




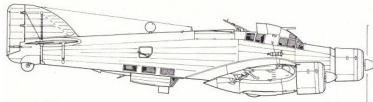



<p>0 1</p> <p>2 2</p> <p>3</p> <p><i>D A M A G E S</i></p>	<p>1 <i>Ship</i> 1</p> <p>9 2</p> <p>5 4 3</p> <p><i>D I S T A N C E</i></p>	<p><i>WAVES</i></p> <p>REMOVE 1 HIT FROM THE TORPEDO RESOLUTION DRAW</p> 
<p><i>AA</i></p> <p>MAKE A RESOLUTION DRAW AGAINST SM 79</p> 	<p><i>AA</i></p> <p>MAKE A RESOLUTION DRAW AGAINST SM 79</p> 	<p><i>AA</i></p> <p>MAKE A RESOLUTION DRAW AGAINST SM 79</p> 
<p><i>FSY</i></p>  <p><i>The approach continues...</i></p>	<p><i>FSY</i></p>  <p><i>The approach continues...</i></p>	<p><i>AA</i></p> <p>MAKE A RESOLUTION DRAW AGAINST SM 79</p> 

FIGHTER



MAKE 1 AA RESOLUTION DRAW
AGAINST SM79
AT DISTANCE 2
WITHOUT MODIFIERS

SUN

REMOVE 1 HIT FROM
NEXT AA RESOLUTION DRAW

H
9
9

H
9
9

H
9
9

M
9
S
S
E
D

M
9
S
S
E
D

M
9
S
S
E
D



Lumaca Games presents

SM79

Damned Hunchback

The player is a SM 79 Damned Hunchback pilot and must hit with a torpedo an enemy ship.

Each turn the player plays a card

- If AA, makes a Resolution Draw
- If Fly, Fighter, Waves or Sun

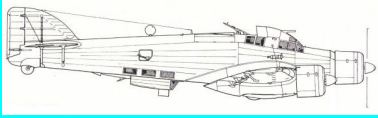
follows the instructions;

then can try a Resolution Draw to sink the ship if in range, but only once!

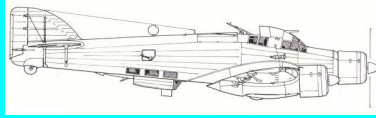
Finally rotates the Distance card

toward the ship, lowering it from 7;

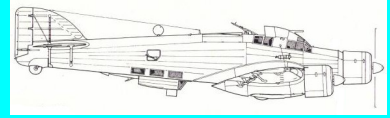
If Distance is beyond 1, attack fails.



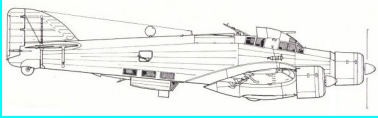
SM 79
Damned
Hunchback



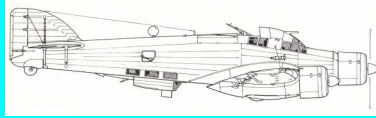
SM 79
Damned
Hunchback



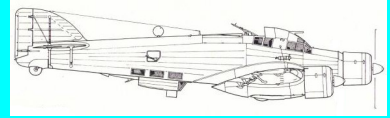
SM 79
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Hunchback



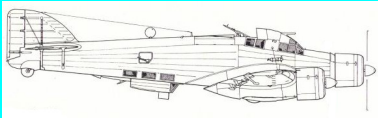
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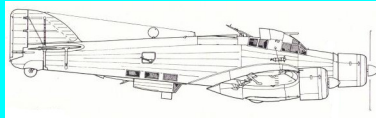
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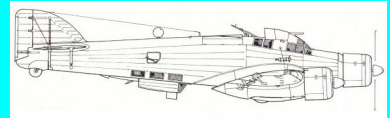
SM 79
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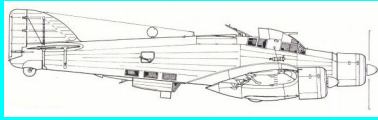
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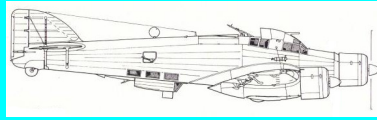
SM 79
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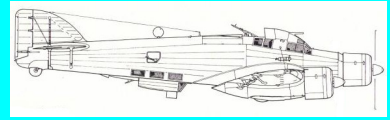
SM 79
Damned
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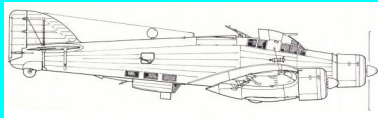
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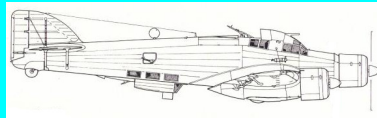
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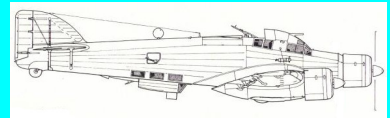
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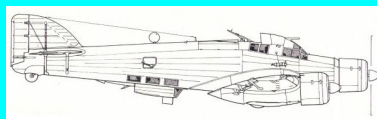
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Resolution Draw: shuffle the indicated Resolution cards (Hit&Missed) and draw one card

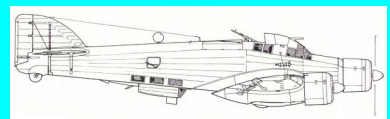
Distance	AA	Torpedo
1	3H 1M	3H 1M
2	2H 1M	2H 1M
3	2H 2M	2H 2M
4	1H 3M	1 H 3M
5	1H 3M	-
6	-	-
7	-	-

Apply the modifier for each

Hit to SM:	2=add 1H	-
1=nothing	3=add 1H	range 1-2-3
5=shot down!	4=remove 1M	range 1-2



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