

Patrol

Lone ship.
Draw 1 ship.
Ignore defend instructions
for first attack.



SWAP THE POSITION
OF 2 CARDS IN THE
PLOT. DRAW
ANOTHER CARD



Transit

Battery trouble
Play 2 spanners from
anywhere or take
2 crew quarters
damage.



IF YOU HAVE A
CREW MATE WITH YOU
+2 SPANNERS



+/- 2

ATTACK!

If surfaced at close range
2 hits.
Then defend.
Otherwise 1 hit.
Then Commander's orders.



THIS THREAT WAS
SEEN EARLY. FLIP ONE
OF THE DEFEND
CARDS IN THE PLOT



Defend

If surfaced 2 CIC damage.
Otherwise
1 engine room damage.
Then defend again.



ANOTHER PLAYER MAY
ADD A CARD TO THE
PLOT, THAT PLAYER
DRAWS A CARD



+/- 2

Defend Transit

Torpedo room
1 damage.
Defend again.

Lone Ship.
Draw one
ship



ANOTHER PLAYER MAY
ADD A CARD TO THE
PLOT, THAT PLAYER
DRAWS A CARD



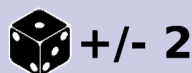
Patrol Transit

Aircraft!
Move to
defend.

Signal
from HQ.
All draw
one card.



MESSAGE FROM HQ.
IF SURFACED DRAW
3 CARDS TO SHARE
WITH THE CREW



+/- 2

ATTACK!

If at close range 2 hits.
Otherwise 1 hit.
Commander's orders.



IF ANY HIT IS SCORED
+1 HIT



Defend Transit

2 crew quarters
damage.
Defend again.

Rough seas.
Repeat this
Transit.



IF IN TRANSIT
DO NOT EXPEND FUEL
THIS TURN.
DRAW ANOTHER CARD



+/- 2

Defend ATTACK!

Sonar room
1 damage.
Defend again.

If at close range
2 hits. Then
defend.
Otherwise
Commander's
orders.



IF ANY HIT IS SCORED
+1 HIT