

Patrol

Convoy.
Draw 5 ships.
Commander's orders



1 PLAYER DRAWS ONE CARD. SHUFFLE DISCARD PILE AND PUT IT ON TOP OF THE DRAW PILE



Transit

Calm Weather.
Do not remove a fuel cube this plot



IF YOU HAVE A CREW MATE WITH YOU
+2 SPANNERS



+/- 2

ATTACK!

Excellent firing solution.
3 hits if close+surfaced
1 hit otherwise..
Then Commander's orders.



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

Defend

Machinery room 1 damage.
If deep/crush
Commander's orders,
otherwise defend again.



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



+/- 2

Defend Transit

Rear Quarters
1 damage.
Defend again.

Aircraft!
Move to defend.



1 PLAYER DRAWS ONE CARD. SHUFFLE DISCARD PILE AND PUT IT ON TOP OF THE DRAW PILE



Patrol Transit

Warship on patrol!
Draw/discard until a warship is drawn

Signal from HQ.
All draw one card.



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



ATTACK!

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



IF ANY HIT IS SCORED
+1 HIT

Defend Transit

Crew Quarters
1 hit
Defend again.

Rough seas.
Repeat this Transit.



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



Defend ATTACK!

CIC
1 damage.
Defend again.

1 hit if surfaced.
Then defend.



IF ANY HIT IS SCORED
+1 HIT