

ALESSANDRO MALASPINA

10

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Auxiliary Hunter - This unit rolls one extra attack die when making Torpedo attacks against Auxiliaries.

M 58 ★★

LEONARDO DA VINCI

11

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot - This unit can make Torpedo attacks against local enemy Submarines.

Fighting Instinct - When this unit damages or destroys an enemy Ship with its Torpedo attack for the first time, it rolls one extra attack die when making Torpedo attacks for the rest of the game.

30/40

LUIGI TORELLI

12

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot - This unit can make Torpedo attacks against local enemy Submarines.

Coordinated Operations - During your Submarine Attack step, if another friendly Submarine makes a Torpedo attack against an enemy Ship, this unit rolls one extra attack die when making Torpedo attacks against that enemy Ship this turn.

Evasive Quarry - Ships with Sub Hunter can't use that ability against this unit.

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LUIGI TORELLI

12

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot - This unit can make Torpedo Attacks against local enemy Submarines.

Wolfpack - If you control any other Submarines with Wolfpack, this unit rolls one extra attack die when making Torpedo Attacks.

Flexible Loyalties - This unit may serve in a German or Japanese fleet.

M 7 ★★

MAGGIORE BARACCA

9

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Cautious - This unit can't make Torpedo attacks if there is more than 1 enemy unit within range 1 of this unit.

M 59 ★★

MICHELE BIANCHI

11

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Auxiliary Hunter - This unit rolls one extra attack die when making Torpedo attacks against Auxiliaries.

Evasive Action - Whenever an enemy unit rolls successes against this unit exactly equal to its armor value, roll a die. On a 4 or higher, that attack has no effect.

M 60 ★★

GUGLIELMO MARCONI

12

SUBMARINE 1940

SPEED — 1

ATTACKS	0	1	2	3
	3	2	1	—

ARMOR 3 VITAL ARMOR 6 HULL POINTS 2

Submerged Shot - This unit can make Torpedo attacks against local enemy Submarines.

Fighting Instinct - When this unit damages or destroys an enemy Ship with its Torpedo attack for the first time, it rolls one extra attack die when making Torpedo attacks for the rest of the game.

Damage Control - At the end of each turn, you may roll a die. On a 5 or higher, remove 1 point of hull damage from this unit. You may remove only 1 point of hull damage per game with this ability.

M 6 ★★