Captain Sonar

Take charge of a sub locked in deadly combat, everyone must master their role in order to find, & destroy, the enemy.

Goal and End of the Game: *Choose one of two end game conditions:*
Sudden Death: Team loses if they take 1 Damage.   **Hunt:** Team loses if they take 4 Damage.

Start of the Game:
Each captain chooses a starting dot, marks it with an X and then announces **DIVE!**

When Actions Occur:
Commanding a submarine is chaotic and only mastered with strict delegation and procedure. The various actions of the game are distributed amongst the Officers and, depending on whether you're playing Turn-by-Turn or Real Time, have particular times they can occur.

Movement and Upkeep:
- Turn by Turn: At the start of a crew's Turn.
- Real Time: After moving, the Sub cannot move again until after the First Mate and Engineer complete upkeep and announce "OK".

System Activation (Torpedo, Mine Launching, Sonar, Drone, Silence and Scenario):
- Turn by Turn: May activate 1 System after moving.
- Real Time: After a System is activated, no system can be activated again until after the Sub has Moved.

Non-System Activation (Surfacing and Activating Mines):
- Turn by Turn: Surfacing: Instead of moving or activating Systems during a crew's turn.
                  Activate a Mine: At any time.
- Real Time: Can be taken at any time.

Note: Any "announcements" must be loud enough for **all** players to hear them clearly.

Player Roles

The Captain:
- Decides, announces and records the Sub's **Movement**.
- Decides and announces if the Sub **Surfaces**.
- Decides when and how to activate a **Red System** (Mine or Torpedo)
- Decides when and how to activate a **Yellow System** (Silence or Scenario)
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Movement:
1. Capt. announces a course: **"Head North/South/East/West",** moving one dot in that direction
2. Then **marks that move** on their map, *by joining one dot to the next.*
3. The **First Mate** and **Engineer** must announce **"OK"** (after completing their upkeep tasks).
- **Movement Restrictions and Rules:**
  - A dot cannot be used twice, *I.e. can't cross your own path.* (Route erased when Sub surfaces)
  - Cannot enter an **Island** space, or a space with its own **Mine**.
  - If there is no valid course for the sub to take, the Captain must Surface.

Radio Operator
Listens for the enemy and tries to figure out their location.
- **Listens** to the enemy Captain, and **draws their orders** on the transparent sheet.
- They move the transparent overlay on the map to try to figure out the enemy's position.
- They keep the Captain informed as to the enemy's possible location.
- *Start in the middle of the overlay. If you get lost, erase everything and start again.*

First Mate
Player Sheet shows Damage tracker and 6 gauges for managing the Sub's Systems.
- Decides on and tracks **charging of Systems**.
- Announces when a **System** is ready.
- Activates **Green Systems** (**Drone** and **Sonar**).
- Records **Damage**.
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Movement Upkeep: Charging Systems: Each time the Captain announces a course, the First Mate marks 1 empty space on a gauge of their choice, then announces "**OK**."

Ready: If the gauge for system X is filled, the First Mate announces **"X Ready"**.

Activate: First Mate may activate **Drone** and **Sonar**.

Damage:
  Engineering: If Engineer Announces "**Damage!**" 1 Damage.
  Direct: From a Direct hit. 2 Damage.
  Indirect: If a Mine/Torpedo explodes at one of the 8 dots adjacent to the Sub: 1 Damage.

Engineer
Player Sheet shows 4 Control Panels, one for each direction, with Breakdown Symbols for Radiation and Red, Green and Yellow Systems. Schematic of Sub used when Surfaced.
- Decides on and records **breakdowns**.
- Manages **Repair**.
- Announces **Damage** caused by breakdowns.
- Tracks whether a **System** is operational.
- **Advises the Captain** on headings to avoid breakdowns and achieve repairs.
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Movement Upkeep: Breakdowns: Each time the Captain announces a course, the Engineer crosses out a **Breakdown Symbol** of their choice on the Control Panel matching the direction, then announces "**OK**."

Movement Upkeep: Repair:
- If **4 symbols** on the one **Circuit** are crossed out, they're immediately repaired and erased.
  - *A circuit is the set of symbols on the one yellow/orange/purple line.*
- *The engineer should advise the captain to travel in a direction best suited to triggering repairs, and best suited to avoid damage.*
- *Repair also occurs when breakdowns cause **Damage** and during **Surfacing**. See below.*

Damage
- If all **Radiation Symbols** are crossed out: Engineer announces "**DAMAGE!**", First Mate records damage, Engineer erases **all** breakdowns.
- If all symbols in one **Control Panel** are crossed out, Engineer announces "**DAMAGE!**", First Mate records damage, Engineer erases **all** breakdowns.
- If breakdown triggers both damage and self-repair, complete the repair first.

System Operational
- If any symbols of a System's colour are crossed out, that system cannot be activated.
- Before activating a System, the Capt/First Mate should check with the Engineer if it's operational
- If they try to activate a non-operational system, a breakdown occurs and the Engineer must cross out a Radiation Symbol of their choice.

ACTIVATING SYSTEMS

To activate a System:
1. It must be **fully charged** on the First Mate's sheet.
2. The Captain/First Mate:
   i. **Confirms with Engineer** there are no Breakdowns in that System.
   ii. Announces **"Stop,"** raises fist. *Other players stop and listen.*
   iii. **Announces which system** is activated.
   *If Step 1 was skipped, or the Engineer made an error, a **Breakdown** occurs, see above.*
3. **Resolve** the system activation.
4. The First Mate clears the system's gauge, then play **resumes** as normal.
- *After a System is activated, no system can be activated again until after the Sub has Moved.*

TORPEDO!

Can be fired up to 4 dots away (straight line or stepped, but not diagonal).
1. Captain announces co-ordinates of **Target Dot**.
2. If Target Dot is:
   a) More than one dot away from the enemy: Opposing Captain announces "**Clear**".
   b) Adjacent (orthogonal or diagonal) to enemy sub: Opposing Captain announces **"Indirect Impact,"** Opposing First Mate marks 1 Damage.
   c) Same dot as enemy sub: Opposing Captain announces **"Direct Hit,"** Opposing First Mate marks 2 Damage.
   d) On same dot as Mine: the Mine is destroyed.
   e) Adjacent to a **Mine**, the Mine explodes, and may cause damage or explode another Mine.
   f) Adjacent to the explosive's own **Sub**, First Mate marks 1 Damage.

DROP A MINE

1. Captain draws an M on a space adjacent to the Sub, but not on its path.
2. Captain announces **"Mine Dropped."**

SONAR

1. First Mate Announces "**Sonar.**"
2. Opposing Captain give two of these three pieces of information about their Sub's location, the **Row**, **Column,** or **Sector**. One of which must true, the other must be false.

DRONE

1. First Mate announces "**Drone**"
2. Captain asks "**Are you in Sector X.**"
3. Opposing Captain answers "Yes" or "No."

SILENCE

1. Captain announces "Activate **Silence**!"
2. Captain moves the ship 0-4 dots **in a straight line**.
3. As per normal movement, First Mate marks a gauge, and Engineer crosses out breakdown. The Captain indicates the direction to the Engineer silently. If zero movement they don't cross out a break down.
- *In Turn-by-Turn you may move and activate Silence in the same turn.*

SCENARIO

Some advanced scenarios have a system that's only used in that scenario.

NON SYSTEM-ACTIVATION ACTIONS

SURFACING

1. Captain announces "**Surfacing in Sector X**."
2. Captain **erases** their path, (but not any mines).
3. **Turn by Turn:**
   i. During their turn, instead of Moving or Activating Systems, the Captain may Surface.
   ii. Engineer erases all **breakdowns**.
   iii. The enemy team takes 3 turns in a row.
   But, if they surface, any remaining turns are lost and the other team takes 3 turns.
   Real Time:
   i. While Surfaced: **Enemy continues playing**. Radio Operator cannot record enemy movements, crew cannot activate systems.
   ii. Engineer draws a line around a section on the Sub's **Schematic**, then initials that section.
   iii. Then **passes the Engineering Sheet** to a teammate, who repeats this with another section. Repeat until all sections are done. *If fewer than 4 players, some must do two sections.*
   iv. Engineer **shows it to the enemy Engineer**, who checks that all lines are inside the white border. **If not,** the Engineer erases the lines and initials, and **starts again.**
   v. If all correct, Engineer erases the **lines**, **initials** and all **breakdowns**.
   vi. Then announces "**Ready to Dive**".
   vii. Captain announces, "**Dive!**" And play continues as normal.

ACTIVATE A MINE

1. Captain announces, "**Stop, I'm blowing up a Mine!**", and the co-ordinates of the Mine.
2. Effect: Damage as per Torpedo.
- Not a system activation, can be announced at **any time**, except:
  - After dropping the Mine, it cannot be activated until after a Move.
  - Can't activate if the Sub is Surfaced.
  - Can't activate if there's a Red Breakdown (*I.e. Mine/Torpedo*).
- *When activating a Mine, its Gauge doesn't have to be charged, and isn't cleared afterwards.*

SETUP

1. Decide whether playing **Turn-by-Turn** (Light Side of Player Sheets) or **Real Time**.
   If 2-5 Players: Play Turn by Turn only.
2. **Team Make Up:**
   Team of 4: Each player takes one role: Captain, First Mate, Engineer and Radio Operator.
   Team of 3: One player plays both Captain and First Mate
   Team of 2: One player plays Captain, First Mate and Engineer.
3. Place **Screen** down the centre of the table, between the two teams.
4. One Team sits, left to right: Radio, Captain, First Officer, Engineer.
   Each member of the other team sits opposite their counterpart.
5. **First Mate** and **Engineer** take their **Sheets**, **Radio Operator** takes a **Transparent Overlay**.
6. Each player takes a **pen**.
7. Choose a Scenario, **Captain** and **Radio Operator** take the matching **Scenario Sheet**.