

# Sink The *Greif*



All ships used in this Scenario are available here: <https://www.wargaming3d.com/vendor/qwibqwib/>

Kriegsmarine and Luftwaffe forces are operating anti shipping patrols in the Barents sea. Arado AR 190 fighter bombers and small coastal submarines have been spotted by RAF reconnaissance near bear island as far north as Svalbard. Headquarters believes the Germans have a small flotilla of Auxiliary vessels in position to support this operation. We are having trouble moving supplies through this corridor due to the threat.

The icepack has come very far south this winter. The thick ice has severely limited our choice of alternate routes. We have taken unacceptable losses and it is time to remedy the situation. Your group is tasked with eliminating this threat and helping to ensure safe passage for convoy X1669 past Korabelnoye point and into the white sea. Destroy the enemy support element and escort the lead ships of the convoy.

The situation further south has grown critical with enemy naval threats not only to shipping, but also Luftwaffe threats to our airfields in the interior. All available units have shifted south to address this increasing problem. As a result, forces available for this operation are very limited. The newly arrived US Navy reinforcements will be supplemented with Royal Navy units. You can expect very limited support from PBY reconnaissance flights and Beaufighter anti shipping patrols. All available personnel and equipment have been allocated and there will be no re-supply or reinforcement.

Task force "Sink the Greif" has been formed under the command of Rear Admiral Jojo-joey-jojo. Following is a list of the boats and REGULAR personnel assigned:

**TF "STG"**

HMS Crocus (Radar, sonar)  
USS DE Everts (Radar, sonar)  
HNoMS DE Sleipner (Radar, sonar)  
USS PCE 844 (Radar, sonar)  
USS Reliable (Radar, sonar)  
HMS MGB 316,322 (sonar)  
HMS MTB's 104, 109

**Convoy X1669**

FS-395 (2x 20mm hull 75 19knts)  
FS-396 (2x 20mm hull 75 19knts)  
FS-246 (2x 20mm hull 75 19knts)  
SS William Moultrie (3in deck gun, 2x 20mm hull 100 26knts)

2x REGULAR US Navy PBV Recon flights

OR (choose)

1x Vet RAF Beaufighter armed with a torpedo.

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ALERT! ALERT! ALERT!

Allied forces have been spotted moving north into your operational area Herr Kapitän. Our activities have drawn attention, it would seem. Please be informed that the Kriegsmarine has been required to commit all reserves to the intensifying conflict in the south, therefore, you are on your own Kleiner assi. We cannot promise any help for you.

Please continue on your current course and with your current mission. The extreme pressure we are placing on the Allies to the south has depleted their reserves in your area. However, high command still believes your force is adequate to interdict English convoy operations in the Barents sea.

Find a good location North of Bear island to proceed with this next phase of operation Alliiertes Kummer. The most important thing for you in the following weeks is to preserve your force. Do not take any unnecessary risks. I know you miss your Zerstroyer assi, but you must remember, the Greif is not a warship. Use her Jagdbombers to their highest effect, and only commit your escorts when absolutely needed. Show us your abilities to command the assets of the Luftwaffe! Do well and you will soon find yourself as flight leader aboard Graf Zeppelin!

Veteran Forces

2x Veteran AR190 Seaplanes armed with either one torpedo or one bomb  
Luftwaffe AV Greif Seaplane Tender  
Vorpostenboot Togo

Regular Forces

S55 (s100 as per rule book)  
S59 (s100 as per rule book)  
S37 (s100 as per rule book)  
U152 (Type IID Coastal submarine Hull 50 13knts 1x 20mm 2x Torpedoes)  
U147 (Type IID Coastal submarine Hull 50 13knts 1x 20mm 2x Torpedoes)  
U139 (Type IID Coastal submarine Hull 50 13knts 1x 20mm 2x Torpedoes)

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## **Objective**

The Allies must destroy as many enemy boats as possible in 5 turns and guard the convoy until it exits the table.

The Germans need to preserve their force and save as many of their own as possible while inflicting damage on the Allied convoy.

## **Deployment**

Germans choose which 1/4 of the table to deploy into. They may place ships anywhere in this quadrant. Three of the German ships are on patrol and are moving at combat speed. The Greif is stopped and is launching a new Jagdbomber patrol. All other German ships are at slow speed. One of the Arado AR 190 floatplanes is in the water, ready to take off. One floatplane is in the water, waiting to be hoisted onto the Greif. Both floatplanes are no more than 10cm from the Greif.

TF "STG" enters the table opposite the German deployment, all boats touching the corner table edge. Convoy X1669 starts on one of the table edges occupied by TF "STG". They must traverse the table to the opposite edge. This could be either left to right or top to bottom. All ships in the convoy are moving at combat speed. All ships in TF "STG" are moving at combat speed.

## **special rules**

The Greif is trying to remain hidden in the thick, icy fog as best she can. When she is more than 70cm from an allied ship, she is invisible and is -2 "to hit" in addition to all other "to hit" penalties. When spotted by a PBY or Beaufighter, she remains visible for the entire turn she was spotted. When the Greif has floatplanes in the water, within 10cm, they are attached to and part of the Greif for the purposes of the "Invisible" rule.

AR196 floatplanes take one turn to land, on turn to load on the Greif, and One turn to unload and "take off". They may attack on the turn they "take off". \*\*\*See aircraft rules\*\*\*.

Type II submarines can attack with torpedoes while surfaced or while submerged and may only remain submerged for two turns. A sub must recharge for one turn before diving again. While submerged, subs cannot be attacked by surface weapons.

Depth charges are available on every ship in the Allied fleet sporting sonar. If an allied ship is 70cm or closer to a submerged submarine, they may make a skill check (each turn) to decide if they have detected the submarine. If they detect the sub, they roll "to hit" as normal with a -2 additional penalty (submerged). Depth charge range = 50cm, 6D6 damage and is not modified by gun directors.

Visibility is limited to 100cm for ships without radar, for the first three turns.

The four merchant ships are "convoyed". As such they all move and shoot at the same time and use only one order selection dice.

Game length is 6 turns. At the end of turn 6, roll one D6. On a 4,5 or 6 the game continues for one more turn.

## **Victory**

Allies gain five victory points for destroying the Greif. They gain two victory points for every Merchantman that exits the opposite table edge from where it started. If the Allies sink Togo, they get two victory points, and one VP for each E boat and/or Type II sub they sink. 21 VP's possible

Germans gain 5 victory points if the Greif survives. They gain two VP's for each merchantman they sink. If Togo survives, the Germans get two VP's, and one VP for each Type II sub and E boat that survives. 21 VP's possible

Allied minor victory if convoy exits table losing no more than one boat  
Allied minor victory if the Greif is destroyed  
Allied major victory if both of these tasks are achieved

German minor victory if more than one convoy boat is sunk  
German minor victory if Greif and Togo survive  
German Major victory if both of these tasks are achieved

