LOG SHEET Player Scenario Mission Orders Plot Mission Notes: P = Pursuit possible on a die roll 6 (drms: +2 day, +1 if faster) Transport 3 turns to load/unload (Amphib dr 1 after 12 turns, -1 every 6 turns after) At Scenario Start Bombard (A) Gunnery halved for 1st ship fire. (Amphibious Prep with 3 BBs, Bs, BCs) At Scenario Start Escort At Scenario Start Must be pre-plotted to escort another mission. May separate on Tactical Map Intercept (PA) 2 turns in advance Airships recon all zones entered. Identify # ships & class. 60 turns at sea. Minelaying Within 2 zones of land. 4 turns/ML to mine each zone boundary. At Scenario Start weather at start Submarines Day contact dr5+ Minesweeping At Scenario Start Detect 1 turn, Sweep 2 turns, (dr1=MS destroyed, 4-6 sweep 1 mine) ASW: 1 die roll per 3 DD/TB/MSs Raid (max 1) (PA) Move Points to search/MLT. Merchant Density per scenario rules Night Turn 2 turns in advance Sunk on dr5 before, dr6 after attack Raid must have a leader, 2 ships max, remain hidden until bombard, sink merchant, enter port or enemy zone. Twilight DRMs: +1 if Capital, F Trans, DIW Night: Nov.-Feb. To abort a mission: 2 turns ahead re-route the movement plot directly to a friendly port Task Force Submarines Minefields Mission zone / zone zone 0800 1 2 1200 3 1600 4 2000 5 2400 6 7 0800 8 9 10 2000 11 0400 12 0800 13 14 1200 15 1600 2000 16 17 2400 18 19 20 1200 21 22 23 24 0400 25 0800 26 1200 1600 27 28 2000 29 2400