CAPTAIN SONAR

SYNCHRONIZE - ORGANIZE - NAVIGATE - ATTACK - REPAIR

UPGRADE TWO

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This Upgrade 2 expansion invites you to dive deeper into Captain Sonar's immersive experience.
There are two distinct upgrades that can only be used in real time mode.

The "Operation Dragon" campaign takes you on an exciting adventure to discover unexplored seas. You may play the scenarios in this campaign separately, or in any order you choose. But to get the full experience of this campaign we recommend playing the scenarios in order, and with the same crews.

This campaign provides an experience system in the form of Expert Cards. These characters will be able to help you occasionally, throughout the game.

The second part of Upgrade 2 is the Custom Pack, a toolbox that can be used on all the maps that have been published to date. This toolbox will allow you to adapt the game to your liking: "Armada" mode, new First Mate stations, new Engineer stations... there's something for everyone.
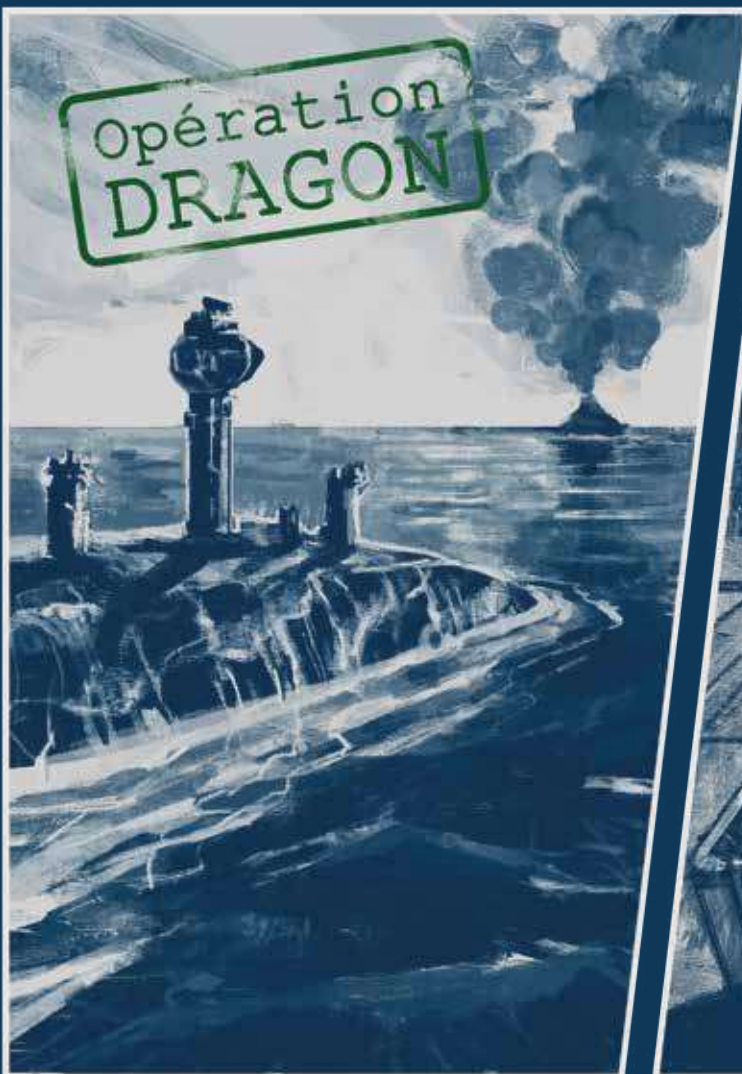
CUSTOM PACK

The Custom pack consists of 4 modules. Each one is compatible with all the material that has been published so far, though it might sometimes cause some explosive reactions!

- **New First Mate stations: command different submarines**
- **New Engineer stations: break your habits**
- **Armada Mode: Take control of a helicopter and a cruiser**
- **Expert Cards: use the special abilities of these experienced characters.**

■ 1) NEW ENGINEER STATIONS

At the beginning of the game, each crew randomly draws one of the 5 available Engineer stations, either the basic one, or one of the four included in this expansion.
These new stations offer diversity to the most experienced players.

■ 2) NEW FIRST MATE STATIONS

At the beginning of the game, each crew chooses one of the 5 available submarines, either the basic one, or one of the following four:

CHATEAUBRIAND CLASS
Designed for crews who like to sail the old-fashioned way, relying on instinct rather than detection instruments, CHATEAUBRIAND class ships, even though they are almost blind, can rig an entire area with mines in the blink of an eye. Watch out!
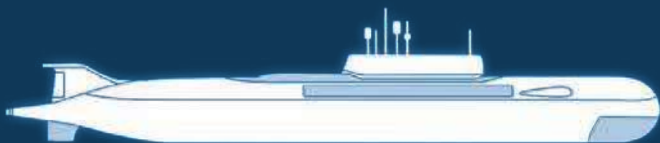
KASPAROV CLASS
The Kasparov class submarines have proven themselves in the hands of the greatest strategists. The accuracy of their detection systems is unmatched, and once a prey has been located, it rarely manages to escape.

ARMSTRONG CLASS
Versatile and maneuverable, these ships combine formidable firepower with state-of-the-art on-board systems. In the hands of a well-trained crew, their adaptability can make a real difference.

CERBERUS CLASS
Double impact with the Cerberus class. Its latest generation batteries allow it to store twice as much energy before going on the offensive and unleashing hell under the seas!

Each system of the Cerberus class has 2 gauges. When a system is activated, you may erase the center gauge or the secondary one, depending on which one is full. If both gauges are full, you may not activate the system twice. You need at least one move order between two activations, as if it was two different systems.

Gauge 1   Gauge 2
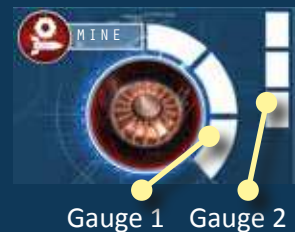
■ 3) ARMADA MODULE

In addition to his submarine, each captain controls a helicopter and a cruiser.

❯ SETUP

At the beginning of the game, the captain chooses the starting position of the submarine, the helicopter and the cruiser.
The position of the helicopter is marked with a "H".
The position of the cruiser is marked with a "C".

❯ GAMEPLAY

DAMAGES: The helicopter and the cruiser are destroyed when they receive their first damage. They can be destroyed per normal rules.

WEAPONS: The cruiser can lay mines, and the helicopter can launch torpedoes.
When the captain activates one of the two weapon systems, he can launch the weapon from the submarine or from the other units, depending on the weapon used. This must be specified during activation. For example: "Stop! Helicopter launches torpedo in G5!"

MOVE: The helicopter and the cruiser can be moved using the scenario system.
Each point spent on the gauge allows one of the units to move to an adjacent space. IT'S NOT NECESSARY TO FILL THE GAUGE TO MOVE A UNIT.

The Captain must tell if he moves the helicopter or the cruiser, but doesn't tell the direction. This move has no consequence for the first mate and the engineer.

When moved, the captain marks the destination space with an H or a C and erases the starting position. Unlike the submarine, he doesn't keep track of the route. Only the actual position is marked.
A space may not contain more than one unit.

DETECTION: Sonar cannot be used to detect helicopters or cruisers.
When a drone is used against him, however, a captain must reveal all units in the targeted zone.

The Captain announces "MOVE HELICOPTER!" He erases the H on his map, and writes it on the space to the east, without saying so.

Example:
"STOP! Drone: Are you in sector 7?
—Yes. There's a submarine and a helicopter."

DETAILS:
• If the scenario gauge is full, and the captain activates it to use a special weapon or power, the points spent this way cannot be used to move.
• The helicopter flies low. It cannot fly over islands, and it is affected by mines and torpedoes.
• The Armada mode can be used with all the maps that have been published to date. However, it is mandatory to use it on map 2 of Operation Dragon and its use is strongly discouraged with map 3.

■ 4) EXPERT CARDS

During setup, each captain draws a random Expert card. Players can agree to draw more.

Each expert card shows:
❶ The portrait and the name of the expert
❷ The expert's station (the corresponding player takes the card)
❸ A narrative text
❹ A timing indication, telling when the card can be played
❺ The effect of the card.

An expert card is played in addition to normal actions, but once it has been used, the card is discarded. They are single-use.
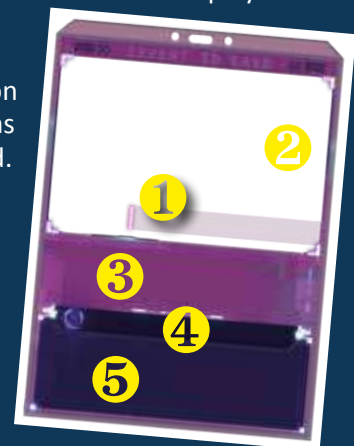
OPERATION DRAGON

Two years have passed since the beginning of the worldwide race to rare earth.

We have now reached a status quo.

It is the era of the great discoverers, the cartographers of the abyss, and journeys into unknown territory.

Like Magellan, brave captains set off into the dark waves for several months, eager for new discoveries aboard massive exploration ships equipped with the latest technologies.

New rare earth deposits have been discovered, undocumented animal species, and even areas of great depth, in which the traditional laws of physics and biology are pushed to their limits.

Some sailors even speak of passages towards Hollow Earth, and of a gigantic volcano…

Embark on an unprecedented adventure, and discover the unknown seas, the Mare Incognita!

■ GAMEPLAY

The 7 maps of the campaign are meant to be played in sequence, with the same two crews.
For that, it is strongly advised not to use the weapons from Upgrade 1 or the Armada mode (except for map 2 where it is mandatory).
Each crew can choose its First Mate and Engineer sheet. These will be used for the whole campaign, even when its submarine loses a scenario.

It is however possible, after the campaign for example, to play each map independently. In which case it is possible to use with Upgrade 1 and Custom Pack elements.

❱ EXPERT CARDS:

• Players will have no Expert cards at the beginning of the campaign, but can gain cards after each campaign scenario.

• Expert cards are discarded after use. When the draw pile is empty, shuffle the discard pile to create a new pile.

• A player may never have more than 5 cards in hand. Should that happen, the player would have to immediately discard down to 5 cards.

❱ SECONDARY MISSIONS

For a deeper experience (or when some of the usual crew members playing the campaign can not play with you), you may use some Upgrade One missions in between the Operation Dragon missions.
The rules for the maps you use this way remain unchanged, but the introductory text has been modified to fit the background of the campaign.
In addition, a victory on one of these missions always gives the winner a substantial advantage for the next mission of the campaign.

❱ Secondary mission: Shallow waters
In order to reach the relay stations to resupply with food and equipment, submarines must navigate into the dangerous waters surrounding the island of Hornos. A race begins which will give a definite advantage to the fastest ship.
Map: INDIA
Team 1: Amstrong Class + KRAKEN Missile
Team 2: Amstrong Class + Asgard supercavitating torpedo
Gain: The losing ship will start the next mission with 1 damage (If you play the "Stations" map as the defender, you start the mission with a base already destroyed)

❱ Secondary mission: Electromagnetic disturbances
The last battle was tough. Before rushing at full speed into the next battle, Crews will have to reinforce their vessels by taking advantage of the electromagnetic disturbances in the Rikitea Archipelago.
Map: HOTEL
Team 1: Cerberus Class + Minos countermeasures system
Team 2: Cerberus Class + Trident computer hacking system
Gain: The winner starts the next mission with both red gauges fully charged.

❱ Secondary mission: The labyrinth
Both vessels sustained heavy damage, but it is impossible to carry out any repairs in the Kenner Bay labyrinth. A deadly game of cat and mouse is about to begin!
Map: JULIET
Team 1: Chateaubriand Class + KRAKEN Missile
Team 2: Chateaubriand Class + Ulysses repair system
Gain: The winner starts the next mission with 3 expert cards instead of 2. The looser gets only 1 card.

❱ Secondary mission: Countercurrent
No rest for the brave. Twists of fate keep adding up, and the road to Hollow Earth looks like a one-way ticket to Hell. It is now the powerful deep currents that are hindering navigation.
It's up to you to take advantage of it!
Map: KILO
Team 1: Kasparov Class + Asgard supercavitating torpedo
Team 2: Kasparov Class + Kaos polarizing mine
Gain: The winner starts the next mission with 1 mark on each gauge (a total of 6 marks).

SETUP

- **Each crew starts on a border of the map.**

■ *MAP 1: OH CAPTAIN*

After many months of cataclysmic bad weather on a planetary scale, the ships can finally set sail again.
With a reduced crew, the vessels hasten out to sea.

》 *OBJECTIVE*

Sink the opposing submarine

》 *SPECIAL RULES*

Only the captain is active, and he controls ALL the stations.

To retrieve each station, in the order of his choice, the captain must position himself on a space adjacent (orthogonally or diagonally) to an island hosting a naval base with the station logo. He then announces, "STOP recruitment" and indicates the concerned station. This does not count as an action and does not activate any system.

》 *REWARD*

The winner gets 2 random Expert cards, and the loser gets 1.
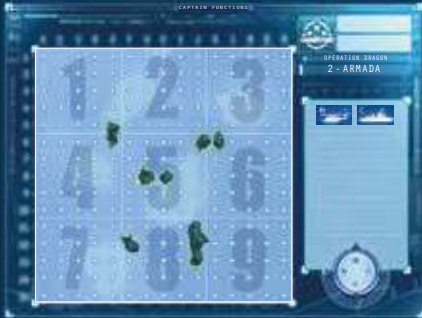
■ MAP 2: ARMADA

A vast operation to locate and recruit top-level scientists has begun.
A team of mercenary researchers has been located somewhere in the North Atlantic.
Heavy material and human resources were deployed by all the corporations to rout the enemy armada and secure the coveted technical skills.

〉 OBJECTIVE

Sink the opposing submarine.

〉 SPECIAL RULES

On this map you MUST use the Armada mode (helicopter + cruiser).

〉 REWARD

The winner gets 2 random Expert cards, and the loser gets 1.

SETUP

- **The defender marks the corresponding menu on his sheet.**

- **The defender secretly indicates the 4 active stations with a B.**

- **The attacker marks the corresponding menu on his sheet.**

- **The attacker crosses out his attack systems.**

■ MAP 3: STATIONS

The winner of Operation Armada has taken over strategic stations that house a team of mercenary scientists.
Researchers are now working hard on superfluid technologies, capable of increasing the speed and stealth of submarines.
It's vital to defend these bases!

On this map, the winner of operation Armada is the defender. The loser is the attacker.

〉 OBJECTIVE

The attacker must neutralize all 4 active stations. HE CANNOT ATTACK THE OPPOSING SHIP.
The defender must sink the attacking ship.

〉 PREPARATION:

The defender secretly chooses 4 of the 6 stations, and marks them with a B. These are the active stations.
The attacker has no weapons system against the opposing submarine: he crosses out the Mine and Torpedo systems that will not be used during this game.

〉 SPECIAL RULES

• The attacker cannot use his mines or torpedoes.

• When the attacker uses a drone, he can EITHER ask if the opposing submarine is in the area (normal rule) OR ask if an active station is there.

• To deactivate a station, the attacker uses a Goliath missile. He uses the scenario gauge with 4 spaces.
The Captain can launch a Goliath missile at a space one to four spaces away from his submarine (not diagonally). Goliath missile can pass over an Island (It's a Submarine-launched ballistic missile).

〉 REWARD

The winner gets 2 random Expert cards, and the loser gets 1.

SETUP

• **Write E.M.P. on the Scenario gauge.**

E.M.P

■ MAP 4: E.M.P.

Research on super-fluids has resulted in astonishing topographic surveys. Hollow Earth is not a myth!
Indeed, at regular intervals, temporary breaches open at very great depths.
A rift has just opened in New Zealand's territorial waters.
The blockade of the area is complete and a network of E.M.P. generators blocks access to this part of the world.

〉 OBJECTIVE

Sink the opposing submarine.

〉 SPECIAL RULES

The scenario gauge with 4 spaces allows E.M.P generators to be manipulated and triggered remotely.
The captain announces "STOP EMP!" and designates one of the 9 sectors of his choice.
Any submarine in this sector AND on an E.M.P. generator area suffers the following consequences: It completely empties its two red gauges OR its two green gauges. In addition, it suffers 1 damage.

〉 REWARD

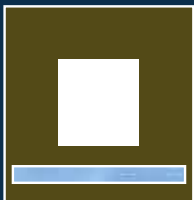The winner gets 2 random Expert cards, and the loser gets 1.

SETUP

• **Write HACKING on the Scenario gauge.**

HACKING

• Yellow team: secretly determine a LINE.

• Blue team: secretly determine a COLUMN.

■ MAP 5: VORTEX

Access to Hollow Earth is within sonar range!
The vortexes in the vicinity are tangible proof of this.
Now we have to find the exact coordinates and get there first!

〉 OBJECTIVE

Locate the access to Hollow Earth and go there first (or to an adjacent sea space if access is on an island).

〉 PREPARATION

The yellow team secretly determines a LINE at the beginning of the game. The blue team secretly determines a COLUMN.

〉 SPECIAL RULES

1) PASSAGE TOWARDS THE HOLLOW EARTH:
Each crew has part of the information needed to locate the precise coordinates of the entry.
To get information from your opponent, you have to hack their submarine.
You can only hack the opposing submarine if it has suffered at least 1 damage.
Hacking: Use the scenario gauge with 4 spaces. Announce "STOP HACKING SECTOR X! 'X is the sector in which you are currently located. If the enemy is in this sector (i.e. in the same sector as the submarine that launched the hack), he must give his information (line or column).
The first crew to reach the indicated coordinates discovers the passage to Hollow Earth first and wins the game. If it is on an island, it is necessary to move to a sea space adjacent to the island. If it is on a Vortex, just move to one of the two Vortex spaces.

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2) VORTEX:
When a ship moves onto a vortex, it is immediately transported on the second vortex, without having to issue an order. The captain MUST ANNOUNCE: "Vortex Passage!"

As long as it is on a Vortex space, a submarine may not suffer damage (from a torpedo, mine or any enemy weapon), but may not activate any Expert card or system.

Details:
It is impossible to move over a vortex without using it.
It is impossible to re-enter a vortex without surfacing (the vortex is on the route).
It is not possible to surface on a Vortex space.
Torpedoes cannot move through a vortex.

〉 REWARD

The winner gets 2 random Expert cards, and the loser gets 1.

■ MAP 6: BLACKOUT

Hollow Earth!
An unknown ocean, unexplored, where no human has been before.
Every adventurer's dream…
Unfortunately, temperature and pressure conditions threaten the submarines integrity in the short term.
The journey will be short.
We must return to the known oceans as quickly as possible, despite the severe malfunctions sustained by the submarines.

》 OBJECTIVE

Sink the opposing submarine.

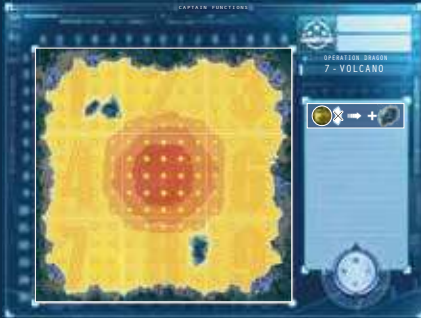## 》 SPECIAL RULES

Some areas make the systems unusable.
When a submarine triggers a system of the same color as the area in which it is located, it suffers radiation breakdown.
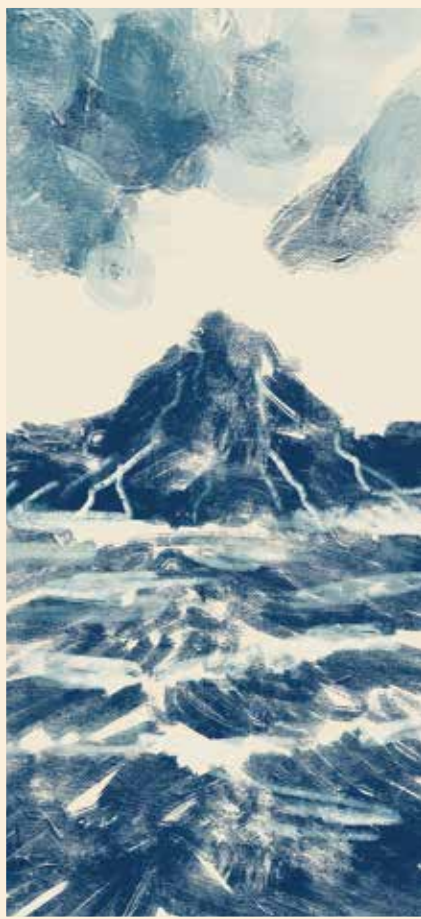Example: Triggering a red system in a red zone causes radiation breakdown on the Engineer's sheet.

》 REWARD

The winner gets 2 random Expert cards, and the loser gets 1.

SETUP

• **Write ISLAND on the Scenario gauge.**

ISLAND

■ MAP 7: VOLCANO

On their way back to the known world, the crews enter the heart of a volcano whose activity does not obey to any known physical laws.
Submarines movements seem to directly impact volcanic activity.
Islets emerge spontaneously from the waves before disappearing.
They will have to make their way through this final stage before returning to "earth."

〉 OBJECTIVE

Sink the opposing submarine or isolate the opposing submarine in a smaller sea area.

〉 SPECIAL RULES

The scenario gauge allows islands to emerge.
The gauge can be activated as soon as a box is checked. Note that it is not possible to check more than 4 boxes.

The captain announces, "STOP island!" For each square he spends on his scenario gauge (he does not have to spend all the checked boxes), he draws an island around a space on the map and indicates the coordinates to his opponent. Radio operators also take good note.

An island can appear on any sea space.

If a submarine is on an island at the moment it emerges, it takes 1 damage, then must leave the space.

If a mine is on the island at the moment it emerges it explodes immediately (its owner must report it) and inflicts damage normally (so if a submarine is on a space with a mine and an emerging island, it suffers 3 damages!)

If, after the appearance of an island, both submarines were to be isolated, i.e. unable to reach each other (the islands forming an impassable barrier), the game ends.

The submarine in the largest sea area wins the game.

〉 REWARD

THE SUBMARINE WHICH COMES OUT VICTORIOUS FROM THIS FINAL CONFRONTATION MANAGES ALONE TO LEAVE THE HOLLOW EARTH AND IS DECLARED THE WINNER.