CAPTAIN SONAR

1st sub to be destroyed (by 4 Damage) loses

Captain

Captain says Move: HEAD EAST/SOUTH/WEST/NORTH, and plots Move on his map

- Turn by turn: Alternate Moves, allowing time for Move consequences
- First Mate says OK after Move duties done
- Engineer says OK after Move duties done
- May not:
  - Cross or occupy own path
  - Move into island
  - Move into own Mine

May ACTIVATE SILENCE instead of normal Move

Cannot move? Must SURFACE instead of normal Move.

Need a lot of repair? May SURFACE instead of normal Move

Captain says SURFACE

- Turn by turn:
  - Captain announces current Sector
  - Engineer erases all Breakdowns
  - Enemy team takes 3 turns (unless shortened by their own Surface)
  - Captain erases his route, keeping only current position and position of his Mines
- Real-Time
  - Surfacing team can't use pens for anything else
  - Enemy team keeps playing
  - Captain announces current Sector
  - Engineer outlines and initials 1 white section of sub on his sheet.
  - He passes sheet to teammate, who does the same. When all 4 sub sections are outlined and initialed by different roles, pass the sheet to enemy Engineer.
  - If enemy Engineer confirms no lines outside white outlines:
    - Engineer erases outlines, initials, all Breakdowns.
    - Engineer says READY TO DIVE. Captain says DIVE.
    - Captain erases his route, keeping only current position and position of his Mines
  - If not, Engineer erases outlines and initials, starts over.

Captain may (in addition to Move) announce activation of any System that is Ready and w/out Breakdowns, or any already placed Mine, at almost any time—must move at least once between System activations:

Says STOP, then:

DROPPING A MINE

- Captain marks any 1 space adjacent to his sub w/'M'
  - Not on own path
- First Mate erases all marks on Mine

TRIGGERING A MINE AT [SPACE] (any already-placed Mine)

- Captain erases 'M' from that space
- Enemy sub > 1 space away from Impact space?
  - Enemy Captain says ALL CLEAR
- Enemy sub adjacent to Impact space?
  - Enemy Captain says INDIRECT HIT
  - Enemy First Mate marks left-most Damage space
- Enemy sub in Impact space?
  - Enemy Captain says DIRECT HIT
  - Enemy First Mate marks 2 left-most Damage spaces

LAUNCHING TORPEDO, IMPACT IN [SPACE] (any space w/in 4 orthogonal spaces of sub)

- First Mate erases all marks on Torpedo
- Enemy sub > 1 space away from Impact space?
  - Enemy Captain says ALL CLEAR
- Enemy sub adjacent to Impact space?
  - Enemy Captain says INDIRECT HIT
  - Enemy First Mate marks left-most Damage space
- Enemy sub in Impact space?
  - Enemy Captain says DIRECT HIT
  - Enemy First Mate marks 2 left-most Damage spaces
- Impact in space w/own Mine? Mine destroyed. Captain erases 'M' from that space

LAUNCHING DRONE, ARE YOU IN SECTOR [X]?

- Enemy Captain answers truthfully, Yes or No
- First Mate erases all marks on Drone

ACTIVATING SONAR

- Enemy Captain tells 2 of 3 for current location: Row, Column, Sector
  - 1 answer is true, 1 answer is false
- First Mate erases all marks on Sonar

ACTIVATING SILENCE (instead of normal Move)

- Captain marks move of ≤ 4 spaces in straight line
- May not:
  - Cross or occupy own path
  - Move into island
  - Move into own Mine
- Captain motions direction to team. Engineer and First Mate do duties as with a single normal Move.
- First Mate erases all marks on Silence

ACTIVATING (Scenario specific) SYSTEM

Radio Operator

Each time enemy Captain says a Move, Radio Operator plots it.

- Plots can start anywhere, as he doesn't know where enemy sub started. Somewhere in middle is a good starting place.
- Enemy route going outside sheet? Erase and restart
- Lost? Erase and restart
- In light of information from **Move restrictions, Drones, Sonar, and Surfacing**, move sheet around to guess enemy position. Tell Captain your thoughts on enemy position.

First Mate

Each time Captain announces a MOVE or ACTIVATES SILENCE, First Mate marks 1 empty space on Gauge of his choice, says OK.

When all spaces of a Gauge are marked, Fist Mate checks with Engineer to make sure there are no Breakdowns in that System. If there are no Breakdowns in that System, First Mate announces system readiness

- MINE READY
- TORPEDO READY
- DRONE READY
- SONAR READY
- SILENCE READY
- (Scenario specific) SYSTEM READY

Can also announce activation of any following System that is Ready and w/out Breakdowns, at any time:

- LAUNCHING DRONE
- ACTIVATING SONAR

Engineer

Each time Captain announces a MOVE or ACTIVATES SILENCE, Engineer marks any 1 symbol in Control Panel matching direction of Move, says OK. Each mark is a Breakdown.

- Mine + Torpedo
- Drone + Sonar
- Silence + Scenario
- Reactor
- All Reactor symbols marked?
    - Engineer says DAMAGE.
    - First Mate marks left-most open Damage space.
    - Engineer erases all Breakdowns on sub
- All symbols in 1 Control Panel marked?
    - Engineer says DAMAGE.
    - First Mate marks left-most open Damage space.
    - Engineer erases all Breakdowns on sub
- All symbols in linked Circuit (orange, yellow, grey lines) marked?
    - All are repaired. Engineer erases all Damage of that Circuit.
- Engineer should keep Captain informed of:
    - Pending Damage, including directions that could trigger Damage.
    - Systems that have no Breakdowns

Setup:

- Place both screens in center of the table, end to end
- Players sit in this order, with screen between teams

Engineer	Engineer
First Mate	First Mate
Captain	Captain
Radio Operator	Radio Operator

- Choose a scenario
- Decide on turn-based (light side of map) or real-time (dark side of map) game
- Each Captain takes scenario map sheet
- Each Radio Operator takes scenario map sheet and transparent sheet. Place transparent sheet over map
- Each First Mate takes First Mate sheet
- Each Engineer takes Engineer sheet
- All players take dry erase marker
- Teams of 3: 1 person is Captain and First Mate
- Teams of 2: 1 person is Captain, First Mate, Engineer

Starting the game:

- Each Captain draws X on map as their sub starting point
- Captains say DIVE