

SPECIAL UPGRADES

› CHOOSING SPECIAL UPGRADE

During setup, after both teams have chosen the scenario, each team secretly chooses a special upgrade to use during the game. Note: Upgrades are not compatible with Scenarios that have special rules about the scenario system.

Each team chooses one upgrade as a group, but in case of a disagreement, the Captain has the final say.

Once the decision has been made, the Captain announces: « *Submarine equipped!* ».

When both teams have decided, each Captain tells his opponent which weapons system has been chosen.

Furthermore, when the vessel surfaces, the Captain can decide to change weapons system. In this case, he announces the name of his new weapon. Example:

« *Asgard equipped* ».

› USER MANUAL

ALL of the special equipment uses the SCENARIO gauge.

As stated in their descriptions, special equipment is either classed as Rapid Activation or Slow Activation.

The Rapid Activation systems can be used when four spaces of the SCENARIO gauge are marked (3 spaces in turn-by-turn mode).

The Slow Activation systems can be used when 6 spaces of the SCENARIO gauge are marked (5 spaces for turn-by-turn mode).

As in the base game, special equipment cannot be activated if a SILENCE or SCENARIO symbol is crossed out in Engineering.

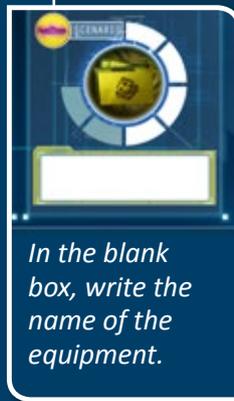
■ KRAKEN MISSILE



Activation: Rapid

The KRAKEN inflicts 1 damage in a surgical strike on any space on the map. The KRAKEN never causes an indirect hit to the adjacent spaces.

If the KRAKEN triggers a MINE, the effect of the mine is also taken into account



In the blank box, write the name of the equipment.

■ KAOS POLARIZING MINE



Activation: Slow

Dropping the KAOS mine is similar to dropping a standard mine. The Captain writes a K on the map (instead of an M). Later, the Captain can trigger the KAOS. It causes a horizontal and vertical shockwave: all submarines located on this line, as well as all those located on this column take ONE damage.

If the shockwave meets an island, it is stopped and the submarines on the other side of the island are spared. If the shockwave passes through a mine (standard or another KAOS), the mine is triggered and explodes (apply that mine's normal effects).

Both to drop the KAOS and to trigger it, a YELLOW symbol must not be crossed off in Engineering.

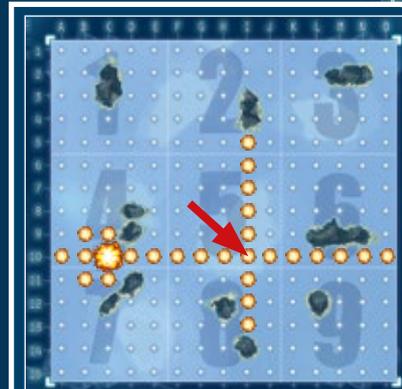
Clarifications:

- KAOS mines do not cause indirect hits to submarines on spaces adjacent to the shockwave.
- If the Captain exchanges this upgrade for another one when surfacing, he must immediately erase the KAOS mines from his sheet.

EXAMPLE



EXAMPLE



The KAOS polarizing mine explodes in I10. It causes 1 damage on the I column up to spaces I5 and I15 where it meets islands and is stopped. Additionally, it causes one damage on line 10 and triggers a mine located on C10.

ASGARD SUPER-CAVITATION TORPEDO



Activation: Rapid

The ASGARD supercavitation torpedo has a range of 6 SPACES MAXIMUM and shoots only IN A STRAIGHT LINE. Just as for a standard torpedo, the Captain must announce the point of impact, but he does not draw the trajectory of the torpedo on the map.

The ASGARD cannot go through an island space.

It causes TWO DAMAGE, either in the case of direct impact (same space) or indirect impact (adjacent space).

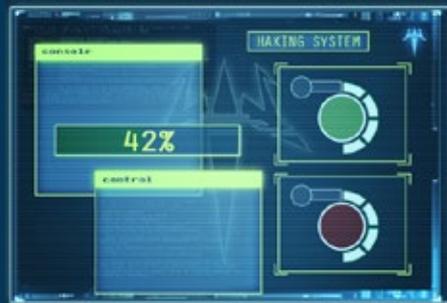
EXAMPLE



The Captain (in E2) launches a torpedo that travels through 6 spaces up to K2. The enemy submarine, located on J1, suffers an indirect impact, causing 2 Damage.

HACKING SYSTEM

Activation: Slow



When the TRIDENT computer hacking system is activated, the Captain must announce one of the Weapons systems (Mine or Torpedo) or one of the Tracking systems (Drone or Sonar).

He cannot choose a system that he has previously hacked during this game.

This system's gauge on the enemy submarine is then reset to 0.

The enemy submarine's First Mate immediately erases all of the targeted systems' marked spaces. He also marks an X near the targeted gauge as a reminder that this system has been hacked.

EXAMPLE



The First Mate erases the marked spaces on the Torpedo gauge. He marks an X near the targeted gauge as a reminder that this system has been hacked.



MINOS COUNTER-MEASURES SYSTEM



Activation: Slow

The MINOS Countermeasures system must be activated just after an enemy attack but BEFORE the impact coordinates have been announced.

The enemy must THEN announce the impact coordinates, but the attack has NO effect and there is no reaction to signify if the weapon would have impacted.

EXAMPLE



No outward reaction, whether the torpedo would have impacted or not

ULYSSES REPAIR SYSTEM



Activation: Slow

This advanced repairs system allows you to repair one damage by DEFINITELY putting one system out of service.

You cannot take the Scenario system out of service.

EXAMPLE



The First Mate erases a damage.



Then, he crosses out the Mining system, which can no longer be used.

