
Multi-crew cooperation and Task sharing (differences only)

- Game setup for 4v4
 - Seating order (Engineer - Captain - First Mate - Radio Operator) abbreviated to E - C - F - R respectively. Hence ; the Seating position should look as follows :

R - F - C - E
AAAAAAAAAAAAAAAAA
E - C - F - R

The seating position is important to make sure that the R player is able to hear the enemy C clearly and also to insure that the C is heard perfectly clear by both the F and the E.

Proper use of Crew Resource Management (CRM) is the only way to obtain victory.

Further explanation for the new role of the First Mate will follow.

The role of this Ruleset is to streamline and allocate proper task sharing to avoid confusion.

It was my feeling that the first mate role was a confused one, in a 3v3 game the First mates disappearance doesn't effect game play and in fact in some cases it was better to not have a first mate altogether. If a player that's more experienced than the captain or engineer is playing as first mate then usually the first mate will be guiding the others how to best play the game but when the experience level is equal or more than the First Mate, then the First Mate will end up being a player who just fills boxes on command with no or little input to the game.

In order to fix this issue small yet valuable differences were implemented to provide a much better task sharing for all roles over all.

• **Role Description:**

- Captain: seated between Engineer(on the left) and the First mate(on the right), Primary communication is established between them, first he must relay plan of action before DIVE order (System Priorities, position of Submarine, options available, going over scenarios , and reminder of task sharing). The Captain can expect from the engineer primarily two things:

1. To prioritize a system

2. To give the captain advice about repairing systems
i.e. "Captain we need to move N,N,E to clear Weapon systems".

Also the captain will rely on the first mate to figure out where the enemy Submarine is. Give the First mate a red marker to be able to give you silent messages about the possible whereabouts of the enemy Sub (more about First Mate work load later)

The captain must avoid micromanaging his two crew and also must completely avoid getting distracted with the Radio Operator. By maintaining proper task sharing the captain will reduce work load and be better at creating routes that best confuse the enemy Radio Operator. In this rule set the captain can not activate Detection system only the first mate can, however only the captain can say stop and he may order the first mate to activate Detection system, to do so the captain will have to move first then command STOP then either command the First Mate or First Mate can activate the Detection system autonomously.

- Announcing a course and activation:

- To move the submarine , the captain must issue a Heading Order (HO)
"HEAD NORTH/EAST/SOUTH/WEST"
- After each HO the captain must wait until First mate and Engineer have confirmed the order by "CHECK" (Challenge / Response)
- Must always move before activating any system
- Can activate Weapons and special systems only.
- Only captain can call Stop.
- Captain can order First Mate to activate Detection system but only First mate can activate.
- Captain needs to relay information to the engineer about what systems he needs to prioritize.
- Captain will ask first mate for information regarding the position of the enemy and if there is any system the captain needs prioritizing.
- Torpedoes destroy scenario mines and also placed mines. they explode but can't produce direct hit and damage does not stack. So in other words. You might shoot a torpedo at A6 , and then announce that mine on A7 exploded due to torpedo, enemy captain will then announce that mine at B7 exploded and then adds "We are hit" and log **one** damage. Even if the enemy Sub was at B7, the Damage does not stack.
- Detonating a mine does not need to have any mine gage filled

- Detonating a mine counts as system activation (it requires a submarine move and the weapon system to be fully functional)
- Using silence the captain can choose to move zero spaces , both engineer and first mate must respond with check and will log no change on their sheets.
- Radio Operator: seated to the right of the First Mate, primary communication is with First Mate. Since the Radio Operator needs to maintain full attention to enemy Captains HOs, the Radio Operator needs as little interruption as possible. Coordinating with First Mate at all times allows the First Mate to make a good decision as to when to use Detection system.
 - The Radio Operator is the eyes and ears of the Team. He must keep a constant listening on the orders of the enemy Captain's HOs
 - After each HO the Radio Operator must log the movement on the transparent sheet (starting mid screen / recommendation)
 - It is recommended for Radio Operator to have more than one color marker.
- Surfacing:
 - When sector is announced and Engineer begins to secure his part, Radio navigator must not log any Enemy HOs (he must memorize and can remap The route after DIVE command is issued).
- First Mate: seated to the right of the captain and left of the Radio Operator. Primary communication with captain and Radio Operator. The first mate's job is to priorities the captain's desired systems, keep the captain updated about the whereabouts of possible Enemy position, help Radio Operator with finding Enemy Submarine by using Detection system and have initiative with systems priority (for instance ready the torpedoes if First Mate suspects that finding enemy is imminent and advice captain to prepare weapons system.
 - Keeping and eye on Radio Operator's course to assist in finding enemy
 - Using Detection system systems to assist in finding Enemy
 - Must communicate with captain ahead of time to give time for captain to prepare either weapon system or Detection system or even perhaps if it's okay to surface.
 - Keep captain notified of Estimated Enemy Position (EEP)
 - Must notify captain about the use of Detection system so that the captain can make a move and then command "STOP" , so that First Mate can activate Detection system.

- Engineer: seated on left of the captain, primary communication is with the captain. After taking orders of which system to prioritize, the engineers main role is to always have a plan ahead of the submarine. He needs to keep constant track of what needs to be done to fix a certain system and what systems are activated. Needs to be able to give the captain correct clear answer as to how to fix a system that is required.

- Surfacing:

- Engineer starts securing the Submarine by drawing a line around the engine bay(bottom left) with initials. Then passes it to captain who will in turn secure the upper deck , then pass it to First mate who secures the bottom cargo bay (bottom middle) and lastly the Radio Operator secures the radar (front bit).
- After surfacing player must move before activating any system
- Captain must remember to keep a log of where his last position and mines are.

- Breakdown:

- Any DAMAGE suffered from breakdown the engineer cleans all system once the First Mate responds with check (indicating that the FirstMate logged the damage)
- Self repair has priority over complete area breakdown. (In this case no damage to be taken)
- You can't take two damage from breakdown.