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Subterfuge Instructions

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Subterfuge is a board game that pits two players commanding submarines against each other in naval warfare. The goal of the game is to survive with at least one crew man while trying to completely destroy the opposing player's submarine or wipe out its crew. *Subterfuge* is a non-traditional board game in that most of the time the players will stay within the confines of their own game board, but there are opportunities to infiltrate the other player's submarine with your own crew.

The components that make up *Subterfuge* are the two submarine game boards, the event cards, crew tokens, dice, and the system instruction cards. The two submarine game boards represents the submarine's systems and the areas where a player can place his or her crew. Submarine systems are connected by hallways with doors that can be locked or unlocked. This can be especially important to stop water flowing into other areas of the ship if a part of the ship is flooding. The event cards are used to add random chaos or good events to the game before every turn starts. Crew tokens are the player's avatars to be used in their submarine. A crew token must be present in a submarine's system in order to use that system's abilities. Crew can be killed or potentially shot over to the other submarine's game board. Dice are used to determine outcomes of performing a system's abilities. Lastly, system instruction cards are used as a reference for each player so they know what each system of their submarine does.

Each player turn in *Subterfuge* is divided into two parts: drawing an event card and performing crew actions. The turn starts with drawing an event card, either a good or bad event, and following through with its instructions. The second part of the turn involves moving you crew along your submarine game board to either fix an area of the submarine or use its systems. Players take turns drawing event cards and performing crew actions until another player's submarine has no more active systems or its crew has died.