



1.) CUT OUT TOKENS 2.) GLUE SURFACE TOKEN TO UNDERWATER TOKEN 3.) SUPPLY FOUR 6-SIDED DICE

BRACE FOR IMPACT – PRINT & PLAY

MISSION: You must kill your enemy's Meeple token crew or collect 5 Intelligence tokens.

SETUP: You start the game with a 3 Meeple token crew, 1 Surface/Underwater token designated on SURFACE and 1 Torpedo token in the unloaded position (not on your Surface/Underwater token). The Intelligence tokens & extra Meeple tokens are set in the center of the table within reach.

HOW TO PLAY: You will roll 2 dice simultaneously and continuously (in real-time) with your enemy until you complete your mission.

If on the Surface...

Roll 7- If you roll 7 you may either dive (flip your Surface/Underwater token to UNDERWATER) or add 1 Meeple token to your crew if one is available from the table.

Roll Doubles - If you roll doubles you may either load a torpedo (place your Torpedo token on your Surface/Underwater token) or remove 1 Intelligence token from your enemy and send it to the table.

If Underwater...

Roll 7- If you roll 7 you may either surface (flip your

Surface/Underwater token to SURFACE), or take 1 Intelligence token from the table.

Roll Doubles - If you roll Doubles you may either load a torpedo (place your Torpedo token on your Surface/Underwater token) or fire your torpedo (remove your Torpedo token from your Surface/Underwater token) and remove 1 Meeple token from your enemy's crew and send it to the table.

Continue rolling until you've killed your enemy's crew or acquired 5 intelligence tokens.

FAQ

- The table is a neutral zone where unused Meeple tokens and Intelligence tokens reside.

- You can only have a maximum of 4 Meeple tokens as your crew.

- If you and your enemy each have 4 Intelligence tokens, you must resurface and remove an Intelligence token from your enemy, then dive and acquire the Intelligence token.

