



SA	SA	SA	SA	SA	SA	SA	SA	SA	SA	SA	SA
LR	LR	LR	LR	LR	LR	LR	LR	LR	LR	LR	LR
LR	LR	LR	LR	LR	LR	LR	LR	LR	LR	LR	LR
DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC
DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC	DC
V	V	V	V	V	V	V	V	V	V	V	V
V	V	V	V	V	V	V	V	V	V	V	V
V	V	V	V	V	V	V	V	V	V	V	V
V	V	V	V	V	V	V	V	V	V	V	V
SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT
SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT
SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT
SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT	SPOT
FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE
FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE
FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE
FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE	FIRE

The primary use of the numeric markers is to indicate movement rate. The three different colors of the numbers corresponds to the change in sonar spotting modifiers applicable to that speed; both for listening and making noise. RA = Radar Active, SA = Sonar Active, LR = Launch & Recover aircraft or hovercraft, DC = Dummy Counters. The green arrow heads show the final direction of a vessel at the end of movement. SPOT markers are placed next to vessels when they are spotted. FIRED markers are placed next to vessels that have used their OFFENSIVE fire capabilities.