Each force forms a single combat group, regardless of size.

B. Each combat group is deemed to have found the other. Neither combat group is surprised.

C. Any carrier air strikes are resolved.

D. A single round of fleet combat is resolved.

E. Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.

As Germany has more Heavy ships it is considered the attacker. The PB2 Graf Spee and PB2 Lutzow will attack the CA2. The Scheer will hold fire in the hope that the CA2 will be sunk and so can fire at the Transport. The CA2 hopes to survive the Attack by the PB2 Graf Spee and PB2 Lutzow and return fire a slim chance.

The British use their ULTRA tactical card.

The Dice roll is also modified by the 22.552A and 23.441B Naval Nationality Chart with Germany being 3 and the British having a 2 that is a +1 for Germany DRM this now cancelled out by the Ultra Card No DRM for the Naval Combat.

The PB2 Graf Spee and PB2 Lutzow fire at the CA2 with a roll of 8 this then results in only 1 Damage and so the CA2 is damaged but not sunk.

The CA2 is now moved to the Screen and does not return fire. Since the CA2 is only a light ship it is not simultaneous fire with the heavy ships and it does not get a return shot.

D. Heavy ship fire against light ships (22.54B) is resolved. Light ships which are sunk by heavy fire are removed from the board; cruisers which are damaged from heavy fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54H).

21.5361 WHEN RAIDERS MAY ATTACK TRANSPORTS: Raiding naval units may attack the defender's transports if:

A. NO DEFENDING NAVAL UNITS: No defending naval units engaged a raiding group, all the naval units in that raiding group may attack the defender's transports; NO

B. ALL DEFENDERS ELIMINATED: All the defending naval units which engaged a raiding group are eliminated in naval combat, any naval units in the raiding group withheld from naval combat with the defending naval units may attack the defender's transports NO

So the Raiders have not destroyed the defenders (the CA2 was only damaged) and the PB2 Scheer which was held back in the hope of firing at the Transport can not.

#### 21.538 SECOND ENGAGEMENT ATTEMPT

A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider die roll for that group, and the process set out in rule 21.534 is repeated.

The Modifier from the First Raider interception is used this was -2

British Roll of 2 (On one 6 sided dice) for the First engagement = 0 No Ships will intercept the Raider they get now return safely the Germany.

#### 25.6 SUBMARINE WARFARE MODIFIERS

##### 24.63 SW COMBAT RESULTS:

##### 24.631 "#/" - ATTACKER'S RESULT:

A. SUBMARINES: The number before the "/" is the number of enemy transports which are eliminated in SW combat. If no transports are available to take such losses, ASW, then CVEs, are eliminated instead. Otherwise ASW and CVEs are never lost in SW combat - rules 24.64 and 24.65 apply only to transports, not ASW and CVEs.

I will list only the modifier that effect the combat as this is the start of the game few modifiers apply:

+1 Axis Control of Kiel

+1 Axis SUB Card

This gives the Germans Subs a +2 DRM and thus the British a -2 DRM

Rolls from Combat

1 Sub and a roll of 10 +2=12 is a 1/1 result

1 ASW and a roll of 8-2=6 is a 0 result

The combat roll destroys 1 transport and damages 1 transport

Now additional losses have to be taken into account

24.64 ADDITIONAL LOSSES FROM SUBMARINES AND BOMBERS: Once SW combat is resolved, before transports damaged by raiders or submarine warfare return to port, each submarine factor that reached the enemy convoys eliminates one transport and each strategic bomber factor that reached its bombing target eliminates three BRPs. These additional losses are subject to increase or reduction according to the current net SW combat modifiers (24.65).

24.65 EFFECT OF SW COMBAT MODIFIERS: The defender's additional losses (24.64) are increased or decreased by the net SW combat modifier. The defender loses one additional transport (submarine warfare) or three BRPs (bombing) for each SW combat modifier favouring the attacker; and loses one fewer transport or three fewer BRPs for each SW combat modifier favouring the defender. Submarines which remain in the SW box and favourable SW combat modifiers first eliminate undamaged transports, then eliminate damaged transports before they return to port. Negative adjustments have no effect on the attacker's SW combat result: transports already sunk or damaged by submarines and BRPs already lost to bombing are unaffected by the net SW combat modifier.

One Sub survived the SW Combat so one extra Transport is sunk. The +2 DRM for the SW Combat also destroys two Transports. So the transport losses are now 4/1. So 4 Transport destroyed and 1 Transport damaged. No losses from the Raiders so losses end up at 4 Transports destroyed and 1 damaged. Not a good start for the war. The British will be hard pressed to make good the losses to Transports.

### Third example Heavy Action as the Allies fight to survive

Plans

Germany controls most of Western Europe (France). Barbarossa has just been launched in Summer 41. German needs to keep the pressure on Britain so a single very strong Raider group will be sent to the Atlantic from Murmansk.

Raider Group: BB4 Tirpitz, BC3 Scharnhorst and BB4 Bismarck

Forces in the SW as play starts in the Atlantic SW Box

10 ASW and 12 Transports (British oil reserve is 2 oil counters)  
7 German Subs

Ultra Draw

Germany has drawn a Tactical card  
Britain has drawn an ASW Card and a Strategic Card

Movement to SW Box.

5.88 NAVAL ACTIVITIES:

G. RAIDERS: Naval units in the Murmansk box may raid in the Atlantic by moving directly from the Murmansk box to the Atlantic SW box. They are not subject to interception as they do so.

21.5341 DETERMINING HOW MANY DEFENDING SHIPS ENGAGE EACH RAIDER GROUP: (Naval units in non-operational ports will not be engaging in combat to avoid the adverse DRM.)

Britain now attempts interception of the Raider group. Looking at the 21.5342 Raider table

General Modifier

-3 Automatic Yes

+1 for each additional raider group operating in the SW box (+1 for the Second group +2 for the third) No

+1 if the defender has at least one operation Fast carrier in the SW Box YES (CVL2 Ark Royal and 2 NAF in SW Box)

+1 If Raider Group contains three ships Yes

+1 for two defender Range research results NO

+2 For Three defender Range research results NO

Additional Atlantic Modifiers

+1 If U.S. is at war with Germany **NO**

+1 For CVEs in the SW box (Round down) 1-5: 0: 3-5: +1: 6-11: +2: 12-17: +3: 12+: +4 None so **NO**

Additional Modifiers for German/Italian Raiders

+/-1 Ultra Codebreaking advantage the Strategic card is played **Yes Britain has a Strategic Card.**

So the Net modifiers for the British roll to determine how many ships will intercept is

**First Raider Group has a 0 DRM**

British Roll a **6** (on one 6 sided dice) for the First engagement = 6 so Ships have intercepted the Raiders.

21.5341 B. If the modified die roll for a raider group is "1", the raider group is engaged by a two-factor cruiser.

As the First Ship to intercept the Raider has to be a CA2. Rolls for the next five Ships have to be made.

The Rolls (1 six sided dice) are as follows **3 6 5 1** and **4**

Roll of **3** 3-Factor Battleship or 4-Fast battleship >> BB3 Valiant

Roll of **6** Defender Choice of any eligible ship >>BB4 Rodney

Roll of **5** 5-Factor Battleship or Fast carrier >> No BB5 available the British have a Fast carrier the CVL2 Ark Royal

Roll of **1** Cruiser or BC2 >> No BC2 available so CA2 Sent

Roll of **4** 4-Factor Battleship or Fast 5 Factor Battleship >> again no BB5 available so sent the BB4 Nelson

So the British have amassed a large force to intercept the Raiders.

22.372 RAIDERS: Naval combat involving raiders in an SW box is resolved as follows:

A. Each force forms a single combat group, regardless of size.

B. Each combat group is deemed to have found the other. Neither combat group is surprised.

C. Any carrier air strikes are resolved.

D. A single round of fleet combat is resolved.

E. Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.

British Carriers attack first. 22.372 C

2 British NAS attack the Group of 11 FF for an Air Defence of 2 on Table 23.42

Roll of **5** = 0/1 but because the ships are at sea 23.424 states that the NAS do not abort.

23.424 RESULTS: The number before the "/" indicates the number of attacking air squadrons which are eliminated. The number after the "/" indicates the number of attacking air squadrons which must abort (EXCEPTIONS: Carrier-based NAS attacking ships at sea and kamikazes do not abort). Air units which abort return to their base without loss and do not take part in that air sortie, but may attack in subsequent sorties. Losses to mixed forces are apportioned as per 19.6.

The modifiers for the Air attack are most interesting. The British Air Nationality DRM is +2 take a way the defenders (Germany) Naval Nationality DRM 3 and then as per table 19.31 -1 DRM for NAS for a total of -2 DRM for the Naval Attack table 20.51

2 NAF attack the Germany BC3 Scharnhorst with a roll of **11** reduced to **9** (on two six sided dice) for result of 2. The Scharnhorst is damaged.

Fleet Combat Modifiers

The Germans use their Tactical ULTRA card.

The Dice roll is also modified by the 22.552A and 23.441B Naval Nationality Chart with Germany being 3 and the British having a 2: that is a +1 DRM for Germany and a -1 DRM for the British. Both sides have screened ships. But as only Germany has damaged BC3 Scharnhorst which is screened. The CVL2 Ark Royal is in the British screen but as not damaged do not count for modifiers. So Germany and Britain have no modifier. So with the use of the Ultra card the Germans +1 DRM and the British an additional -1 for a total of +1 German DRM and -1 British DRM

**B. NAVAL ACTIVITIES:** If a combat group involved in fleet combat is protecting sea supply; contains destroyers or transports which are conducting sea transport, sea borne invasion, BRP grants or sea escort; or contains damaged naval units which were with the force at the start of that round of fleet combat (naval units damaged by air attacks count; cruisers damaged by heavy fire during the current round of fleet combat do not),

ships in that combat group receive a -1 DRM on their fleet combat dice rolls and the opposing force receives a +1 DRM on fleet combat dice rolls directed against ships in that combat group. Ships in combat groups which meet more than one of the above criteria still only receive a maximum +/-1 DRM. This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission. This modifier does not apply when raiding naval units attack transports (21.5362C). The presence of fast carriers does not modify fleet combat dice rolls.

The British are the intercepting force in the event of a tie, but the British have far more naval forces intercepting the German raiders.

BB4 Nelson+ BB3 Valiant+CA4 (As will be able to return fire Germany has no ships to fire at them) fires at the BB4 Bismarck 11 factors total roll of  $9-1 = 8$  for 3 which damages the Bismarck

BB4 Rodney fires at the BB4 Tirpitz roll of  $5-1 = 4$  for a 0 which is no effect.

Returning fire at the same time the BB4 Bismarck fires at the BB4 Nelson roll of  $11+1 = 12$  for a 3 result: the Nelson is damaged (Note this is a modified 12 and does result in critical hit see 20.525 CRITICAL HITS)

BB4 Tirpitz fires at the BB4 Rodney roll of  $9+1 = 10$  for a 2 result: no effect.

D. Heavy ship fire against light ships (22.54B) is resolved. Light ships which are sunk by heavy fire are removed from the board; cruisers which are damaged from heavy fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54H).

So the Raiders have come under heavy fire and taken damage. The BB4 Bismarck and the BC3 Scharnhorst are damaged and must head for home so no attack may be made on the Transports. The British BB4 Nelson can disengage and return home.

21.537 RETURNING TO PORT:

D. Defending naval units which were damaged in the first round of naval combat may disengage and return to port.

21.5361 WHEN RAIDERS MAY ATTACK TRANSPORTS: Raiding naval units may attack the defender's transports if:

A. NO DEFENDING NAVAL UNITS: No defending naval units engaged a raiding group, all the naval units in that raiding group may attack the defender's transports; **NO**

B. ALL DEFENDERS ELIMINATED: All the defending naval units which engaged a raiding group are eliminated in naval combat, any naval units in the raiding group withheld from naval combat with the defending naval units may attack the defender's transports **NO**

21.5363 WHEN RAIDERS PROHIBITED FROM ATTACKING TRANSPORTS: Raiding naval units may not attack the defender's transports if any of the defender's naval units survive naval combat with the raider group in question, even if they are damaged.

So the Raiders have not reached the Transports.

21.538 SECOND ENGAGEMENT ATTEMPT

A. Before raiders return to port, a second die roll is made on the Raider Table for each raiding group, using the same modifiers as for the first raider die roll for that group, and the process set out in rule 21.534 is repeated.

The Modifier from the First Raider interception is used this was **+0**

The Raiders split up and so three groups will have to be intercepted by the British

The British forces that have already engaged must decide which Raider group they will remain with before they roll for extra ships to intercept.

Group 1 BB4 Bismarck Damaged

Group 2 BC3 Scharnhorst Damaged

Group 3 BB4 Tirpitz

British divide the forces as follows

Group 1 BB4 Rodney + BB3 Valiant+CA4

Group 2 None

Group 3 None

British Roll of **3** for group 1 roll **2** for Group 2 and roll a **2** for Group 3 (On one 6 sided dice) for the First engagement = **+0** so each Raider group is intercepted by only the rolled number

Group 1 roll of **3** = **3** Ship intercept Raider.

First Ship is a CA2  
Second ship roll of 2 so BC3 Hood intercepts  
Third Ship roll of 3 so BB3 Warspite intercepts

Group 2 roll of 2=2  
First ship CA 2  
Second Ship roll of 1 So CA 2 intercepts

Group 3 roll of 2=2  
First Ship CA2  
Second Ship roll of 4 so no ship available to intercept.

British find that they have been somewhat unlucky with the interception of the Raiders and have only CAs intercepting Raider Groups 2 and 3.

Second engagements

British Carriers attack first. 22.372 C  
2 British NAS attack the Group 2 of 3 FF for an Air Defence of 1 on Table 23.42  
Roll of 5 = 0 Both NAF get through the Air defence.  
2 NAF attack the Germany BC3 Scharnhorst Damaged with a roll of 9 reduced to 7 (on two six sided dice) for result of 1 which has no effect

Fleet Combat Modifiers

The Dice roll is also modified by the 22.552A and 23.441B Naval Nationality Chart with Germany being 3 and the British having a 2: that is a +1 DRM for Germany and a -1 DRM for the British. Both sides have screened ships. But as only Germany has damaged BC3 Scharnhorst which is screened. The CVL2 Ark Royal is in the British screen but as not damaged do not count for modifiers. (Damaged British ships can withdraw after the first engagement, unlike damaged German ships which can not see Q&A) So Germany and Britain have 0 modifier

Group 1 BB4 Rodney + BB3 Valiant+ BB3 Warspite+BC3 Hood+CA6 fires (19FF in total) at BB4 Bismarck Damaged 0 DRM roll of 6 = 6 for a result of 3. So Bismarck is already damaged and so is sunk.  
Group 2 CA4 fires at BC3 Scharnhorst Damaged 0 DRM roll of 7 = 7 is a 1 result: no effect  
Group 3 BB4 Tirpitz fires at CA2 +1 DRM roll of 7+1 = 8 for a 1 result : CA2 is damaged and does not return fire on the Tirpitz (Tirpitz is the only remaining Germany Ship not damaged and so receives to +1 DRM for Naval Nationality)

25.6 SUBMARINE WARFARE MODIFIERS

24.63 SW COMBAT RESULTS:

24.631 "#/" - ATTACKER'S RESULT:

A. SUBMARINES: The number before the "/" is the number of enemy transports which are eliminated in SW combat. If no transports are available to take such losses, ASW, then CVEs, are eliminated instead. Otherwise ASW and CVEs are never lost in SW combat - rules 24.64 and 24.65 apply only to transports, not ASW and CVEs.

I will list only the modifier that effect the combat:

- +1 Axis Control of Kiel
- +2 Axis control Brest Lorient St.Nazaire or La Rochelle
- 1 Allied ASW Card

Research

Axis Torpedoes +2 DRM  
Allied ASW -3 DRM  
This gives the Germans a +1 DRM and the British a -1 DRM  
Rolls from Combat  
7 Subs roll 7 +1=8 is a 1/4 result  
10 ASW roll of 11-1=10 for a 2/6 result

The combat roll destroys 1 transport and damages 4.

Now additional losses have to be taken into account

24.64 ADDITIONAL LOSSES FROM SUBMARINES AND BOMBERS: Once SW combat is resolved, before transports damaged by raiders or submarine warfare return to port, each submarine factor that reached the enemy convoys eliminates one transport and each strategic bomber factor that reached its bombing target eliminates three BRPs. These additional losses are subject to increase or reduction according to the current net SW combat modifiers (24.65).

24.65 EFFECT OF SW COMBAT MODIFIERS: The defender's additional losses (24.64) are increased or decreased by the net SW combat modifier. The defender loses one additional transport (submarine warfare) or three BRPs (bombing) for each SW combat modifier favouring the attacker; and loses one fewer transport or three fewer BRPs for each SW combat modifier favouring the defender. Submarines which remain in the SW box and favourable SW combat modifiers first eliminate undamaged transports, then eliminate damaged transports before they return to port. Negative adjustments have no effect on the attacker's SW combat result: transports already sunk or damaged by submarines and BRPs already lost to bombing are unaffected by the net SW combat modifier.

No Subs survived the SW Combat. The +1 DRM for the SW Combat Modifiers would also destroy one Transport, but Britain caused had 8 effects (2/6) on the 7 German Subs which reduces the losses due to SW Combat modifiers by 1 (rule 24.66). So no extra Transports are lost from 24.64 and 24.65. The results remain at 1 destroyed Transport and 4 damaged Transports. Not too good for the Germans, the British will be able to ship 4 Oil counter this turn. This should allow Britain to survive until the US enters the war.

Hope you have enjoyed each example of play.