



## Frequently Asked Questions February 2015

### SETUP

#### **During game setup, how is the orientation of the submarine figures determined?**

Players must agree about the orientation of the submarine figures before the beginning of the game. In case of disagreement, the orientation is determined at random.

#### **When is the orientation of the submarine figures determined?**

The orientation of the submarine figures (which remains unchanged for the whole game) must be determined before players place (then reveal) their compartment tiles. This point is key, since it determines the fore and aft of both submarines.

#### **How should I place my crew member tokens on compartment tiles?**

It is recommended to place crew member tokens on tile illustrations, so that your opponent can perfectly see the effect of the compartment. You can ask your opponent to move his crew member tokens around if you are not able to see the effect of a compartment. You are not allowed to pile up your crew member tokens.

#### **How do you choose who plays first?**

The player who has the submarine with most Oxygen tokens plays first.

### GENERAL

#### **What happens when there isn't any Oxygen token left in one of my compartments?**

Nothing. However, when you remove your last Oxygen token, you immediately lose the game.

#### **May a submarine change orientation during the game?**

No.

#### **If both submarines are in the same sector, can I move to the other side of my opponent's submarine with 1 speed point?**

No. It takes 2 speed points (one to move to another sector and one to move backwards to the other side of your opponent's submarine).

#### **Can I activate an "experimental" compartment during my opponent's Action Phase?**

Yes, but the activation process differs slightly, since you may activate this compartment on your turn or on your opponent's turn.

#### **Can I activate an "experimental" compartment as a reaction on my opponent's first turn?**

No.

### CREW MEMBERS

#### **Is the Captain a sailor?**



No. Effects that target the Captain don't target sailors and vice versa.

**Does there have to be a Captain on a crew?**

A crew necessarily has to comprise a Captain. However, you do not lose the game if you captain is eliminated during the fight.

**May one of my sailors move within my opponent's submarine if he is there?**

Yes, in a normal way during your Action Phase.

**Does the presence of one of my crew members in one of my opponent's compartments make it impossible for my opponent to activate this compartment?**

Yes. The effect of a compartment cannot be activated if there is an enemy crew member in it. This is also true for effects activated when the compartment is manned.

**Does the presence of one of my crew members in one of my opponent's compartments cancel the ability linked to the compartment's type (motorization, armor, etc.)?**

No. For instance, if an opposing crew member is present in your motorized compartment where you have one of your crew members, the compartment still increases your submarine's speed by 1.

**May one of my crew members activate a compartment in my opponent's submarine?**

No. Your crew members may never activate an effect in your opponent's compartment. However, they can move as normal in your opponent's submarine and prevent the effect of the compartment they are in from being activated.

**Can one of my crew members man one of my opponent's compartments?**

No. Only your own crew members can man your compartments.

**Can I decide to ignore the presence of one of my crew members in one of my armored compartments (and thus decrease the armor value of this compartment)?**

No.

<b>EFFECTS</b>
----------------

**Is the effect of a manned compartment taken into account during the first turn of each player?**

Yes. As an example, if you are first player and you move one of your crew members to the "anti-propeller chain" compartment during your first Action Phase, your opponent's submarine's speed will be reduced by 1 during his first Action Phase.

**May an effect target both my crew members and my opponent's?**

Yes. According to the effect, the target can be: all crew members, or all the crew members located in a submarine, or only one player's crew members, etc.

**When an effect targets and deals damage to an armored (green) compartment, is the armor value of this compartment taken into account?**

No.



**May I redirect damage towards a destroyed compartment?**

No.

**When an effect is activated as a reaction – what does it mean?**

It means that the effect can be only activated during your opponent's Action Phase, in reaction to his maneuvering or activating a compartment.

**Can I use the reaction ability of an experimental compartment if this compartment is separated from the Control Room because the compartments in between have been destroyed?**

No, because the crew member who activates this compartment cannot be moved to the Control Room.

**When 2 available crew members activate a compartment with a "x2" icon, do I need to move them to the same compartment (towards the Control Room)?**

No. You may move them to 2 different compartments (moving them closer to the Control Room).

**May an experimental compartment with a "x2" icon be simultaneously activated by 2 crew members as a "reaction"?**

Yes, but only as long as those 2 crew members are "ready" (not exhausted).

**May I move my Captain into a compartment that has a "x2" icon and where I already have another ready crew member, then activate this compartment by applying "x2"?**

Yes.

**When I activate a compartment as a reaction to the opposing captain activating a compartment, may this captain make his free move (due to his bonus) before the reaction is applied?**

Yes. In certain cases, it enables the Captain to move back to the compartment in which he was, before the effect of the reaction is applied.

**Is there a limited number of times for me to activate a compartment with a "x2" icon during my Action Phase?**

No. For instance, you may activate the compartment twice with the effect "x2" if you have 4 ready crew members in the compartment.

**May I activate a compartment with the "1" icon during my Action Phase and then as a reaction during my opponent's Action Phase?**

Yes.

## COMPARTMENTS

### ANTI-PROPELLER CHAIN

**Does the effect of this compartment (reduction of the opposite submarine's speed) depend on where my opponent's submarine is?**

No.



**Does the effect of this compartment apply to the compartment "Auxiliary Engine"?**

Yes. Therefore, the speed of the movement with the "Auxiliary engine" may not be greater than 1.

### **SANDBAGS**

**What is the armor value of this compartment when there is one of my opponent's sailors in it?**

No more than 1, as long as you have at least one crew member in it.

**What is the armor value of this compartment when the Captain is the only crew member in it?**

1.

### **TELESCOPIC SHAFT**

**May my Captain activate this compartment?**

Yes, but only to move a sailor of your crew to a compartment in your opponent's submarine or to the Control Room of your own submarine.

**May a sailor activating this compartment go out through any side or only through the side where the Telescopic shaft compartment is?**

The sailor may go out through any side. However, he has to end his movement in a compartment belonging to the section of your opponent's submarine that is in contact with your own submarine (e.g. left section if your submarine is on the right of your opponent's).

### **CRATES OF CORROSIVE STARFISH**

**May I use the effect of this compartment to damage or destroy one of my own compartments?**

Yes.

**May I redirect the damage caused by the effect of this compartment onto the Control Room instead of the targeted compartment?**

No. Only the damage caused by an attack may be redirected onto the Control Room.

### **AUXILIARY ENGINE**

**Does the effect of this compartment allow me to move my submarine several times during my Action Phase?**

Yes. You are limited to one maneuver during your Action Phase but this effect allows you to move your submarine one additional time every time this compartment is activated.

### **[R&D] BACTERIOLOGICAL AQUA-GRENADES**

**Are the armored (green) compartments taken into account to prevent the damage dealt by this compartment?**



Yes. The attack is resolved normally. If your attack value is higher than the armor value of the section, the defender must remove 1 Oxygen token from one of the compartments in the section. If none of the targeted compartments contains Oxygen tokens, you may remove 1 Oxygen token from any compartment.

**[R&D] MANUALLY OPERATED TURBINE**

**Is the sailor activating this compartment taken into account for the effect of the compartment?**

No, unless he is moved to another motorized compartment.

**Does the effect of the "anti-propeller chain" compartment apply to this compartment?**

No. The effect of Manually Operated Turbine does not depend on the submarine's speed.

**[R&D] SHARP CHAINS**

**Does the effect of the "anti-propeller chain" apply to this compartment?**

No. The effect of the "Sharp Chains" does not depend on the submarine's speed.

**May I move my submarine forward if my attack with this compartment deals no damage to the targeted section?**

Yes.

**Do I have to move my submarine after I have attacked with this compartment?**

No.

**May I move my submarine backward after the attack?**

No.

**[R&D] BOGIE**

**Does the effect of this compartment allow me to switch a destroyed compartment with another compartment?**

Yes.

**Are the ready crew members inside a compartment exhausted after this compartment has been switched?**

No.

**Does the effect of this compartment allow me to switch the Control Room with another compartment?**

No.

**Does the effect of this compartment allow me to switch it with another compartment?**

Yes.

**[R&D] FIRE-GUARD SYSTEM**

**Does the effect of this compartment allow me to repair my Control Room?**



No.

**Does the effect of this compartment allow me to repair a damaged enemy compartment?**

No.

**[R&D] EXPLOSIVE REACTIVE ARMOR**

**Does the effect of this compartment allow me to cancel the direct damage caused by the effect of enemy compartments like “Crates of Corrosive Starfish” or “Magnetotron”?**

No.

**What resolution sequence applies to this compartment’s effect?**

First, the defender assigns the damage as normal, making sure the amount of damage assigned to a compartment does not exceed the compartment’s remaining number of structure points.

Then, once damage has been assigned, for every compartment that must be destroyed, the defender may decide to cancel the damage by destroying another one of his compartments.