

CAPTAIN SONAR

Captain

Announce Course

- “HEAD NORTH / SOUTH / EAST / WEST”
- Wait for “Ok” from 1st Mate & Engineer
- Can’t cross own path, go through islands or mines
- Can erase route by surfacing

Activate systems:

- Call STOP – everyone stops
- Can only activate charged systems with no breakdowns
- Drop a mine: distance 1. Don’t announce location!
- Launch torpedo: max distance 4, announce impact location
- Trigger mine: Announce location.
 - Torpedo / mine damage: Announce ALL CLEAR / INDIRECT HIT (1 damage) / DIRECT HIT (2 damage)
- Launch Drone: Ask “Are you in sector X?” (Yes/no, truthful)
- Activate sonar: Enemy captain gives 1 lie, 1 truth (row, column or sector)
- Activate silence: Move up to 4 spaces silently (hand gestures) then resume play
- Activate scenario system (see scenario)

Surfacing (enemy continues playing)

- Announce “SURFACING” & sector
- Erase own path (not mines)
- Repair ship (Everyone outlines a part of ship – stay within lines – check with enemy engineer for confirmation)
- Announce DIVE and continue

CAPTAIN SONAR

Radio operator

Listen to enemy captain and mark route – try to work out enemy location

First Mate

- Mark a gauge every time submarine moves, to charge systems
- Can activate drone & sonar.
- Mark any damage.

Engineer

- Mark a breakdown every time submarine moves.
- Systems can't be activated if they have any breakdowns.

Repairing:

- Central circuit – all symbols broken down – auto repair
- After damage – remove all breakdowns
- Surfacing – remove all breakdowns

Damage (apply 1 damage & remove **all** breakdowns):

- All radiation symbols marked
- All symbols marked in an area (N / S / E / W)

House Rules

- Captain raises hand when announcing course (if it's too hard to distinguish between discussion and an order)
- If captain calls STOP and then does nothing, team must take a penalty (wait 10 sec?)