

SCHLEICHFAHRT

SNEAKING BEHIND ENEMY LINES



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In A.D. 2101 war was beginning.

No ..

Wait ..

Wrong game ..

Let me start over ..

In the not so distant future, mankind has managed to lay waste to earth's surface. Even though forced to find a new home on the ocean ground, nothing stopped humans to continue battling each other.

You are a mercenary trying to make his living by serving those that pay most.

Your mission sounds easy at first glance:

Scout the ocean ground for three different resources and bring them back to the hangar, so the technicians can build a bomb you are to drop over the enemy base.

Here comes the downside: You are all on your own between the beasts of the deep sea as well as the very well armed hostile submarines.

And the resources to equip your sub are limited.

Good luck, mercenary!

We count on you!

STUFF TO CREATE:

Cards! (1 deck of 54 cards)

Either print and cut them out all by yourself or let Artscow do the work for you.

The deck consists of:

14 ocean floor cards + 1 hangar card + 1 enemy base card, that will be laid out in a 4x4 square, hangar and enemy base in opposing corners.

The ocean ground cards show the level of the encounter (1 to 5, EL5 twice, the others three times each) that is going to take place whenever you cross one of them.

1 Submarine card showing your sub. On this card you place dice showing the values for "engines", "discharge" and "retreat". This card is your "character sheet".

31 encounter cards leveled 1-5 (7 times 5, rest 6 times each).

5 encounters "nothing" - 1 for each level (the ocean is not THAT full, you know?).

3 cards representing the materials you need to gather: ore, radium and unobtainium.

Oh – please do get a counter representing your sub on the playing field as well as 5 generic d6. The d6 represent your sub's "lifepoints", as well as the dicepool you perform "checks" with (see below)!

CREATION OF YOUR SUBMARINE:

You start by assembling your sub:

Distribute 9 points (represented by dice, tokens or whatever) among the attributes "engines", "discharge" and "retreat", however no attribute may be raised above 5 or below 1.

"engines" gets you out of harm's way and lets you advance to wherever you want. The enemy ships are well armed, but are not known to be quick, so evading is the best option here.

"discharge" is your weapon of choice versus the beasts of the sea: those monsters will probably be faster than you most of the time, so you'll have to discharge bolts of electricity at them in order to fend them off. However due to the high density of armed subs, you won't encounter many non human monsters out there.

"retreat" is your backup plan. When everything else fails, spit out an ink cloud and fall back to where you came from.

Your sub has got 5 hitpoints represented by a dicepool of five dice.

Whenever you take damage, remove an according number of dice from your dicepool. If you remove your last die, your sub drowns and the mission is lost.

In order to restore those dice, you'll have to return to the hangar, where your sub gets repaired.

Whenever you are trying to beat an encounter, you will have to do "checks" and achieve "successes". Here is how it works:

The base difficulty for everything is 6.

To this base difficulty, the difficulty of an encounter's attribute is added.

Now you roll your dicepool and add to each single die the attribute you are using. You may only use one attribute for one check.

Each result of a single die+attribute that now equals or beats the difficulty is a "success". If you rolled a number of successes equal to or larger than the encounter's level, you have beaten the encounter.

Otherwise you have failed and will take damage according to the power of the encounter.

Example: You've got a sub with engines 4, discharge3, retreat 2. Roaming the ocean, you encounter a Battleship – a level 3 encounter with Power 2, Resistance 3, Speed 1. The difficulty to sink this Battleship is 6 (base difficulty) +3 (Resistance) = 9. You would now have to roll 6 (since 6+3 for your discharge attribute = 9) three times, since the Battleship is a level 3 encounter. However if you wanted to dodge the Battleship, things would look different: The difficulty to do so is 6 (base difficulty) + 1 (Speed) = 7. With engines 4, you only need to roll a 3 or more on three dice – so the chances to dodge the battleship are better to sink it.

When discharging electricity at your opponent or evading fails, you still have the option to retreat in an ink cloud: The difficulty to do so always is 6 and you only need 1 success no matter the encounter's level. If you retreat, you may not advance (well .. duuh ..) but instead have to retreat into the ocean ground card you came from. You do not draw another encounter if you retreat, and you must not retreat from an empty card.

If you fail at either check, you take damage according to the Battleship's Power: 2 points. I.e. You remove 2 dice from your dicepool. With three dice left you better don't fail a second time, or you will be in deep trouble! (Get it? You're on the ocean's ground .. DEEP trouble ..)

Option: Game tests have shown, that this game might turn out too easy with a base difficulty of 6. If you think so, feel free to adjust the base difficulty to your preferences to create a harder game.

GAMEPLAY:

1st step: lay out the board.

Start by placing the hangar anywhere. Now shuffle the ocean ground cards and place them face down in a 4x4 square with the hangar face up in one corner. Put the enemy base face up into the other corner.

Place a token representing your sub on the hangar.

2nd step: prepare the encounters.

Separate the encounter cards into piles according to their level.

Shuffle each pile and place the piles face down in a way that you can tell which pile covers which level.

3rd step: play.

Each turn you may move your sub from one card to an adjacent one. If this new card has not already been turned face up, turn it.

The ocean ground card will tell you now the level of the encounter you are facing each time you come across that card.

Draw a card from the corresponding pile and place it on that ocean ground card. If you are lucky, you just drew a "nothing". Otherwise take a look at the card. You will find three numbers there:

1. The encounter's speed value, telling you the difficulty for an "engine" check.
2. The encounter's resistance value, telling you the difficulty for a "discharge" check.
3. The encounter's power value, telling you the amount of damage you receive each time you fail at a check.

If you have beaten an encounter with an engine check, you may choose to either advance to another field OR to search the floor for a component. Only if you advance to another field you may remove the encounter to the according discard pile.

If you have beaten the encounter by discharging electricity, remove it from the board and place it in the according discard pile.

(Note: use different discard piles for the different encounter levels since you'll need to reshuffle and reuse a discard pile once the corresponding encounter pile is used up.)

The encounter level now tells you the number you have to roll or roll below with any one die of your remaining dicepool in order to find any one of the required components (you may choose which one you have found).

As soon as you have found the third component, get the "bomb" built in the hangar and make your way to the enemy base. Once you're there, you drop the bomb automatically and win the game.