

System Command Card

Ship Detail Line

(1)(2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12)
B HOOD 1622 1622 1/1 4/3 M M 07 2 2

- (1) Ship Type
- (2) Slow Mode Indicator
- (3) Name
- (4) Square ship is in at the beginning of the turn.
- (5) Square the ship is projected to be in at the end of the turn.
- (6) Search factor in Move Mode (day/night).
- (7) Search factor in Patrol Mode (day/night).
- (8) Mode the ship is in at the beginning of the turn.
- (9) Mode the ship is projected to be in at the end of the turn.
- (10) Fuel Remaining
- (11) Maximum number of squares ship may move.
- (12) Number of squares ship may move this turn.

Plane Detail Line

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)
R REYKJAVIK 1317 1317 2/1 6/3 B B S S

- (1) Plane Type
- (2) Name of home airfield
- (3) Square plane is in at the beginning of the turn.
- (4) Square plane is projected to be in at the end of the turn.
- (5) Search factor in Move or Attack Mode (day/night).
- (6) Search factor in Patrol or Recon Mode (day/night).
- (7) Mode the plane is in at the beginning of the turn.
- (8) Mode the plane is projected to be in at the end of the turn.
- (9) Endurance Now—Number of turns the plane can remain in the air.
- (10) Endurance Projected—Number of turns the plane will be able to remain in the air after the current turn.

Chart A. General Commands

| Command | Description |
|---------|---|
| SN | Ships Now. Displays ship positions at beginning of turn. |
| SP | Ships Projected. Displays ship positions as they are projected to be at the end of the turn. |
| PN | Planes Now. Displays aircraft positions at the beginning of the turn. |
| PP | Planes Projected. Displays aircraft positions as they are projected to be at the end of the turn. |
| MS | Move Ships |
| MP | Move Planes |
| QN#### | Query Now. Lists the ships and airborne planes that began the turn in square####. |
| QP#### | Query Projected. Lists the ships and airborne planes projected to end the turn in square####. |
| NS | Now Search. Displays search values at beginning of the turn. |
| PS | Projected Search. Displays projected end of turn search values. |
| NM | New Map. Displays a new map without ships, planes, or search value locations. |
| STxxx | Status Check. Displays the current status of the ship whose name begins with xxx. |
| DM | Done Moving. This command ends the player's movement. |

Chart B. Ship Commands

| Command | Description |
|---------|--------------------|
| M | Move |
| P | Patrol |
| L | Launch/Land Planes |
| F | Fast Convoy |
| C | Slow Convoy |
| R | Refuel/Rearm |
| X | Exit |
| (CR) | Go to next ship |

Chart C. Plane Commands

| Command | Description |
|---------|---|
| M | Move (R only) |
| P | Patrol (R only) |
| A | Attack (L and T only) T's only—when you reach the square where you wish to attack—type A. |
| R | Recon (L and T only) |
| Z | Return to base |
| B | Base Plane—used only if the aircraft unit has taken off in error. |
| X | Exit |
| (CR) | Go to next plane |