

Summary of Expansion Pack Action Cards – Rules Supplement

Each Action Card has a unique function in addition to its use to 'Intercept!' Warships, Raiders, Prize Ships or Merchantmen. Unless specifically indicated, Action Cards may be played, and their modifiers or results combined, in a single 'Intercept!' (#) indicates the available quantity of each card type; a total of 8 Expansion Action Cards is included.

Bounding Main [Team Game Only] (1)

This card is used only during 4-player team games. It causes the next (opposing) player's Turn to be skipped. This enables back-to-back team turns. After the player completes their Turn by drawing a new Action Card, the next player is skipped. If the skipped player has a Deception or Fog Bank Action Card in front of their force, that card is retained until the player executes their next Turn.

Breakdown (1)

The player attempts to damage any single opposing *undamaged* Warship or Raider. A Raider may be recognized or unrecognized. If successful, place a Damaged Marker on the ship.

This card represents a specific ship as the British Forces – *HMS Glasgow* (2-6 inch and 10-4 inch guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *HMS Glasgow* was instrumental in the sinking of the *Dresden*.

Exchange Information [Team Game Only] (1)

This card is used only during 4-player team games. The player and their teammate may freely exchange any number of Action Cards from their respective hands. The number of cards exchanged need not be equal and either player may receive cards without exchanging any cards. The players should not specifically discuss their Action Cards or look at each other's hands. They may, however, make general statements like, "I need some reaction cards."

This card is an exception to the general Team Rules outlined in section 4.0 of the rules prohibiting the exchange of Action Cards.

Mistaken Identity (1)

The player attempts to exchange a *single* sunk Merchantman Card from their Victory Award Pile for *any single* sunk Merchantman Card from an opponent's Victory Award Pile. If successful, the two ships cards are exchanged.

This card represents a specific ship as the British Forces – *HMS Highflyer* (11-6 inch and 9-12pdr guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *HMS Highflyer* sank the *Kaiser Wilhelm der Grosse*.

Pull the Plug [Reaction Card] (1)

When an Intercept! is announced against a *friendly* damaged or undamaged Warship, Raider or Prize Ship, the Intercept! is cancelled and the target ship is scuttled and automatically removed from play. Place the ship face up at the bottom of the respective Ship Deck. No Victory Award is received for scuttled ships.

Sail Q-Ship [Reaction Card] (1)

The Sail Q-Ship Q-21 Prize automatically attacks a submarine attempting to launch a torpedo attack against a Merchant Sailing Ship (see Optional Rule 6.11). The Sail Q-Ship first attempts to lure the submarine into a surface gun duel. If successful, both the Q-Ship and the submarine use their

respective guns to resolve the simultaneous attacks in any order. The results are only applied until after both sides have resolved each attack. If the submarine is sunk, its card is added to the Sail Q-Ship player's Victory Award pile scoring the listed Victory Award; if it is damaged or no damage results, it is discarded normally. If the Sail Q-Ship is sunk, it is added to the submarine player's Victory Award pile scoring the listed Victory Award; if it is damaged or no damage results, it is discarded normally.

If the Sail Q-Ship is unsuccessful in luring the submarine into a gun duel, the submarine attacks the Sail Q-Ship with its torpedoes applying any results. Again, only a 'sunk' result scores a Victory Award. Unlike the other two Q-Ships in the game, the Sail Q-Ship does not carry depth-charges (DC).

The Merchantman originally designated for the torpedo attack is ignored.

Searchlight (1)

The British Forces or a Warship or Raider applies a "+3" modifier to the attack result of a *Night Action* -1 'Intercept!'. If combined with Good Hunting or Shipping Lanes Action Cards, the "+3" modifier applies to *each* individual attack.

This card represents a specific ship as the British Forces – *HMS Pegasus* (8-4 inch and 10-3pdr guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, the *Königsberg* sank *HMS Pegasus*.

Special Cargo (1)

Any Merchantmen sunk as a result of an individual Intercept!, torpedo attack or mine attack are counted at *twice* their listed Victory Award. This card may also be combined with Shipping Lanes or Good Hunting Action Cards.

This card represents a specific ship as the British Forces – *HMS Sydney* (6-6 inch guns). The Attack Dice listed next to the ship's image are more powerful than the typical British Forces Intercept!. Historically, *HMS Sydney* sank the *Emden*.