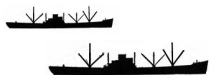


Patrol

Small Convoy.
Draw 2 ships.
Commander's orders



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



Transit

Generator trouble.
1 Machinery room
damage.



IF YOU HAVE A
CREW MATE WITH YOU
+2 SPANNERS



ATTACK!

If surfaced + 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

Crew's Quarters.
2 damage.
If deep/crush 1 damage.
Defend again.



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



Defend Transit

Torpedo room
2 damage.
If deep/crush
1 damage.
Defend again.

Aircraft!
Move to
defend..



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

Patrol Transit

Warship!
Draw/discard
until a
warship is
drawn.

Signal
from HQ.
All draw
1 card.



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

ATTACK!

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



IF ANY HIT IS SCORED
+1 HIT



Defend Transit

Engine room
2 damage
If deep,
Commander's
orders.
Otherwise
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.

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



IF ANY HIT IS SCORED
+1 HIT