HUNT FOR THE Graf Spee game **Damage and Plot Sheet**

British Player

FORCE G C ☐☐☐☐ (CUMBERLAND) E ☐☐☐☐ (EXETER) J ☐☐☐ (AJAX) L ☐☐☐ (ACHILLES)

FORCE N S ☐☐☐☐☐☐☐ (STRASBOURG) H ☐☐☐☐ (HERMES)

FORCE K R ☐☐☐☐☐☐ (RENOWN) A ☐☐☐☐ (ARK ROYAL)

FORCE H X ☐☐☐☐ (SUSSEX) P ☐☐☐☐ (SHROPSHIRE)

British Player Victory Points Tally

Damage. If Firing ship(s)/aircraft # is higher than defending ship, "X" mark off one hit. If # total is >2x higher than defending player, mark off two hits. If attacking and defending totals are equal, slash (/) a "half-hit" to the defending ship. Half-hits have no effect other than requiring another half-hit to complete a "full" hit. Carry forward a half hit. Full Hits ≥ half remaining boxes = 1/2 reduction of Speed Rating and 1/2 FP (FPU). Example: HMS Sussex receives 3 hits. Speed Rating is reduced to two. FP is 3. Ship is only sunk and removed from play if full hits exceed protection total. Example: HMS Ajax is removed from play if it receives 4 hits. Ships with all boxes marked out have Speed Rating of 1. Any hit on a ship voids its spotting aircraft modifier. CVs damaged void aircraft search and attack ability.

► = Starting hex for turn one—[No BP ships can enter Target Range on TD]

SEPARATE ✂ TRIM ON DOTTED LINE

German Player

Graf Spee ☐☐☐☐☐

[Graf Spee always occupys Target Range during TD battle]

Fill out log consecutively—all ships followed by a slash to show END OF PLOT. Example: British Player:

◄— PLOT 1 —► ◄— PLOT 2 —► ◄— PLOT 3 —►

► **EB5** **JC7** **LD8** / **EB5** **ND7** / **EC4** **NE6** **CG2** / _____ _____ _____ _____

Exeter   Ajax   Achilles   Exeter   (S)   (S)   (S)

Cumberland enters on G2 — Circle "S" to show searched

Ajax & Achilles combine to make FORCE N

German Player Victory Points Tally

Designed by Paul Stuhlfaut © 2011.

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