

0-3

4-5

6-7-8

9-10

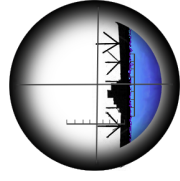
11-14

# TURN SEQUENCE

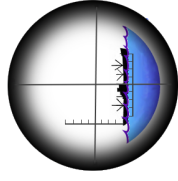
- 1. COMMAND STAGE;  
DETERMINE TURN ORDERS.  
(MISSION OR COMMANDERS ORDERS)**  
Dive down to DEEP/CRUSH - Reduce fuel 1 extra.
- 2. PLOT STAGE:  
DRAW 4 CARDS FOR THE PLOT.  
(NOTE DEFEND AND MISSION INSTRUCTIONS)**  
Defending at:  
SURFACE/PERISCOPE - Draw cards until 3 defend card are drawn,  
then 1 more card (4 cards total).  
DEEP - Draw cards until 2 defend card is drawn,  
then 2 more cards (4 cards total).  
CRUSH - Draw 4 cards. Commanders Orders next turn always,  
take one (die roll) damage.

- 3. DIE ROLL STAGE:  
ROLL DICE AND APPLY RESULT.**
- 4. CLEANUP STAGE:  
REDUCE A FUEL AND CLEAR THE PLOT  
FLIP BUSY CREW CARDS**

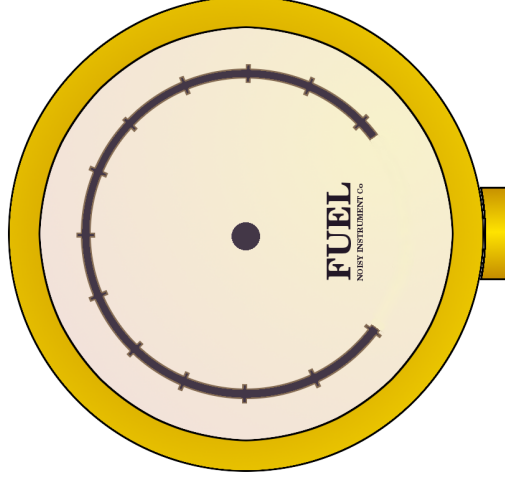
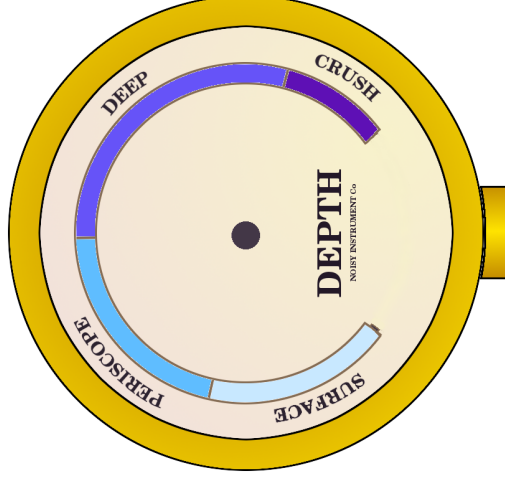
## THE PLOT



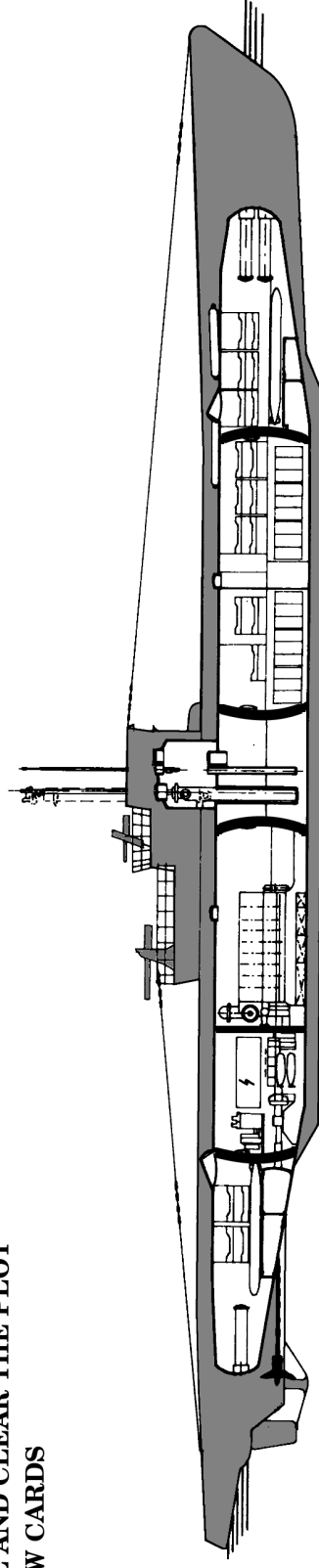
CLOSE RANGE





















NORMAL RANGE



REDUCE FUEL EACH PLOT



REAR QUARTERS (6)	MACHINERY ROOM (5)	ENGINE ROOM (4)	COMBAT INFORMATION CENTRE (3)	CREW QUARTERS (2)	TORPEDO ROOM (1)
 	 	 	 	 	 
					
		REDUCE 1 EXTRA FUEL EACH PLOT	DRAW -1 CARD ON PATROL ACTION		DRAW -1 CARD ON ATTACK ACTION