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GAT 210A—Spring 2014

Instructor: Jeremy Holcomb

Concept & Design

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Subterfuge (version 1: The Unfair Battle)

Written Rules

Components

* 2 Player Boards (1 blue, 1 green)
* 8 Crew Pieces (4 blue, 4 green)
* 60 Sub Cards (30 blue, 30 green)
* 2D8 Dice (1 blue, 1 green)
* 2D4Dice (1 blue, 1 green)
* 34 flood tokens (17 flooding, 17 flooded)
* 30 Event Cards
* 36 lock tokens

Players

“Subterfuge” is played with 2 players.

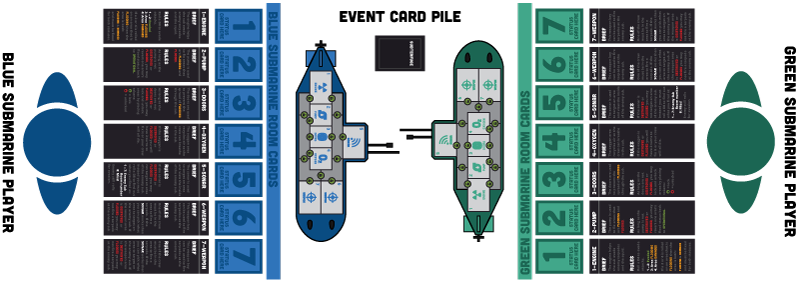
Objective

The objective of “Subterfuge” is to outlast your opponent by keeping at least one member of your submarine’s crew alive while eliminating your opponent’s crew.

Setup

Players decide who will play as Blue and who will play as Green. Before the game starts the **Event Cards are shuffled and place face down between both players**. Next each player **sets up their sub with 4 crew pieces** in any area they’d like for them to start in, as well as **placing lock tokens on any doorways** they’d like to start the game with as locked.

**To decide who goes first players roll both their dice, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Players sit across from each other as shown below:



Rules

**Turn Sequence**

The game is played in **alternating turns**, starting with the player who won the dice roll. **The turn sequence is: Draw an Event Card then Perform Crew Actions**.

* **Draw an Event Card:** At the start of a player’s turn they must draw an Event Card and follow the instructions on the card if it can be applied. After the instructions have been followed the card is discarded (if all Event Cards have been used, the pile is reshuffled to be used again).
* **Perform Crew Actions:** Every crew piece can perform 2 actions in one turn. Some of these actions cost only 1 action while others can cost the whole 2 actions:  
  **1 Action –** Move to an adjacent area (if door is not locked)  
   **–** Open and lock a door  
   **–** Attack enemy crew  
   **–** Damage enemy area (area goes to damaged (if already   
    damaged, then it goes to destroyed and kills this crew piece)  
   **–** Repair a Flooding (goes back to operational)  
   **–** Repair a Damaged (goes back to operational)  
  SPECIAL NOTE: A single crew piece can only repair either a flooding or a damaged in one turn, not both.  
  **2 Actions –** Fire a torpedo  
   **–** Use Sonar

Special Actions

Evasion

A player may attempt to evade a torpedo or squid attack if their engines are not flooded or irradiated.

**Evasion: D4 Roll of 1 – 3: Attack Misses, D4 Roll of 4: Attack Hits**

**No Evasion: D4 Roll of 1 – 3: Attack Hits, D4 Roll of 4: Attack Misses**

Sonar

A player may use the actions of a crew piece in the Sonar room to specifically target an area of the enemy sub

**Sonar: Player may choose which area is targeted  
No Sonar: Player must roll a D8 to figure out what they are targeting  
 (Roll of 8 means the attack misses altogether)**

Doors

If the Doors area is not destroyed or flooded then the player does not have to use an action from their crew pieces at a door to lock and unlock doors.

**Doors: May unlock and lock doors freely throughout the sub**

**No Doors: Crew piece must use 1 action and be at a door to lock and   
 unlock doors**

Pump

**If the Pump area is not destroyed or flooded then the player can drain an area (and any adjacent area if it is not locked off) completely once per turn**. For example, if both the weapons rooms and the connected hallway are flooded and not locked off from one another, then the whole area is clear of water.

Flooding/Flooded

Flooding is dangerous to the submarine, as well as the crew. Crew can spend 1 action to repair an area that is flooding back to operational (including hallways). Use flooding and flooded tokens to help keep track of hallways that are flooded. **Once an area is flooded it will spread “flooding” statuses to adjacent areas that are not locked on the next turn**.

Firing a Torpedo

As long as a crew piece is in a weapons room and the weapons room is not destroyed or flooded, a torpedo can be fired at the enemy. If the sonar is working and a crew piece is in this room, then the area fired upon can be chosen by the player. If there is no crew piece in the sonar or the sonar is destroyed or flooded, then a torpedo may still be fired, but the player must roll to see what they are targeting. If a torpedo hits, the type of damage is dependent on a D4 roll.

**Damage: D4 Roll of 1 – 2: Flooding (if area is already flooding then it is   
 now flooded). D4 Roll of 3 – 4: Damaged (if area is already   
 damaged then it is now destroyed/irradiated)**

Victory

**The game is over once a player runs out of crew pieces**. The winner is the player who still has crew pieces alive in their sub (despite the damage to their sub).

Design Goals

The idea for “Subterfuge” was born in the brainstorming lab we had in GAT-210 Section A, when we got into groups to come up with themes for games. Before class I has been talking to Linus about one of his early games which he called “Subterfuge” and then we started joking about how fun and hilarious it would be to make a ton of nautical puns and have the game be about to subs fighting in the ocean.

With that idea in mind, I blurted out in class the laughs that Linus and I had and how it would be great to make a game based on this. When thinking of how the game would work mechanically my mind went straight to a computer game called “FTL” which involves spaceship battles between crews in space. The player would command an unlucky crew in a battle against an opposing sub, a giant squid bent on destruction, and a series of event cards that would make things go from bad to worse.

Glen Aro loved the idea and we kept talking about how the sub could flood and how subterfuge could be involved by having enemy crewmen aboard the other sub. While it may have seemed like a lot of joking around at the time, I actually loved the idea and started to create “Subterfuge” around the theme of sub crews battling an impossible battle against an enemy sub, giant squid, and other nautical nonsense.

Design Changes

Out of all the games I’ve created for this class so far, I can easily say that I have had the most passion for “Subterfuge”. That being said, I made in error in just how much time I should spend designing components before the first playtest. I created the area card system to help players manage the current status of the sub rooms on their ship, but what I did not know is that this may not be needed at all.

While Glen and Nick both loved the quality of the cards and the silly icons on them, they both failed to keep track of their rooms using the card system without constant reminders. Perhaps because the game mostly takes place on the large sub game boards, the card system was neglected the entire game. Instead, the flooding and flooded tokens I created for the hallways were used to keep track of the status of rooms by placing them on the sub game boards. I spent quite a deal of time creating this elaborate card system, but it may not even be necessary at all if it is easier for players to just throw tokens on the board.

Another big design change is going to have to come with the way that evasion works. Rolling a 4 to hit with a torpedo or a giant squid attack is way too difficult, at only a 25% chance for either of these attacks to hit. Perhaps making a 3 or 4 to hit, a 50/50 chance of missing or hitting might make the things work better. I want the player to feel like he has some chance of evading attacks, especially because attacks are constantly happening in this game. While both Glen and Nick wanted the squid attacks to always hit, I do not think this would work well, considering the squid attack cards make up half of the events in the deck. However, I did like their suggestion of giving each player a “Subterfuge” card which they can use at any time they’d like.

Subterfuge (version 2: Once Last Chance)

Written Rules

Components

* 2 Player Boards (1 blue, 1 green)
* 10 Crew Pieces (5 blue, 5 green)
* 60 Sub Cards (30 blue, 30 green)
* 2D8 Dice (1 blue, 1 green)
* 2D4Dice (1 blue, 1 green)
* 34 flood tokens (17 flooding, 17 flooded)
* 30 Event Cards
* 36 lock tokens

Players

“Subterfuge” is played with 2 players.

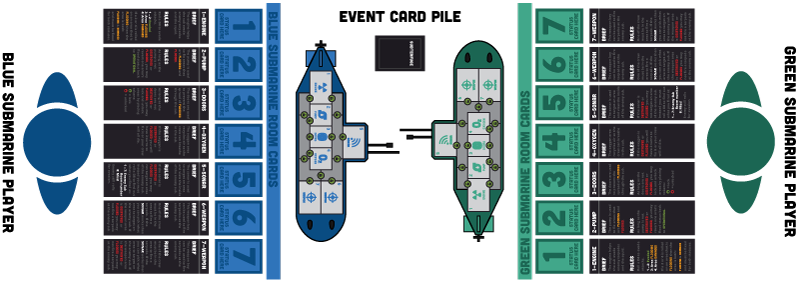
Objective

The objective of “Subterfuge” is to outlast your opponent by keeping at least one member of your submarine’s crew alive while eliminating your opponent’s crew.

Setup

Players decide who will play as Blue and who will play as Green. Before the game starts the **Event Cards are shuffled and place face down between both players**. Next each player **sets up their sub with 4 crew pieces** in any area they’d like for them to start in, as well as **placing lock tokens on any doorways** they’d like to start the game with as locked.

**To decide who goes first players roll both their dice, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Players sit across from each other as shown below:



Rules

Turn Sequence

The game is played in **alternating turns**, starting with the player who won the dice roll. **The turn sequence is: Draw an Event Card then Perform Crew Actions**.

* **Draw an Event Card:** At the start of a player’s turn they must draw an Event Card and follow the instructions on the card if it can be applied. After the instructions have been followed the card is discarded (if all Event Cards have been used, the pile is reshuffled to be used again).
* **Perform Crew Actions:** Every crew piece can move and perform an action once per turn. Actions are the following:
* Open or lock a door
* Attack and kill enemy saboteur
* Repair a Flooding (goes back to operational)
* Repair a Damaged (goes back to operational)
* Use a System Action (crew must be in area to use bonus)

After the Draw Event Card and Perform Crew Actions have been completed, this player’s turn is over and the next player’s turn begins.

System Actions

Engines: Evasion

The player may attempt to evade a torpedo or squid attack if their engines are not flooded or irradiated.

* Evasion: D4 Roll of 1 – 2 : Attack Misses and D4 Roll of 3 – 4: Attack Hits
* No Evasion: All attacks hit

Sonar: Targeting and Viewing Interior

The player may use the actions of a crew piece in the Sonar room to specifically target an area of the enemy sub and see the interior of the enemy sub

* Sonar: Player may choose which area is targeted for 1 or 2 torpedoes and see the interior of the enemy sub for their turn.
* No Sonar: Player must roll D8 to determine location targeted by torpedoes and may not view interior of the enemy sub for their turn (unless a saboteur is aboard the enemy sub).

Doors: Free Unlocking and Locking of Sub Doors

Doors System is not destroyed or flooded then the player does not have to use any actions from their crew pieces at a door to lock and unlock doors this turn.

* Doors: May unlock and lock doors freely throughout the sub for this turn.
* No Doors: Crew piece must use 1 action and be at a door to lock and   
   unlock doors

Pump: Free Flooding/Flooded Repair

**If the Pump area is not destroyed or flooded, then the player can drain completely once per turn**.

* Pump: Revert the Flooding/Flooded Status of any one room
* No Doors: Crew must be in area to fix flooding (cannot fix flooded)

Firing a Torpedo

As long as a crew piece is in a weapons room and the weapons room is not destroyed or flooded, a torpedo can be fired at the enemy. If the sonar is working and a crew piece is in this room, then the area fired upon can be chosen by the player. If there is no crew piece in the sonar or the sonar is destroyed or flooded, then a torpedo may still be fired, but the player must roll to see what they are targeting. If a torpedo hits, the type of damage is dependent on a D4 roll.

* Torpedo: May fire a torpedo at the enemy (with or without the aid of the sonar). If the enemy does not evade then damage is assessed as follows:

D4 Roll of 1: Area is Flooding  
D4 Roll of 2: Area is Damaged  
D4 Roll of 3: Area is Flooding and Damaged  
D4 Roll of 4: Area is Destroyed

* No Torpedo: No torpedoes can be fired without a crew in the weapon room.

Flooding/Flooded

Flooding is dangerous to the submarine, as well as the crew. Crew can spend 1 action to repair an area that is flooding back to operational (including hallways). Use flooding and flooded tokens to help keep track of hallways that are flooded. **Once an area is flooded it will spread “flooding” statuses to adjacent areas that are not locked on the next turn**.

Victory

**The game is over once a player runs out of crew pieces**. The winner is the player who still has crew pieces alive in their sub (despite the damage to their sub).

Design Goals

The goal for the second version of “Subterfuge” was to test out the new evasion die roll, see if having 5 crew pieces with simpler actions worked better than the more complicated action rule set before, and most importantly, see if the card system would be used by 2 new players who have not played “Subterfuge” before.

The new evasion roll is now only a 50/50 chance of dodging an attack. This should be a drastic difference between the 75% chance to evade which was the previous evasion die roll of 2, 3, and 4 to evade. The hope for this design change is to provide more action in the game and make firing torpedoes actually hit! While Glen got incredibly unlucky with his rolls in the first playtest, they both agreed that the evade chance was way too high at 75%.

The addition of a 5th crew piece is the result of seeing just how stagnant the game can get when you have to control the flooding and damage on your ship with only 4 pieces. Also, when you lose a crew piece and go down to just 3 pieces it makes the game incredibly difficult. This is especially true when the other sub gets lucky and gets a 5th crew piece. This should help players out and not create situations like Glen had before in the first playtest.

Lastly, and most importantly to me, this is the last chance for the awesome, yet underused area card system. I really hope that the players use the cards to keep track of their sub rooms, but we’ll have to see if it is intuitive or not for them. While it makes sense to me, I’m also biased and unable to really tell if it is as good as I think it is. If the card system does survive, I’ll be happy, but I’m prepared to ditch it if I have to. At least if it goes, it will get rid of the large rules placemat which it is attached to. This will decrease the amount of components that my game contains and possibly make it similar for the players to understand on the first time they play.

Design Changes

My fears that the area card system is not necessary have turned out to be true. While Michael had difficulty understanding the game in general, Garrett understood the game well and still did not use the card system without several reminders. While it stinks to get rid of a part of the game that I put a lot of effort into, it is not without its lessons. Playtest early and often before you sink a lot of time into design is what I’m getting out of this playtest. The cards can probably be repurposed into tokens because of the large symbols I have placed on the middle of them, which will save me more time and ink. The makeshift tokens I currently have can be replaced with the repurposed cards, so they will still kind of exist in the game.

The extra crew piece helped a lot, especially when subterfuges are played. While it was an interesting idea to give each player a subterfuge card at the beginning of the game, it quickly became overlooked and almost forgotten when the action started. The subterfuge card would be better off used as just an event card that you can get lucky and draw, instead. The event cards are being well-received, however. While Michael did not like much about the game, he and Garrett both loved how the event cards influenced the game. Garret even asked for more event cards. I’ll take his consideration into mind and make a few more good and bad event cards to add into the game.

One other big change to come is a new layout for the sub. Garrett pointed out that if you keep someone in the main hallway, they can essentially become a “repair man” for all problems because of the way movement, actions, and the layout of the sub works. While it seems daunting to go about and rethink the sub layout, maybe I can use this as an opportunity to make the game more interesting.

Subterfuge (version 3: New Everything)

Written Rules

Components

* 2 Player Boards (1 blue, 1 green)
* 12 Crew Pieces (5 blue, 5 green, 2 black)
* ~~60 Sub Cards (30 blue, 30 green)~~
* 2D8 Dice (1 blue, 1 green)
* 2D4Dice (1 blue, 1 green)
* ~~34 flood tokens (17 flooding, 17 flooded)~~
* 45 Event Cards
* 36 lock tokens
* 56 status tokens (14 flooding, 14 flooded, 14 damaged, 14 destroyed)
* 14 systems tokens (7 blue and 7 green)

Players

“Subterfuge” is played with 2 players.

Objective

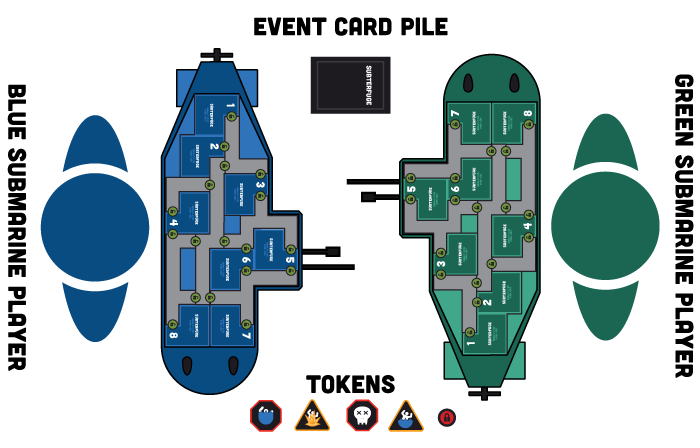
The objective of “Subterfuge” is to either eliminate all systems aboard the enemy sub or all of its crew.

Setup

Players decide who will play as Blue and who will play as Green. Before the game starts both players need to setup the event cards and their sub:

* Event Cards are shuffled and place face down between both players.
* All lock and status tokens are placed between both players to be used throughout the game to keep track of area statuses and lock states
* Each player decides where to place their 7 System cards (1 space on each sub will be blank and without a system.
* Each player places 4 of their color crew in areas of their sub
* The box top is used as a divider to keep crew from looking at each other’s interior (unless sonar is used by a player that turn)
* Each player gets one Saboteur Event Card which can be played at any time.

**To decide who goes first players roll both their dice, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Players sit across from each other as shown below:



Rules

Turn Sequence

The game is played in **alternating turns**, starting with the player who won the dice roll. **The turn sequence is: Draw an Event Card then Perform Crew Actions**.

* **Draw an Event Card:** At the start of a player’s turn they must draw an Event Card and follow the instructions on the card if it can be applied. After the instructions have been followed the card is discarded (if all Event Cards have been used, the pile is reshuffled to be used again).
* **Perform Crew Actions:** Every crew piece can move once and perform **2 separate actions** per turn. Actions are the following:
* Open/ lock an area’s doors
* Attack and kill enemy saboteur
* Repair (crew piece can only repair one flooding or damaged status per turn)
* Use a System Action (crew must be in area to use bonus)

After the Draw Event Card and Perform Crew Actions have been completed, this player’s turn is over and the next player’s turn begins.

System Actions

Engines: Evasion

If a crew member is in the Engines System then a player may attempt to evade a torpedo or squid attack if their engines are not flooded or irradiated.

* Evasion: D4 Roll of 1 – 2 : Attack Misses and D4 Roll of 3 – 4: Attack Hits
* No Evasion: All attacks hit

Sonar: Targeting and Viewing Interior

If a crew member is in the Engines System then a player may use the actions of a crew piece in the Sonar room to specifically target an area of the enemy sub and see the interior of the enemy sub

* Sonar: Player may choose which area is targeted for 1 or 2 torpedoes and see the interior of the enemy sub for their turn.
* No Sonar: Player must roll D8 to determine location targeted by torpedoes and may not view interior of the enemy sub for their turn (unless a saboteur is aboard the enemy sub).

Doors: Free Unlocking and Locking of Sub Doors

If a crew member is in the Engines System and the Doors System is not destroyed or flooded then the player does not have to use any actions from their crew pieces at a door to lock and unlock doors this turn.

* Doors: May unlock and lock doors freely throughout the sub for this turn.
* No Doors: Crew piece must use 1 action and be at a door to lock and   
   unlock doors

Pump: Free Flooding/Flooded Repair

If a crew member is in the Engines System and **if the Pump area is not destroyed or flooded, then the player can drain completely once per turn**.

* Pump: Revert the Flooding/Flooded Status of any one room
* No Pump: Crew must be in area to fix flooding (cannot fix flooded)

Firing a Torpedo

As long as a crew piece is in a weapons room and the weapons room is not destroyed or flooded, a torpedo can be fired at the enemy. If the sonar is working and a crew piece is in this room, then the area fired upon can be chosen by the player. If there is no crew piece in the sonar or the sonar is destroyed or flooded, then a torpedo may still be fired, but the player must roll to see what they are targeting. If a torpedo hits, the type of damage is dependent on a D4 roll.

* Torpedo: May fire a torpedo at the enemy (with or without the aid of the sonar). If the enemy does not evade then damage is assessed as follows:

D4 Roll of 1: Area is Flooding  
D4 Roll of 2: Area is Damaged  
D4 Roll of 3: Area is Flooding and Damaged  
D4 Roll of 4: Area is Destroyed

* No Torpedo: No torpedoes can be fired without a crew in the weapon room.

Flooding/Flooded

Flooding is dangerous to the submarine, as well as the crew. Crew can spend 1 action to repair an area that is flooding back to operational (including hallways). Use flooding and flooded tokens to help keep track of hallways that are flooded. **Once an area is flooded it will spread “flooding” statuses to adjacent areas that are not locked on the next turn**.

Victory

The game is over when a player no longer has crew or operational systems left on their sub. The winner is the player who still has crew/systems.

Design Goals

As it turns out the third version of “Subterfuge” had more changes than I thought I was going to originally do. The biggest change to the game involves the elimination of the area card system as well as layout changes to the sub game boards. The elimination of the area card system has now given rise to a more refined token system that can be placed on the new sub game boards in order to keep track of what is going on in what area. Due to these big changes, I am happy to say that the redesign of the sub has made it possible for me to make the areas interchangeable now. I’ve included systems tokens so that players can choose where they want their systems to be in the sub. There are 8 possible areas with 7 possible systems, so one area will always be blank.

The reason for the blank room is because there is a 2.5% chance to pull a “Temple of the Squid God” event card which will use this blank room. It is a very powerful card and part of my redesign to add much more event cards into the game. There are now more good cards and much more bad cards to help provide a wild nautical experience for the players.

Crew actions have now been doubled in this version, so it is my hope that there are less turns where a player cannot do much because of the limitation of sub layout and the amount of crew on their sub. I have also made it so that some rooms require a player to be in this room in order to use its area bonuses. This should give the players more decisions to make on what they want to do with their crew and add to the franticness of battle. Adding to the franticness of battle, there is now a D4 roll for damage instead of tying damage to the D4 evasion roll. This should increase player involvement in what is happening with their subs.

Design Changes

While the game appears to be getting better, there are still a few problems with how the game works. There is still some confusion about the way the dice work in the game, so a diagram explaining dice rolls is necessary. This is something I should have done after the first playtest of the game and simply forgot to do. The next thing to change is the event cards, specifically the “extra actions” event card. Players did not really use them to their fullest and complained that they felt like a waste of an event. For this reason, I’ll be cutting them from the game. Another concern for future versions is the likelihood of drawing one of the 2.5% chance cards. I hope I’ll get to see them in a playtest, because it is important to see how they work in the game.

Another big change to the game involves the way repairing areas works in “Subterfuge”. Currently there is no way to fix a destroyed room. I made the game this way to prevent games from lasting forever. As it turns out, with all the chaos of battle, giving the players an opportunity to fully fix things is a good thing that players want. I’ll be implementing this in the future versions of the game. This is especially important when it comes to the oxygen area, which confused Maddie. Players need a way to try and fix the oxygen room otherwise it is always an automatic win.

Subterfuge (version 4: Fix All The Things)

Written Rules

Components

* 2 Player Boards (1 blue, 1 green)
* 12 Crew Pieces (5 blue, 5 green, 2 black)
* 2D8 Dice (1 blue, 1 green)
* 2D4Dice (1 blue, 1 green)
* 40 Event Cards
* 36 lock tokens
* 56 status tokens (14 flooding, 14 flooded, 14 damaged, 14 destroyed)
* 14 systems tokens (7 blue and 7 green)

Players

“Subterfuge” is played with 2 players.

Objective

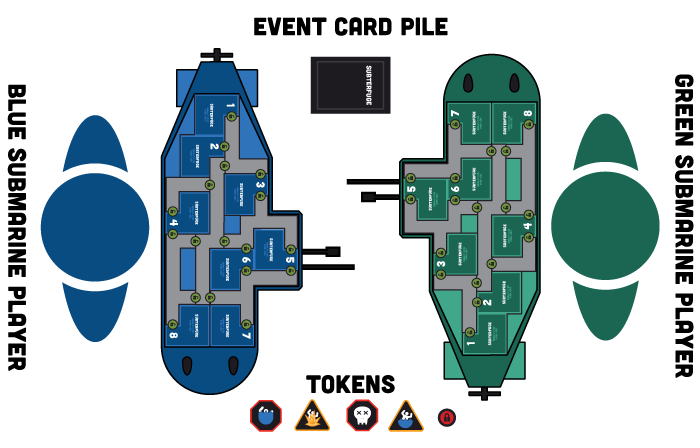
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Setup

Players decide who will play as Blue and who will play as Green. Before the game starts both players need to setup the event cards and their sub:

* Event Cards are shuffled and place face down between both players.
* All lock and status tokens are placed between both players to be used throughout the game to keep track of area statuses and lock states
* Each player decides where to place their 7 System cards (1 space on each sub will be blank and without a system.
* Each player places 4 of their color crew in areas of their sub
* The box top is used as a divider to keep crew from looking at each other’s interior (unless sonar is used by a player that turn)
* Each player gets one Saboteur Event Card which can be played at any time.

**To decide who goes first players roll both their dice, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Players sit across from each other as shown below:



Rules

Turn Sequence

The game is played in **alternating turns**, starting with the player who won the dice roll. **The turn sequence is: Draw an Event Card then Perform Crew Actions**.

* **Draw an Event Card:** At the start of a player’s turn they must draw an Event Card and follow the instructions on the card if it can be applied. After the instructions have been followed the card is discarded (if all Event Cards have been used, the pile is reshuffled to be used again).
* **Perform Crew Actions:** Every crew piece can move once and perform **2 separate actions** per turn. Actions are the following:
* Open/ lock an area’s doors
* Attack and kill enemy saboteur
* Repair (crew piece can only repair one flooding, damaged, or destroyed status per turn. Destroyed status goes to Damaged, and then Damaged goes to normal. Note: if a room is destroyed or flooded while a crew piece is in it, then the crew piece is killed. Crew pieces cannot enter flooded areas or fix them without use of the pump.)
* Use a System Action (crew must be in area to use bonus)

After the Draw Event Card and Perform Crew Actions have been completed, this player’s turn is over and the next player’s turn begins.

Dice Actions

Dice are used for targeting randomly, squid attacks, evasion, and damage. See the diagram below:



System Actions

Engines: Evasion

If a crew member is in the Engines System then a player may attempt to evade a torpedo or squid attack if their engines are not flooded or irradiated.

* Evasion: D4 Roll of 1 – 2 : Attack Misses and D4 Roll of 3 – 4: Attack Hits
* No Evasion: All attacks hit

Sonar: Targeting and Viewing Interior

If a crew member is in the Engines System then a player may use the actions of a crew piece in the Sonar room to specifically target an area of the enemy sub and see the interior of the enemy sub

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If a crew member is in the Engines System and the Doors System is not destroyed or flooded then the player does not have to use any actions from their crew pieces at a door to lock and unlock doors this turn.

* Doors: May unlock and lock doors freely throughout the sub for this turn.
* No Doors: Crew piece must use 1 action and be at a door to lock and   
   unlock doors

Pump: Free Flooding/Flooded Repair

If a crew member is in the Engines System and **if the Pump area is not destroyed or flooded, then the player can drain completely once per turn**.

* Pump: Revert the Flooding/Flooded Status of any one room (Flooded and Flooding go to normal)
* No Pump: Crew must be in area to fix flooding (cannot fix flooded)

Firing a Torpedo

As long as a crew piece is in a weapons room and the weapons room is not destroyed or flooded, a torpedo can be fired at the enemy. If the sonar is working and a crew piece is in this room, then the area fired upon can be chosen by the player. If there is no crew piece in the sonar or the sonar is destroyed or flooded, then a torpedo may still be fired, but the player must roll to see what they are targeting. If a torpedo hits, the type of damage is dependent on a D4 roll.

* Torpedo: May fire a torpedo at the enemy (with or without the aid of the sonar). If the enemy does not evade then damage is assessed as follows:

D4 Roll of 1: Area is Flooding  
D4 Roll of 2: Area is Damaged  
D4 Roll of 3: Area is Flooding and Damaged  
D4 Roll of 4: Area is Destroyed

* No Torpedo: No torpedoes can be fired without a crew in the weapon room.

Special Rules

Oxygen System

No crew are required for the oxygen system to work, it must be not be destroyed or flooded for it to work.

* Oxygen: Crew can breathe
* No Oxygen: If not repaired within 4 alternating turns (starting with the player’s first turn with a destroyed or flooded oxygen room) then the crew on this sub all die and the game is over.

Saboteur

A saboteur card allows you to replace any crew aboard the enemy sub with a saboteur (use a black crew piece). You can only have 1 saboteur on the enemy sub at one time. The saboteur can move once and attack systems once per turn (roll a D4 like a torpedo hit this area). The saboteur may not attack or move onto spaces occupied by the enemy crew. The enemy can kill the saboteur by moving onto the same space as the saboteur and using an action to kill him.

Flooding/Flooded

Flooding is dangerous to the submarine, as well as the crew. Crew can spend 1 action to repair an area that is flooding back to operational (including hallways). Use flooding and flooded tokens to help keep track of hallways that are flooded. **Once an area is flooded it will spread “flooding” statuses to adjacent areas that are not locked on the next turn**.

Victory

The game is over when a player no longer has crew or operational systems left on their sub. The winner is the player who still has crew/systems.

Design Goals

I am really hoping that version 4 of “Subterfuge” will finally be the playtest that feels completed. With the addition of clearer and hopefully simpler rules, the players should be able to play the game with no problems. The changes to the oxygen room should help players turn around a bad situation, as long as they drop all their current priorities to fix it, and the loss of “extra actions” event cards should help the events all be played a little bit more.

Design Changes

With version four of the game I feel pretty confident that the game is working out well. Even with the overpowered “Temple of the Squid God” event card, the game was fun for both players and prompted both players to want to play again without asking. It seems I only have small changes to make to the game, like redesigning a placemat for quick reference rules and possibly finding a new way for lock tokens to work, because it is a pain to have to place them all over the sub. Maybe I can tape them on and they can flip open instead of placing them on the board altogether.

Subterfuge (version 5: Final)

Written Rules

Components

* 2 Player Boards (1 blue, 1 green)
* 12 Crew Pieces (5 blue, 5 green, 2 black)
* 2D8 Dice (1 blue, 1 green)
* 2D4 Dice (1 blue, 1 green)
* 40 Event Cards
* ~~36 lock tokens~~
* 60 status tokens (15 flooding, 15 flooded, 15 damaged, 15 destroyed)
* 15 systems tokens (7 blue and 7 green, 1 Temple of The Squid God System)

Players

“Subterfuge” is played with 2 players.

Objective

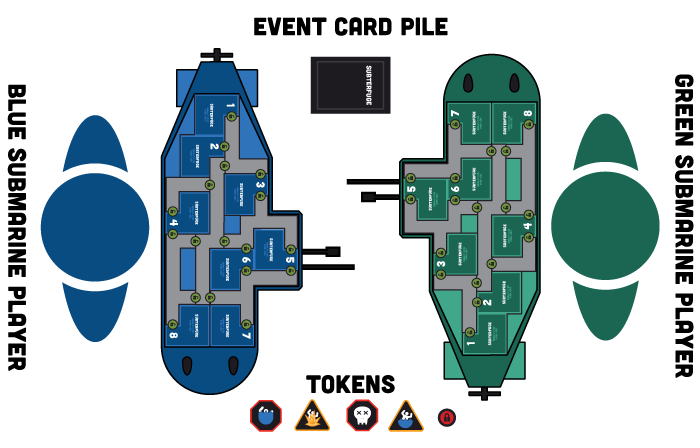
The objective of “Subterfuge” is to either eliminate all systems aboard the enemy sub or all of its crew.

Setup

Players decide who will play as Blue and who will play as Green. Before the game starts both players need to setup the event cards and their sub:

* Event Cards are shuffled and place face down between both players.
* All lock and status tokens are placed between both players to be used throughout the game to keep track of area statuses and lock states
* Each player decides where to place their 7 System cards (1 space on each sub will be blank and without a system).
* Each player places 4 of their color crew in areas of their sub
* The box top is used as a divider to keep crew from looking at each other’s interior (unless sonar is used by a player that turn)
* Each player gets one Saboteur Event Card which can be played at any time.

**To decide who goes first players roll both their dice, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Players sit across from each other as shown below:



Rules

Turn Sequence

The game is played in **alternating turns**, starting with the player who won the dice roll. **The turn sequence is: Draw an Event Card then Perform Crew Actions**.

* **Draw an Event Card:** At the start of a player’s turn they must draw an Event Card and follow the instructions on the card if it can be applied. After the instructions have been followed the card is discarded (if all Event Cards have been used, the pile is reshuffled to be used again).
* **Perform Crew Actions:** Every crew piece can move once and perform **2 separate actions** per turn. Actions are the following:
* Open/ lock an area’s doors
* Attack and kill enemy saboteur
* Repair (crew piece can only repair one flooding, damaged, or destroyed status per turn. Destroyed status goes to Damaged, and then Damaged goes to normal. Note: if a room is destroyed or flooded while a crew piece is in it, then the crew piece is killed. Crew pieces cannot enter flooded areas or fix them without use of the pump.)
* Use a System Action (crew must be in area to use bonus)

After the Draw Event Card and Perform Crew Actions have been completed, this player’s turn is over and the next player’s turn begins.

Dice Actions

Dice are used for targeting randomly, squid attacks, evasion, and damage. See the diagram below:



System Actions

Engines: Evasion

If a crew member is in the Engines System then a player may attempt to evade a torpedo or squid attack if their engines are not flooded or irradiated.

* Evasion: D4 Roll of 1 – 2 : Attack Misses and D4 Roll of 3 – 4: Attack Hits
* No Evasion: All attacks hit

Sonar: Targeting and Viewing Interior

If a crew member is in the Engines System then a player may use the actions of a crew piece in the Sonar room to specifically target an area of the enemy sub.

* Sonar: Player may choose which area is targeted for 1 or 2 torpedoes.
* No Sonar: Player must roll D8 to determine location targeted by torpedoes

Doors: Free Unlocking and Locking of Sub Doors

If a crew member is in the Engines System and the Doors System is not destroyed or flooded then the player does not have to use any actions from their crew pieces at a door to lock and unlock doors this turn.

* Doors: May unlock and lock doors freely throughout the sub for this turn.
* No Doors: Crew piece must use 1 action and be at a door to lock and   
   unlock doors

Pump: Free Flooding/Flooded Repair

If a crew member is in the Engines System and **if the Pump area is not destroyed or flooded, then the player can drain completely once per turn**.

* Pump: Revert the Flooding/Flooded Status of any one room (Flooded and Flooding go to normal)
* No Pump: Crew must be in area to fix flooding (cannot fix flooded)

Firing a Torpedo

As long as a crew piece is in a weapons room and the weapons room is not destroyed or flooded, a torpedo can be fired at the enemy. If the sonar is working and a crew piece is in this room, then the area fired upon can be chosen by the player. If there is no crew piece in the sonar or the sonar is destroyed or flooded, then a torpedo may still be fired, but the player must roll to see what they are targeting. If a torpedo hits, the type of damage is dependent on a D4 roll.

* Torpedo: May fire a torpedo at the enemy (with or without the aid of the sonar). If the enemy does not evade then damage is assessed as follows:

D4 Roll of 1: Area is Flooding  
D4 Roll of 2: Area is Damaged  
D4 Roll of 3: Area is Flooding and Damaged  
D4 Roll of 4: Area is Destroyed

* No Torpedo: No torpedoes can be fired without a crew in the weapon room.

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