

MAX MOVE							DAMAGE		MINE				ST 6	ST 5	ST 4				
De	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
De	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
SS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16		
CS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14				
CS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14				

**RAS MOVE:** DESTROYER(S) + SUPPLY SHIP = 4 SQUARES ORTHOGONALLY [NO FUEL SPENT]. MAX MOVE FOR BOTH SHIPS MUST NOT BE EXCEED

**STORM 1-3**  
Weather has no effect

**STORM 4**  
SHIPS max minus 4  
SUBs not affected

**STORM 5**  
SHIPS max minus 5  
No transfer CS/SS  
SUBs not affected  
SUBs undetected @ 400'/600'

**STORM 6**  
SHIPS max minus 6  
No transfer CS/SS  
No RAS  
SHIPS/SUBs no entry to harbour  
SUBs no snort move  
SUBs undetected @ 600'

**ICE-STATION ATTACK**  
Loss of ships & containers at attacked station + effects at ECHO\*  
(\*Containers loaded on ships at ECHO are not affected).  
Subs safe from attack but must leave next turn.

**DAMAGE EFFECTS**  
DESTROYER max move 6  
No Sonar / No Weapons  
Fuel reduced by 20% / Max fuel load 80%

LOGISTIC SHIPS (CS & SS) = SUNK

**REPAIR**  
**WEAPONS:** 1 turn = Sonar & weapon capability  
**ENGINE:** 1 turn = Max move; max fuel\*/weapon\* load  
[\* if containers are available to load]

**SUB**  
Max move 14

**250ft**  
Max move 6

**200ft**  
400ft  
600ft

**SNORT MOVE**  
Move 'x' sqs to PD -'x' units  
Move 2 sqs @ PD +10 units  
MAX 3 sqs from datum -'x' units  
No snort INTO Ice-station

**Lay Mines**  
6

**Minelay**  
250ft

**Fuel**  
50%

**Weapon**  
2  
Salvos

All tokens **ASHORE** & **WHEN LANDED** for **storage** reduce after **BRAVO** is attacked:  
Fuel = 35% / Weapon = 1 salvo →→→

**Fuel**  
35%

**Weapon**  
1  
Salvo