
































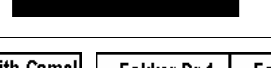


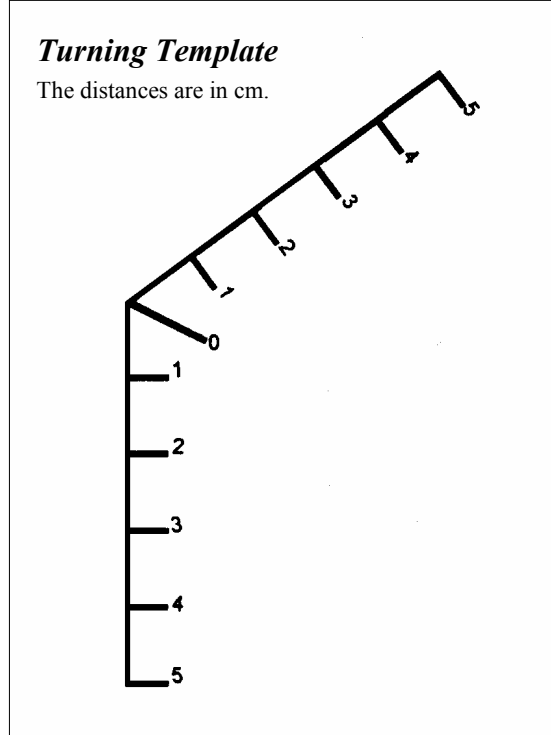
# COUNTERS AND TURN TEMPLATE










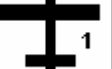








## Counters for Introductory Scenario and Dogger Bank

Some blank counters have been included for your use. The aircraft counters show you typical counters that you can replicate for whatever aircraft you wish.

British, Glorious 	British, Essex 	British, Monmouth 	German, Scharnhorst 	German Roon 	<b>Sikorsky S16</b>  1 Russian <b>Sikorsky S16</b>  2 Russian <b>Spad A2</b>  1 French <b>Spad A2</b>  2 French
German, Yorck 					
					
					

British, Indomitable 	British, Lion 
British, Tiger 	British, New Zealand 
British, Princess Royal 	German, Derfflinger 
German, Moltke 	German, Seydlitz 
	



<b>Sopwith Camel</b>  1 British	<b>Sopwith Camel</b>  2 British	<b>Sopwith Camel</b>  3 British	<b>Fokker Dr.1</b>  1 German	<b>Fokker Dr.1</b>  2 German	<b>Fokker Dr.1</b>  3 German	<b>Fokker D.VII</b>  1 German	<b>Fokker D.VII</b>  2 German	<b>Fokker D.VII</b>  3 German
<b>Felixst'e F2A</b>  1 American	<b>Felixst'e F2A</b>  2 American	<b>Felixst'e F2A</b>  3 American	<b>Gotha G.V.</b>  1 German	<b>Gotha G.V.</b>  2 German	<b>Gotha G.V.</b>  3 German	<b>Zepplin L5</b>  1 German	<b>Zepplin L5</b>  2 German	<b>Zepplin L5</b>  3 German

# RECORD SHEETS

	<i>Location</i>	<i>Armour</i>	<i>Kn</i>	<i>Hull points</i>																			
Ram:	— Hull ( )																						
Speed:	When the last Hull point is lost the ship is in a sinking condition.		0																				
Evasive:	— F																						
	— A																						
Bridge	— P																						
Fire	— P																						
Flood	— S																						
Director	— S																						
Rudder	— P/S																						

	<i>Location</i>	<i>Armour</i>	<i>Kn</i>	<i>Hull points</i>																			
Ram:	— Hull ( )																						
Speed:	When the last Hull point is lost the ship is in a sinking condition.		0																				
Evasive:	— F																						
	— A																						
Bridge	— P																						
Fire	— P																						
Flood	— S																						
Director	— S																						
Rudder	— P/S																						

<i>Type</i>	
<i>Manufacturer</i>	
<i>Name</i>	
<i>Speed</i>	
<i>ATA</i>	
<i>ATS</i>	
<i># of Planes</i>	1 2 3 4 5 6 7 8 9 10 11 12

<i>Type</i>	
<i>Manufacturer</i>	
<i>Name</i>	
<i>Speed</i>	
<i>ATA</i>	
<i>ATS</i>	
<i># of Planes</i>	1 2 3 4 5 6 7 8 9 10 11 12

<i>Type</i>	
<i>Manufacturer</i>	
<i>Name</i>	
<i>Speed</i>	
<i>ATA</i>	
<i>ATS</i>	
<i># of Planes</i>	1 2 3 4 5 6 7 8 9 10 11 12

<i>Type</i>	
<i>Manufacturer</i>	
<i>Name</i>	
<i>Speed</i>	
<i>ATA</i>	
<i>ATS</i>	
<i># of Planes</i>	1 2 3 4 5 6 7 8 9 10 11 12