



19. NEUTRAL SHIPS

During play you may make contact with surface ships whose nationality and affiliation are unknown. In these cases you will not know whether the contact is an enemy ship or a neutral.

UNKNOWN CONTACTS

Unknowns appear on the OPS display as gray counters. When selected, a large question mark appears in the Selected Unit box. Unknowns appear as light gray dots on the Overview Map. On the Strategic and Air Mission Displays, unknowns appear as small squares with gray borders.

You may attack an unknown unit, but if it turns out to be a neutral merchant ship, your opponent will gain victory points (5 VP for damaging a neutral, 10 for sinking).

NEUTRAL CONTACTS

At the start of each scenario the computer randomly (and secretly) deploys several neutral merchant ships on the OPS display. Each deployment is different, even if the same scenario is played repeatedly.

Neutral merchant ships appear on the OPS display as yellow counters. When selected you can see their nationality and type. They have no combat capability, and their movement is controlled by the computer. Neutrals appear as yellow dots on the Overview Map. On the Strategic and Air Mission Displays, neutrals appear as small squares with yellow borders.

