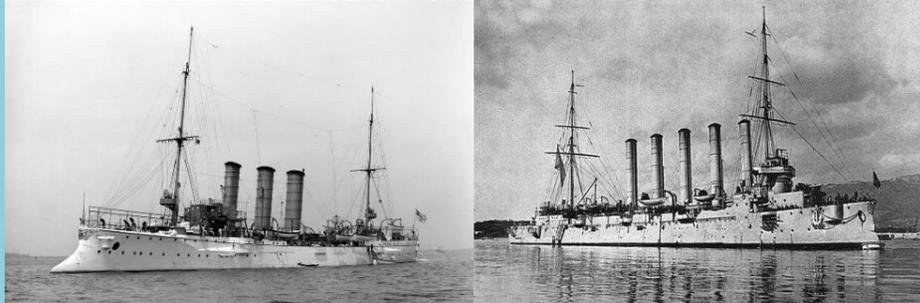
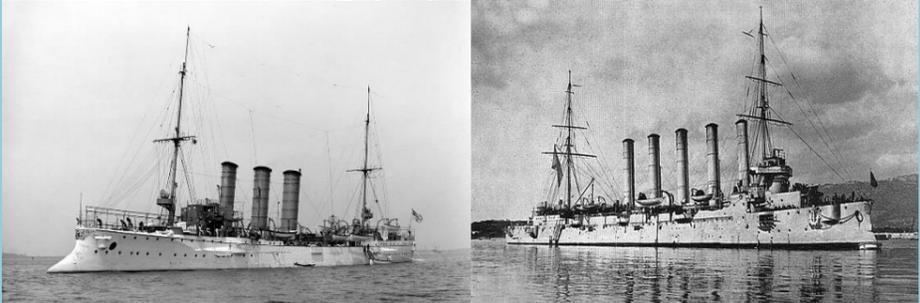


Allied Powers		Central Powers	
<p>Scouts (Place PC, AC and BC here only if providing Search bonus)</p> 	<p>Scouts (Place PC, AC and BC here only if providing Search bonus)</p> 	<p><i>Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (max -4). Scouts join the battle n the second round.</i></p>	
<p>Screened Ships and Convoys</p> 	<p>Screened Ships and Convoys</p> 	<p>Abort <i>Test and move to Map inverted > Defence, otherwise return to line</i></p>	<p>Abort <i>Test and move to Map inverted > Defence, otherwise return to line</i></p>
<p>Screening Ships (PC, AC, DD)</p> 	<p>Screening Ships (PC, AC, DD)</p> 	<p>Damaged <i>Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is > Defence, Move to Abort Box</i></p>	<p>Damaged <i>Test and mark the ship Damaged in Line, (after Combat move it to the Repair pool). If Roll is > Defence, Move to Abort Box</i></p>
<p>Battle Line (BB, B, BC)</p> 	<p>Battle Line (BB, B, BC)</p> 	<p>Sunk <i>Test and if >Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.</i></p>	<p>Sunk <i>Test and if >Defence, move to this turn sunk pile, otherwise Move it to the Damaged Box.</i></p>
<p>Davy Jones Locker (all sunken ships in the game)</p>	<p>Davy Jones Locker (all sunken ships in the game)</p>	<p>Sunk this turn. <i>Calculate Morale Loss</i></p>	<p>Sunk this turn. <i>Calculate Morale Loss</i></p>