



**Leutnant  
Electronics**

CIC (on Patrol).  
May look at the top 3 cards  
on the deck, choose one,  
discard the others.



**Leutnant  
Electronics**

**BUSY**



**Oberleutnant**

CIC.  
Change depth and range  
Schnell 1 crew member.



**Oberleutnant**

**BUSY**



**Leutnant  
Weapons**

Torpedo Room.  
If any hits are scored,  
+1 hit if accompanied by  
another crew member.



**Leutnant  
Weapons**

**BUSY**



**Leutnant  
Engineering**

+1 spanner.



**Leutnant  
Engineering**

**BUSY**

**THESE ARE THE FRONT AND BACK OF THE CREW ACTION  
TOKENS. PRINT THEM ON SOME 200GSM CARD (OR SIMILAR)  
THEN FOLD THEM OVER, GLUE, AND CUT THEM OUT.  
WHEN A CREW MEMBER TAKE THEIR ONE ACTION PER TURN ,  
FLIP THEM OVER TO SHOW THEY ARE BUSY.**