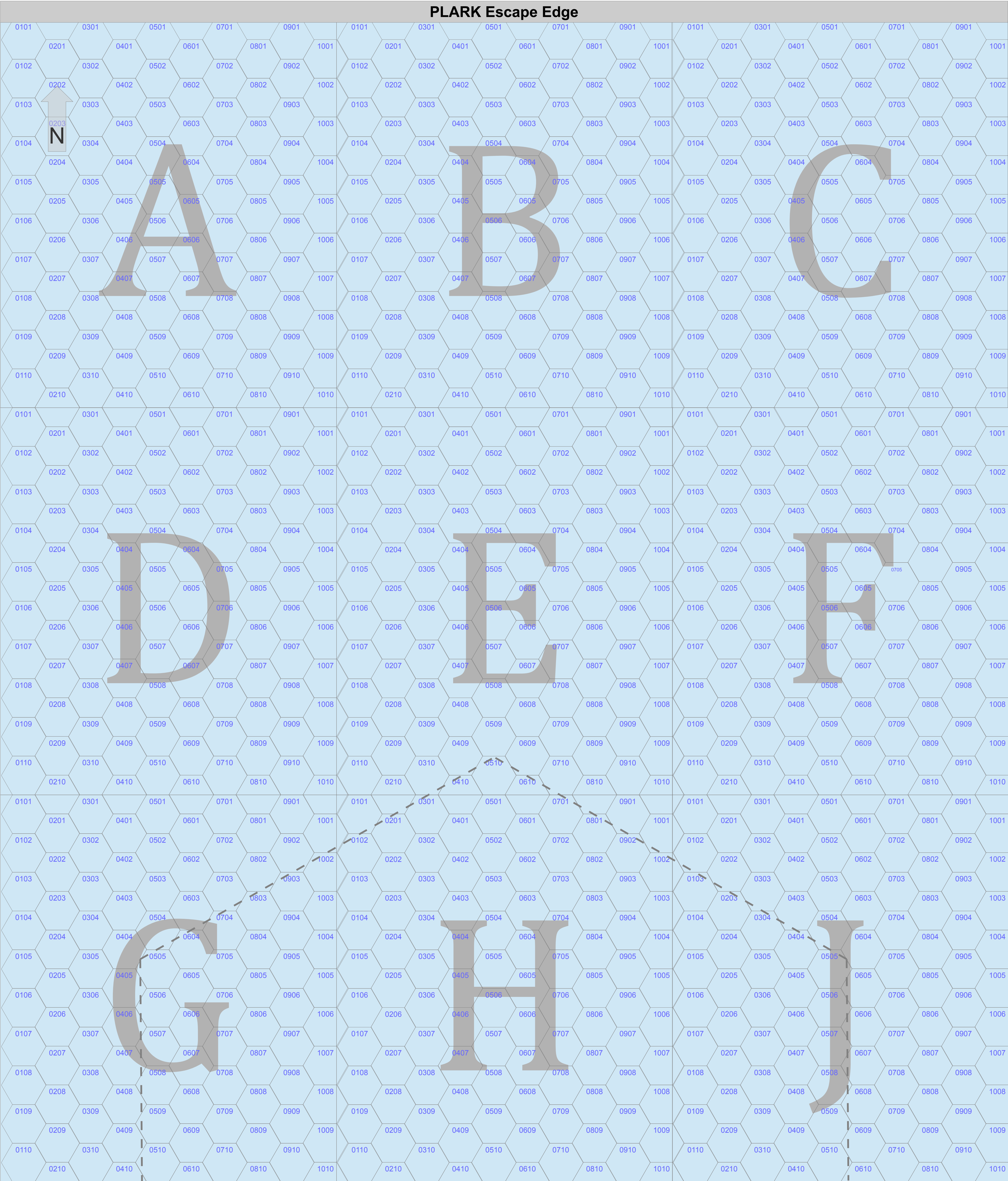


# The Hunting of the PLARK



A Game of Anti Submarine Warfare



Sequence of Play

- 1. Pelican phase  
Move the aircraft, drop sonobuoys and torpedoes
- 2. Madman phase  
Indicate MAD detection
- 3. Maypoles phase  
Indicate HOT sonobuoys
- 4. Panther phase  
Plot submarine move
- 5. Bloodhound phase  
Secretly resolve torpedo attacks, place explosions

Torpedo Damage Table (secret roll)

Die Roll	1	2	3	4	5	6
Result	SUNK	SUNK	Damaged	Damaged	Miss	Miss

Biologics Table (open roll)

Die Roll	1	2	3	4	5	6
Result	Biologics	Biologics	--	--	--	--

Sonar Detection Table

Sub speed	Stopped	Slow	Fast
Detection range	1 hex	3 hexes	5 hexes
Detection range (through layer)	impossible	1 hex	3 hexes

Underwater explosion activates sonobuoys to 10 hexes  
Disturbed water activates sonobuoys to 5 hexes