

Dive Dive Dive.

Draft rules v08 © Andrew Muhling 2018

In Dive Dive Dive, you and your friends are the crew of a World War 2 U-Boat. You will go out on missions hunting enemy ships and try to get back to your base without being sunk, running out of fuel, or losing a crew member. Gain 4 commendations to be considered an ace crew.

Components: Plot board, Mission board, Card deck (27), ship tokens (17 merchant, 3 warship), crew role tiles and meeples (4), marker cubes.

Your crew: Players can take one of 4 officer roles on the U-Boat. There is a tile matching each role that a player takes and places in front of themselves. One player must take the *Oberleutnant* (Commander) role. The other roles are Weapons, Electronics, and Engineering. Note that the *Oberleutnant*, *Electronics Leutnant*, and *Weapons Leutnant* must be in specific places on the boat to use the special action on their tile. *Oberleutnant* and *Electronics Leutnant* start the game in CIC. The *Weapons Leutnant* in the Torpedo room. The *Engineering Leutnant* in the Machinery Room. Each crew member is allowed **ONE** action at some point during each turn. This can be: **giving cards to another crew member in the same room; discarding a card for its special action on the bottom of the card; discarding a card for its spanner/dice modifier at the top of the card; moving to any new room or using their special action shown on their crew tile.** The crew member then flips their crew tile to BUSY indicating they have used their **ONE** action for that turn.

The Plot Board: The plot is the main game board. It shows the various rooms on the U-Boat. Each room has a series of damage boxes and the various effect of any damage to that room. It also shows a fuel gauge (13 steps) and depth gauge. It shows if the *Oberleutnant* wishes to attack the next target at close or normal range. It also has a sequence of play list.

The Mission Board: The mission card shows the various missions you and your crew attempt. Use a marker to show which step of the mission you are currently in. Note that it is possible to spend **multiple turns** in the same mission box (usually the patrol box).

The Turn Sequence: The turns in Dive Dive Dive have 4 stages that must be done in this order.
1/ Command Stage. The *Oberleutnant* decides what the U-Boat will do this coming turn. They may move the marker down to the next box on the mission card (**Mission Orders**) or stay in the current box (**Commander's Orders**) and repeat that box's action. **If the U-Boat has been instructed to defend, the U-Boat must stay in its current mission box.** The *Oberleutnant* may also change the U-Boat's depth, up or down, by **ONE** level. If the U-Boat is conducting an attack action, the *Oberleutnant* also marks *close* or *normal* range for the attack. If the *Oberleutnant* is in the CIC, they may turn their tile over to move (that crew member does not flip to busy) any one crew member. If a target is discovered, the *Oberleutnant* may (but does not have to) choose an *Attack Action* the following turn. Target ships remain in play until sunk or the submarine moves out of its current mission box.

2/ The Plot Stage. Four (4) cards are drawn from the deck and placed above The Plot card corresponding to one of the 5 spaces marked across the top edge of the plot board. Players may decide where to place each card as it is drawn. All cards are marked either Patrol (grey), Transit (blue), Attack (red), or Defend (yellow). Any card drawn that does not have an action marked on it, that corresponds to the current action, is turned face down in its chosen space. Face down cards will have no effect this turn. If *Electronics Leutnant* is in the CIC, they may turn their tile over to busy and perform their special action adding a 5th card to the plot.

3/ Die Roll. The *Oberleutnant* rolls 2 die and looks for the numbers on the top of the plot. If the card above the result is face down, it is ignored. If the card is face up, the instructions corresponding to the current action are followed. At this point any crew may decide to play a card with a die modifier at the top. Alter the plot roll to change the die value.

4/ Cleanup. The fuel gauge is reduced by one. If the fuel gauge is now past the last graduation, the mission is over. All BUSY crew flip their crew tiles ready for the next turn.

The Cards. The Card deck tells the story of what happens in each mission. At the beginning of a mission, look at the text above the first mission box on **The Mission Board** and deal cards to the players as described. The cards in a player's hand reflect that crew member's current physical and mental state. A player with no cards in their hand is not out of the game, but may perform no actions of any sort. They are either injured or a shivering mess in the corner. A player with no cards may be rallied/treated by having another player in the same room give them a card. Giving a player a card is an action and the crew tile of the giving player is flipped to BUSY. The action of the bottom of a card may only be taken if the crew member holding the card is the one shown on that card. The action on the very top of the card (spanner/dice) can be taken by any crew member. Discard the card when the action is taken. A crew member may move to any room on the U-Boat as their action. A crew member may remove a damage cube from a room they are in by playing a spanner. If a player is in a room when it takes damage, they must discard a card of their choice. A player with **no cards** who is instructed to lose a card is dead and the game is lost.

The Mission Board. The mission board shows the various missions the U-Boat and its crew can embark on. Place the sub token on the first box of a mission and follow the instructions. At the end of a *successful* mission, players may be allowed to keep a card for the new mission. When the sub token moves into the HOME SAFE box at the bottom of the mission board, that mission is over. Your mission is considered *successful* if all the crew are ok (have at least one card) and you have sunk the required tonnage.

Diving to Deep or Crush. In the Command Stage of the turn (stage 1), the *Oberleutnant* may change the U-Boat's depth by **ONE** level. If *deep* or *crush* is chosen, reduce the *fuel* by one. If *crush* is chosen, roll one die and the room corresponding that number takes a damage (Torpedo Room - 1, Crew Quarters - 2, etc). If the U-Boat is doing a defend action at crush depth, its next move is *Commander's Orders* regardless of what any defend card may say about defending next turn.

The Defend action. The defend action is when the U-Boat is under attack. If the U-Boat is on the **surface** (poor sailing) or at **periscope depth**, draw cards until three (3) defend cards are drawn. Then draw one (1) more card to make the four (4). If the U-Boat is *deep*, draw cards until two (2) defend cards are drawn, then two (2) more cards. If the U-Boat is at *crush*, draw four (4) cards as normal.

Damage. When the defend card damages the U-Boat, place a damage cube over the damage box (with spanners or water) in the room that was damaged. Any crew members in that room must discard one card of their choice (if they hold any cards). If the water box is covered, that room is flooded and now beyond repair. If one room is flooded, the U-Boat may not go to *deep* or *crush* and must rise away from these depths in the next command stage. If two rooms are flooded, the U-Boat is lost and the mission has failed.

Finding Targets. When the submarine finds a target, a ship (or ships) is randomly drawn from the Deep Sea bag. If the *Oberleutnant* decides not to move to an *attack action*, the target ship is placed on the table next to The Plot Board and may be attacked if the U-Boat does not move to a new box on the mission board next turn. If a warship (yellow text) is drawn, a *defend action* **must** be chosen if an attack action is chosen subsequently. Target ships show how many hits they take before they sink. If a target is sunk, place it at the base of The Plot Board so its tonnage can be recorded at the end of the mission. If you are instructed to draw a warship and you have sunk all the ships in the deep sea bag (3), draw another ship instead.