





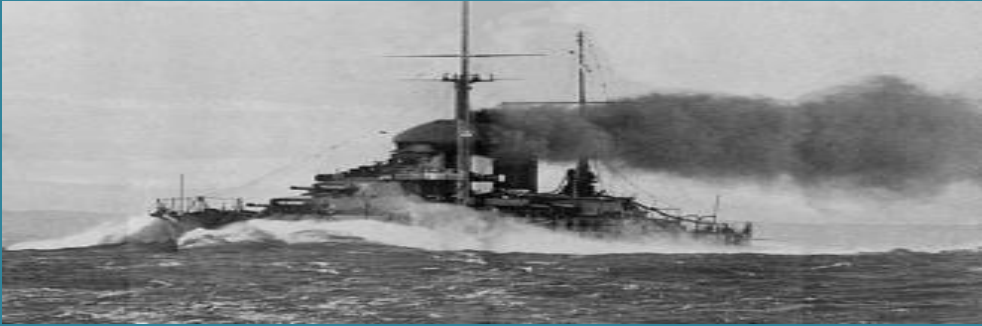
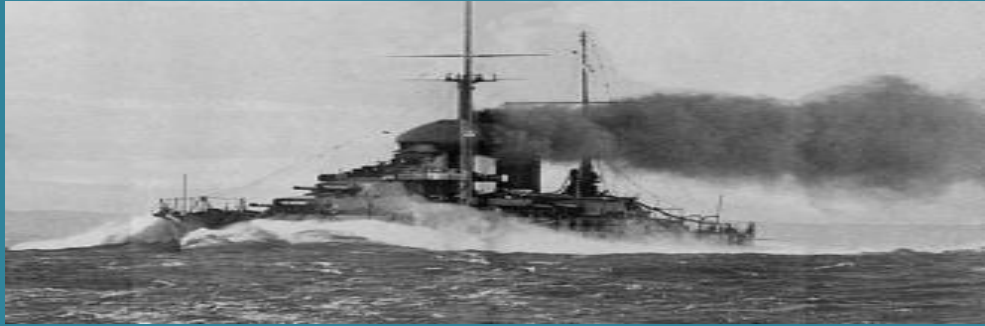


Allied Powers	Central Powers	Allied Powers	Central Powers
Scouts (Place PC, AC and BC here only if providing Search bonus) 	Scouts (Place PC, AC and BC here only if providing Search bonus) 	<i>Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (max -4). Scouts join the battle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