BRITISH PLAYER CRUISER PLOT SHEET

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

HMS *Cornwall* (Permanent Search Modifier of -1 when in non-Escort mode) Reduces DR on Sighting 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 Cruiser (CA).
4. Move ACVMs toward Destination.
5. Search using CA. Place CVM on map.
6. Draw and Place new O/D, ACV, and ACVM markers.

GERMAN PLAYER:

1. Plot and Move *Pinguin*. If laying Mines, remain stationary, record hex, and mark off one box on the Mine Deployment record.
2. Search using *Pinguin*. Place CVM on map.
3. If British ship sunk, roll for VPs gained. *See Sighting Display on Game Map.*

Reduces Search DR on Sighting Display

Modifiers

Walrus
-2

SEPARATE ✂ TRIM ON DOTTED LINE

GERMAN PLAYER *PINGUIN* 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)

U-Boat	U-Boat
≤2	≤2

Aircraft Modifier (7.3)

Arado
-2

Disguise Modifier (7.4)

Disguise	Disguise	Disguise	Disguise	Disguise	No Disguise
-2	-1	-1	-1	-1	0

Pinguin Morale ≤10 MC (2D6) (9.1)

Fresh	Fatigue +1 MC	Low +3 MC

Mine Deployment

Hex Number | Activations Used

Ships Sunk/Prize Display

SEQUENCE OF PLAY

MC▼ MC▼ MC▼

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4. Move ACVMs toward Destination.
5. Search using CA. Place CVM on map.
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GERMAN PLAYER:

1. Plot and Move *Pinguin*. If laying Mines, remain stationary, record hex, and mark off one box on the Mine Deployment record.
2. Search using *Pinguin*. Place CVM on map.
3. If British ship sunk, roll for VPs gained. *See Sighting Display on Game Map.*

Designed by Paul Stuhlfaut ©2026
MAKE A COPY OF THIS SHEET PRIOR TO PLAY. (PERMISSION TO PHOTOCOPY FOR PERSONAL USE).