

## BRITISH PLAYER CRUISERS PLOT SHEET

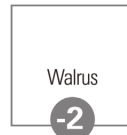
Fill out log left to right—Begin at arrow as indicated.

### SEQUENCE OF PLAY

#### BRITISH PLAYER:

1. Roll to put ACV counters back in cup.
2. Remove ACVMs at Destination hex.  
Reduce German VPs on Display.
3. Plot and Move Cruisers (CAs).
4. Move ACVMs toward Destination.
5. Search using CAs.  
Place CVM on map.
6. Draw and Place new O/D, ACV,  
and ACVM markers.

HMS Devonshire (Permanent Search Modifier of -1 when in non-Escort mode) Reduces DR on Sighting Display



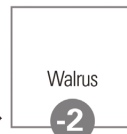
HMS Dorsetshire (Permanent Search Modifier of -1 when in non-Escort mode) Reduces DR on Sighting Display

#### GERMAN PLAYER:

1. Plot and Move *Atlantis*.
2. Search using *Atlantis*.  
Place CVM on map.
3. If British ship sunk, roll for VPs gained.  
See *Sighting Display on Game Map*.  
Draw card from CA entry deck.

Reduces Search DR on Sighting Display

### Modifiers

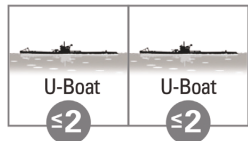


SEPARATE ✂ TRIM ON DOTTED LINE

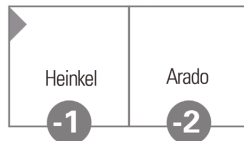
## GERMAN PLAYER ATLANTIS PLOT SHEET

Fill out log left to right—Begin at arrow as indicated. Must roll for morale check every fifth CD prior to movement plot.

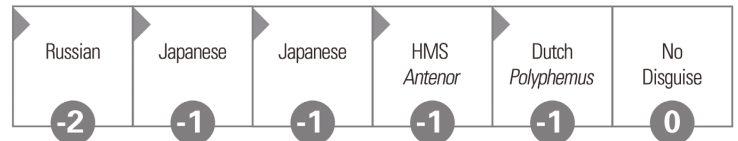
### U-Boat Supply (9.2)



### Aircraft Modifier (7.3)



### Disguise Modifier (7.4)



### Atlantis Morale ≤10 MC (2D6) (9.1)

Fresh	Fatigue +1 MC	Low +3 MC
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### Ships Sunk/Prize Display

### SEQUENCE OF PLAY

#### BRITISH PLAYER:

1. Roll to put ACV counters back in cup.
2. Remove ACVMs at Destination hex.  
Reduce German VPs on Display.
3. Plot and Move Cruisers (CAs).
4. Move ACVMs toward Destination.
5. Search using CAs.  
Place CVM on map.
6. Draw and Place new O/D, ACV,  
and ACVM markers.

#### GERMAN PLAYER:

1. Plot and Move *Atlantis*.
2. Search using *Atlantis*.  
Place CVM on map.
3. If British ship sunk, roll for VPs gained.  
See *Sighting Display on Game Map*.  
Draw card from CA entry deck.

MC▼

MC▼

MC▼