R3D N★V3MB3R™



RULES OF PLAY

INTRODUCTION

Bad times have hit the experimental gnomish submarine BFGS *Red November*. The sub has gone crazy, and everything is going wrong all at once. Fires are burning, the sub is leaking, and critical systems keep failing. Help is on the way, but the gnomish sailors must work together to survive until the rescuers arrive.

Red November is a cooperative survival game for 3–8 players playable in 1–2 hours. Players control desperate gnomish sailors who must work together to fix malfunctioning equipment, extinguish fires, and solve other deadly problems.

COMPONENTS

Red November includes all of the following:

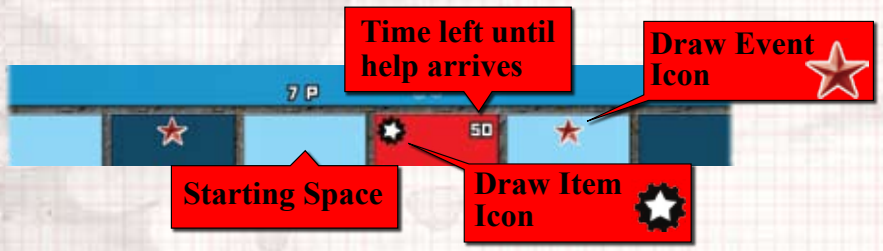
- This Rulebook
- 1 Game Board
- 8 Gnome Sailor Figures
- 9 Time Keepers
- 8 Gnome Cards
- 56 Event Cards
- 54 Item Cards
- 3 Disaster Track Markers
- 10 Flood Tokens
- 10 Fire Tokens
- 15 Blocked Hatch Tokens
- 4 Destruction Tokens
- 1 Action Die

THE GAME BOARD

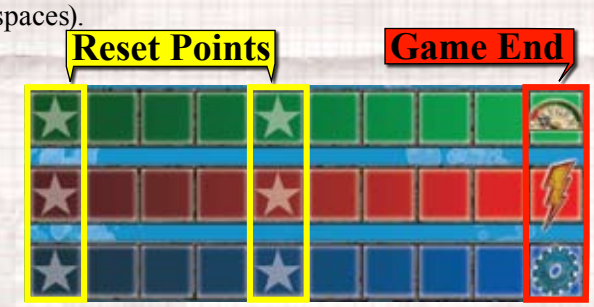
The game board has several distinct features (see page 16).

The Submarine and the Sea: A map of the *Red November* is the main feature of the game board. The sub is divided into 10 numbered rooms. An eleventh space, with the Kraken in the background, represents the sea outside the sub. Interior hatches connect the rooms, and three exterior hatches allow access to the sea outside (from rooms 3, 6, and 9). A number of rooms house critical systems that must be maintained if the sub is to survive: the Engine Room (1), the Oxygen Pumps (2), the Reactor Room (4), and Missile Control (7). Valuable equipment can be found in the Equipment Stores (8) and the Captain's Cabin (10).

The Time Track runs around the edge of the board, counting down from the space marked "60" to the green space marked "0," which is called the "Rescued!" space. Each space represents one minute. Four spaces are marked with starting positions for different numbers of players (3–5, 6, 7, and 8).



The Disaster Tracks: There are three Disaster Tracks in the upper left corner: The Asphyxiation Track (green), Heat Track (red), and Pressure Track (blue). These tracks monitor the status of the sub's critical systems. Each track has two reset points marked with a star (the first and fifth spaces).



GNOME SAILOR FIGURES AND TIME KEEPERS

Each player moves a gnome sailor figure around the sub. He records the time his gnome spends moving and taking actions with a stackable Time Keeper of the same color.

Gnome Sailors



The white Time Keeper, known as the "Ghost Time Keeper," is used to track time during a player's turn.

Time Keepers



GNOME CARDS

The double-sided Gnome Cards track the gnomes' level of intoxication and also help the players remember who controls which gnome.



EVENT CARDS



Event cards are drawn on most player turns. Events are never good, and are almost always bad. The number in the lower right corner of each card is the Faint Check Number (see "Phase 3: Faint Checks" on page 6).

ITEM CARDS



The deck of Item Cards represents the gear and supplies available to help save the troubled vessel. Most Item Cards help fix things that have gone wrong. Some aid the players in other ways.

DISASTER TRACK MARKERS



These wooden cubes are used to track the status of the submarine's primary systems on the three Disaster Tracks of the game board.

OTHER TOKENS



Double-sided **Flood tokens**, with a low-water side and a high-water side, show how deeply flooded a room is.



Fire tokens show that a room is currently on fire.



Blocked Hatch tokens are placed over the interior hatches of the *Red November* when they become blocked. Hatches marked this way are impassable.

Four timed **Destruction tokens** are placed on the Time Track when called for by certain events. If the players cannot solve the problem in time the sub is lost!



Devoured by Kraken!



Crushed!



Missiles Launched!



Asphyxiated!

THE ACTION DIE



The die in ***Red November*** has 10 sides. The action die is usually rolled when a gnome attempts a fix-it action (see "Fix-It Actions" on page 7).

GAME SETUP

1. Place the game board in the center of the table.
2. Place each Disaster Track Marker on the left-most space of the matching Disaster Track.
3. Each player selects a color and takes the corresponding gnome figure, Time Keeper, and Gnome Card.
   a. Each player rolls the die for his gnome and places his figure in the random room indicated.
   b. Place the Time Keepers, stacked in a random order, next to the starting space on the Time Track that matches the number of players (for example, in a 4-player game, place them by the "60" space).
   c. Each player places his Gnome Card in front of himself, sober side faceup (the side without any numbers on it).
4. Take the Item Cards:
   a. Separate six "Grog" cards from the Item Cards; place them faceup near the Captain's Cabin (room 10).
   b. Shuffle the remaining items and make an Item Deck facedown next to the board.
   c. Deal two random Item Cards facedown to each player.
5. Take the Event Cards:
   a. Remove the "Kraken" card and set it aside.
   b. Shuffle the remaining Event Cards to form an Event Deck, and place it facedown next to the board.
6. The game is ready to begin!



TIME AND TURN ORDER

Turn order in ***Red November*** works a little differently than most board games. Instead of taking turns in the order players are seated around the table, the Time Track is used to determine who goes next: **the player whose Time Keeper is furthest back in time takes the next turn** (that is to say, the Time Keeper closest to "60"). When a player takes his turn, he performs actions that require a certain amount of time. To track this, he moves his Time Keeper along the Time Track. It is possible that a player will take several turns in a row before his Time Keeper passes another player's and he ceases to be the furthest back in time.

If a Time Keeper ends its move on an occupied space, make a stack by placing it on top of the other Time Keepers in that space. If there are two or more Time Keepers stacked in the same space when the stack is furthest back in time, the player whose Time Keeper is on top of the stack is the first player from this stack to take a turn. This is the case at the start of the game.

OVERVIEW OF PLAY

Everything on the *Red November* is going haywire, and all manner of problems constantly plague the sub and its hapless crew. Players must weigh these problems carefully, and methodically send their gnomes to solve the most pressing ones first – either that, or desperately hurl their half-drunk gnomes at whatever seems good at the time.

On a player's turn, he will first move his gnome around the *Red November*. Movement takes time, and more bad things happen with each passing moment.

When he is done moving, the player must choose **one action** for his gnome to take. Usually, this will be an attempt to fix one of the many problems on board. Fixing a problem also takes time, and more bad things happen with each passing moment.

After taking his action, the player will find out all the bad things that happened to the *Red November* while his gnome was dashing about, trying to hold it all together.

Players take turns in this way until the sub is lost or rescued, at which point they all either lose together or win together. Let's hope help comes soon!

THE PLAYER TURN

Each player's turn is divided into four phases. These phases must be completed in order:

1. Movement
2. Action
3. Faint Check
4. Updates

The player can also use any Item Cards in his hand at any time during his turn. See "Using Items" on page 8.

PHASE 1 : MOVEMENT

First, the player places the Ghost Time Keeper on top of his own Time Keeper (see "Keeping Time" on page 5). Then the player can move his gnome around the sub. There is no limit to the number of moves a gnome can make during a turn. Moving is always optional, but sometimes not moving can be deadly!

Parts of movement have a minute cost associated with them. Each time a player performs one of these parts of movement, he advances the Ghost Time Keeper that many spaces along the Time Track.

Each move must follow these three steps:

1. Open a Hatch (costs 1 minute)
2. Reflow Water (costs 0 minutes)
3. Move or Stay (costs 0–1 minute)

After completing all three steps, the gnome can move again, or proceed to the Action Phase. Remember to advance the Ghost Time Keeper for each minute spent in this phase!

STEP 1 : OPEN A HATCH : 1 MINUTE

The rooms of the submarine are connected by doors known as hatches. A gnome can choose to open any unblocked hatch in his room. Usually he will move through the opened hatch, but sometimes a hatch is opened for other reasons (such as reflowing flood water to put out a fire). Opening a hatch always takes one minute.

A blocked hatch may not be opened until it is unblocked (which is a fix-it action described later).

Interior and exterior hatches are opened in the same way. All three exterior hatches are attached to the sea space outside the sub.

STEP 2 : REFLOW WATER : 0 MINUTES

When a hatch is opened, water **might** flow between the two rooms it connects. This takes no additional time.

If one of the rooms connected by the opened hatch contains a **high-water** Flood token and the other room has **no** Flood token at all, the water level equalizes between the two rooms: flip the high-water Flood token to the low-water side, and add a low-water token to the other room. A player cannot enter a room at **high water** if he is in a room at **low water** (i.e., the room at low water must be pumped before a player may open the adjoining hatch). Low water never flows into another room, and water never flows into or out of the sub through an exterior hatch. If a Flood token is added to a room with a Fire token, the fire is put out: remove the Fire token. See "Environmental Hazards" on page 13.

STEP 3 : MOVE OR STAY

After the Reflow Water Step is complete, the gnome must choose to move or stay where he is.

ENTER THE ROOM : 0 MINUTES OR 1 MINUTE IF FLOODED

The gnome may move into the room on the other side of the hatch he just opened. Entering a room after the hatch is opened is optional. Normally, it does not cost any time to enter a room, but if there is a low-water Flood token in the room, this movement costs one minute.

If the other room has a high-water token, the gnome **cannot** enter the room. In addition, he can only enter a room on fire if he uses certain equipment (see "Environmental Hazards" on page 13).

Hatches close automatically after each movement, even if the gnome decides not to pass through it.

STAY : 0 MINUTES

A gnome can choose to remain in the room he is in. The hatch he opened in Step 1 still closes automatically.

LEAVE THE SUB : 1 MINUTE

If the gnome opened an exterior hatch, he can exit the sub and enter the sea space, but **only if he uses an Aqualung item**. Moving through an exterior hatch always costs one minute. A gnome outside the sub can reenter through any of the three exterior hatches, not just the one he used to leave. This also costs one minute.

Players should be careful to avoid leaving their gnome outside the sub for too long! The air in the Aqualung is limited (see "Kicking the Bucket" on page 10).

PHASE 2 : ACTIONS

After moving, it's time for action! The player **must choose one action** for his gnome to take. A gnome is allowed only one action per turn.

There are three types of actions: fix-it actions, item actions, and special actions.

Remember to advance the Ghost Time Keeper for each minute spent during this phase!

KEEPING TIME

The Ghost Time Keeper is used to track the time a gnome spends during his turn. At the beginning of the Movement Phase, the player places the Ghost Time Keeper on top of his own Time Keeper.

The Ghost Time Keeper is moved forward one space (towards "Rescued!") for each minute spent during the turn, both when moving and when taking actions.

The player's Time Keeper does not move until the Updates Phase. During that phase, his Time Keeper moves along the Time Track until it reaches the same space as the Ghost Time Keeper.

Time Keepers cannot move past the "Rescued!" space. A gnome can **never** take an action that requires more time than he has left!



Environmental Impact on Actions

If a gnome is in a room that is on fire, the **only** action he can attempt is Extinguish Fire. If a gnome is in a room with a high-water token, the only action he can take is No Action. A gnome stuck in a room at high water after his action dies at the beginning of his Updates Phase. To prevent this grim fate, the gnome needs to open a hatch during his Movement Phase in order to reflow the water.

If a gnome is in a room with a low-water token, all actions **except** Pump Water and No Action cost two additional minutes.

This two-minute penalty must be paid first, before determining the chances of successfully completing an action. In other words, the two-minute penalty does **not** increase a gnome's chance of success on a fix-it action (see page 7).

See "Environmental Hazards" on page 13 for more information.

Tracking Intoxication

Players use their Gnome Cards to track the level of intoxication their gnomes have achieved. If the gnome is not intoxicated, keep the "sober" side faceup (the side without any numbers is the "sober" side). When the gnome uses a Grog card, turn the card over to the intoxicated side. Each Grog used increases his intoxication level by one.

The intoxicated side shows four levels of intoxication. The card is turned so the current level is closest to the player. As the gnome ingests more Grog, rotate the card to the next higher level of intoxication.



A gnome already at level four can continue to drink Grog. His intoxication level does not go any higher, but he still must make Faint Checks each turn that he drinks Grog (see "Grog" on page 12).

Once a gnome becomes intoxicated, his intoxication level never goes down unless he uses the Coffee item.

Action Summary

The chart below lists all the different actions a gnome can take during his turn, and the amount of time each action requires. The actions are described in detail in "The Actions" on page 7.

Action	Time		
Unblock Door	1–10 m	+ 2m	
Extinguish Fire	1–10 m		
Pump Water	1–10 m		
Fix Engine	1–10 m	+ 2m	
Fix Oxygen Pumps	1–10 m	+ 2m	
Fix Reactor	1–10 m	+ 2m	
Stop Missile Launch	1–10 m	+ 2m	
Kill Kraken	1–10 m		
Draw Item Cards	1–4 m	+ 2m	
Trade Item Cards	1 m	+ 2m	
No Action	1 m		
Abandon Comrades	All remaining minutes		

Phase 3 : Faint Check

Gnomes like Grog, and it can give them the courage they need to overcome many obstacles. Unfortunately, it also makes them drunk, and drunk gnomes occassionally faint. If the active gnome has used any Grog cards this turn, he must make a Faint Check.

Turn over the top Event Card and look at the Faint Check Number in the lower right. If the card shows a dash instead of a number, the gnome automatically succeeds and does not faint. Otherwise, compare the number shown to the gnome's current intoxication level: if the number is **less than or equal to** the gnome's current intoxication level, he faints. If the number is higher, the gnome is not affected. Either way, ignore the event on the card and discard it.

If the gnome faints, lay his figure on its side and move the Ghost Time Keeper forward 10 additional minutes. When the player's next turn comes around, he stands the figure back up. A fainted gnome is in danger of death if his room catches fire or floods. See "Kicking the Bucket" on page 10.

The gnome's intoxication level does not change when he faints. Only the Coffee item can sober up a gnome.

PHASE 4: UPDATES

There are two steps to follow in this phase:

1. Check to see if the active gnome kicks the bucket, then
2. Advance the Time Keeper and resolve Draw Event Icons and Draw Item Icons.

Step 1: If the active gnome is in a room that is on fire or at high water, he is killed. If he is outside the sub and runs out of air, he is killed. See "Kicking the Bucket" on page 10.

Step 2: The player's Time Keeper now "catches up" with the Ghost Time Keeper. During his turn, the player has moved the Ghost Time Keeper along the Time Track to record the time he spent moving and taking an action. Now he must move his own Time Keeper until it reaches the same space as the Ghost Time Keeper as follows:

The Time Keeper moves forward one space at a time, stopping when it enters any space with a Draw Event Icon or Draw Item Icon.

If it reaches a Draw Event Icon, the top card of the Event Deck is turned over and resolved (see "Events" on page 10).

Draw Event

If it reaches a Draw Item Icon, the player draws one card from the top of the Item Deck and adds it to his hand.



Draw Item

Some spaces show both a Draw Event Icon and a Draw Item Icon. When a Time Keeper reaches one of these spaces, resolve the Event Card **before** drawing the Item Card.

If a gnome uses a Lucky Charm during his turn, he ignores the first three Draw Event Icons his Time Keeper lands on. This item must be used **before** any Event Cards are drawn.

GAME END

There are many ways to lose a game of ***Red November***, but only one way to win. The players win the game only if all Time Keepers of all surviving gnomes reach the "Rescued!" space at the end of the Time Track **and** all pending events have been resolved without causing the sub to be destroyed.

The players lose the game if:

1. Any Disaster Track Marker reaches the end of its track;
2. The players fail to prevent a Timed Destruction event; or
3. If all gnomes are killed in the line of duty.

If all players' Time Keepers pass a Destruction token on the Time Track, they have failed to prevent that disaster. See "Timed Destruction Events" on page 11.

Remember, a player who abandons the sub loses if the other players win, and wins if they lose! See "Abandon Comrades" on page 10.

THE ACTIONS

There are three types of actions: fix-it actions, item actions, and special actions.

FIX-IT ACTIONS

Most of the actions taken by gnomes during the game revolve around trying to fix something that has gone horribly wrong. All fix-it actions follow these steps:

1. The player decides how many minutes to spend attempting the repair. He can spend between 1 and 10 minutes.
2. He adds any bonuses from Item Cards used that turn, if they help fix this particular problem.
3. He rolls the action die: if the roll is less than or equal to the sum of time plus bonuses, the gnome succeeds in his task! Otherwise, he fails.

There is no additional penalty for failing a fix-it action (except that it takes time, and the more time passes, the more bad things happen).

The result of a successful fix-it action depends on what the gnome was doing.

Important: All items are discarded after a single use!

There are two types of fix-it actions: basic fix-it actions and room fix-it actions. Basic fix-it actions can be taken in any room on the submarine. Room fix-it actions cover repairs to the sub's critical systems, and can only be taken in specific rooms.

Basic Fix-It Actions : Fire, Flood, and Blocked Hatches

Fire, flooding, and jammed hatches can happen anywhere, so this type of repair can be undertaken in any room on the sub.

Extinguish Fire: This action is only possible if the gnome is in a room with a Fire token. In fact, if the room is on fire, this is the gnome's only option! If he is successful, remove the Fire token. If he fails, he **must** make a special extra move out of the room (spending time as per the normal movement rules). If he cannot exit the room for any reason (such as high water, fire, or blocked hatches) or he has no minutes left on the Time Track, he is killed (see "Kicking the Bucket" on page 10).

Pump Water: If a gnome is in a room with a low-water token, he can attempt to remove it. If he succeeds, remove the low-water token. Note: this action is **not** possible in a room with a high-water token!

Unblock Hatch: If there is a Hatch Blocked token in the gnome's room, he can try to remove it. If he succeeds, remove **one** Hatch Blocked token from the room.

Example: *Howard's gnome is in room 3 and wants to move to the Engine Room (room 1), but the hatch connecting the two rooms is blocked. Fortunately, Howard's gnome has a Crowbar, which can grant him a +3 bonus to an Unblock Hatch fix-it action. Unfortunately, room 3 has a low-water Flood token, which means his fix-it action will take an additional two minutes (a time penalty that won't help him succeed at his action).*

Howard decides he will spend four minutes performing an Unblock Hatch fix-it action and he will use his Crowbar. If he can roll a "7" or less on the action die, he will succeed at unblocking the hatch (4 minutes + 3 for the Crowbar). Regardless of whether he succeeds or fails, Howard must move the Ghost Time Keeper forward six spaces (4 minutes spent on the fix-it action + 2 for the low-water penalty).





Using Items

Each player starts the game with two Item Cards, and may acquire more as the game goes on. Item Cards are kept faceup on the table in front of the player (unless players are using the "Crazed Gnome" variant, see page 15).

Players may only use Item Cards on their own turns. Item Cards can be used at any time during the turn, as long as it is played **before** any die roll that it affects. The benefits of an item last for the player's entire turn.

Items with multiple effects provide all of them when used. For example, a Grog card allows a gnome to enter burning rooms **and** gives a +3 bonus to fix-it actions.

Any number of items may be played during a turn (even multiple copies of the same item!). The effects of all items played are cumulative. For example, if a gnome uses a Toolbox and an Engine Manual on the same turn, he receives a +7 bonus to his Fix Engine action.

There is no limit to the number of Item Cards a player may hold in hand, though some events may force a player to discard Item Cards if they have too many.

All items are discarded after a single use. Discarded Item cards are placed in a discard pile next to the Item Deck.

If the Item Deck runs out, all discarded items (including discarded Grog cards) are shuffled together to make a new draw pile.

Room Fix-It Actions : The Serious Problems

The various sub-threatening conditions can only be corrected with a room fix-it action. These problems are often associated with the three Disaster Tracks: Asphyxiation, Heat, and Pressure.

During the game, the Disaster Track Markers gradually move along their tracks. If one of the markers reaches the end of its track, the sub is destroyed and the players lose the game!

The only way to prevent such a disaster is by successfully completing a room fix-it action in the appropriate room before the marker reaches the end of the Disaster Track.

A gnome can only attempt a room fix-it action if he is in the specific room that holds the critical system he is trying to repair. The critical system rooms are marked with a symbol that matches the symbol on the Disaster Track and Destruction token that can be repaired in that room.

A successful room fix-it action on a critical system has two effects:

First, the matching Disaster Track, if any, is reset to the next lower reset point (marked with a star). If the Disaster Track Marker is on the sixth or higher space, it moves to the fifth space. If it is on the fifth space or lower, it moves to the first space.

Example: *The Disaster Track Marker for the Heat Track (the red one) is on the eighth space – only two spaces away from disaster! Bethany has rushed to the Reactor to conduct repairs and she succeeds. The red Disaster Track Marker is moved back along the track to the fifth space, marked with the reset star.*

Second, any matching Destruction token is removed from the Time Track.

Note: Any attempted repair **automatically fails** if the Ghost Time Keeper passes the matching Destruction token on the Time Track!

If a Disaster Track or Destruction token is not repaired in time, the sub is destroyed! See "Game End" on page 7.

There are five possible room fix-it actions:



Fix Engines: A gnome in the Engine Room (room 1) can fix the engines. A success here resets the Pressure Track (blue) and removes the "Crushed!" token.



Fix Oxygen Pumps: A gnome in the Oxygen Pumps (room 2) can fix the oxygen pumps. A success here resets the Asphyxiation Track (green) and removes the "Asphyxiated!" token.



Fix Reactor: A gnome in the Reactor (room 4) can fix the reactor. A success here resets the Heat Track (red).



Stop Missile Launch: A gnome in Missile Control (room 7) can prevent a missile launch. A success here removes the "Missiles Launched!" token.



Kill Kraken: A gnome in the sea space outside the sub can attempt to kill the Kraken. A success here removes the "Devoured by Kraken" token.

ITEM ACTIONS

There are two types of item actions:

Draw Item Cards: If the gnome is in the Equipment Stores (room 8) or Captain's Cabin (room 10), he can Draw Item Cards. It costs one minute for each Item Card drawn, in either location.

A gnome in the Captain's Cabin draws from the captain's private stash of Grog (as long as it lasts – once it is gone, no more cards can be drawn from the Captain's Cabin). A gnome may spend a maximum of two minutes on a Draw Item Cards action here.

A gnome in the Equipment Stores draws random cards from the Item Pile. He may spend up to four minutes on a Draw Item Cards action here.



After drawing his cards, the player moves his gnome into the red "Drew Item Cards" area of his room. The gnome stays in the red area until he leaves the room. A gnome in the red area cannot take a Draw Item Cards action. He must perform an action in another room before he can return to collect more gear.

Example: *Edmund spends two minutes collecting Grog cards from the Captain's Cabin (room 10). Then he moves his Gnome figure into the red "Drew Item Cards" area of the Captain's Cabin, at the very nose of the* Red November. *He remains in this area until he moves into a different room.*

Trade Item Cards: A gnome in the same room as another gnome may Trade Item Cards. The active player may give the other player any number of Item Cards from his hand, and the other player may also give the active player any number of Item Cards back. This action always costs one minute (for the active player only).



SPECIAL ACTIONS

There are two other special actions:

No Action: A gnome can choose to do nothing and take no action at all. This costs one minute. A player may take this option to allow another player to act before him, for example. This is the only option for a gnome in a room at high water.

Abandon Comrades: If the player's Time Keeper has passed the "10" space on the Time Track, he can choose to give up on saving the sub and swim away.

The gnome must be outside the sub (using an Aqualung, of course) to take this action.

The gnome swims to safety, leaving his comrades to their fate! Remove the gnome figure and his Time Keeper from the board. He cannot take any more actions for the rest of the game.

Do not resolve any events this turn.

When a player abandons his comrades, his victory conditions are reversed: if the submarine is destroyed he wins, but if the other gnomes are rescued, he loses!

KICKING THE BUCKET

The *Red November* is a dangerous place. Deadly, even. As a result, it is possible for one – or many – of its brave sailors to pass on before help arrives or the submarine sinks.

During **any** player's Updates Phase, if **any** fainted gnome occupies a room with either a high-water Flood token or Fire token, that gnome is immediately killed (even if it is not his turn).

The **active** gnome is exposed to a few additional risks:

- If he is outside the sub and faints, he is killed.
- If he is in a room with a high-water Flood token or Fire token at the beginning of his Updates Phase (i.e., he was unable to move out of the room during his turn), he is killed.
- If he started the turn outside the sub, and is still outside the sub at the beginning of his Updates Phase, his Aqualung runs out of air and he is killed (exception: a gnome who takes the Abandon Comrades action is not killed).

When a gnome is killed, remove his figure and Time Keeper from the board. That player is eliminated from the game and takes no further actions. Discard any Item Cards that gnome was carrying.

If the active gnome was killed, also remove the Ghost Time Keeper. Do not resolve any events this turn.

If the optional rule "Less Deadly Dying" is in effect, follow those rules instead (see page 15).

EVENTS

Event Cards are drawn during the Updates Phase each time the Time Keeper enters a space with a Draw Event Icon. After resolving the Event, place it in a discard pile next to the Event Deck. If the Event Deck is exhausted, add the "Kraken" card (which was set aside during setup) to the discard pile. Then, reshuffle and form a new Event Deck.

DISASTER TRACK EVENTS



Some events move the Disaster Track Marker on one of the Disaster Tracks forward by one or two spaces.

The Asphyxiation Track advances with each "Fire" Event Card (see "Fire Events" on page 11).

The Pressure Track advances with each "Descent" and "Fast Descent" Event Card.

The Heat Track advances with each "Reactor Warmup" and "Reactor Malfunction" Event Card.

Variuos events can push the Disaster Track Markers closer to disaster. **If any marker reaches the end of its Disaster Track, the game ends immediately and the sub is lost!**

DISASTER TRACKS

The three Disaster Tracks each correspond to a particular room:

The Asphyxiation Track (green) matches the Oxygen Pumps (room 2).

The Heat Track (red) matches the Reactor (room 4).

The Pressure Track (blue) matches the Engine Room (room 1).

TIMED DESTRUCTION EVENTS



Some events represent major catastrophes that will destroy the sub in a matter of minutes. When one of these events is drawn, the matching Destruction token is placed on the Time Track.

The Event Card states whether the token is placed 10 or 15 minutes ahead. Count from the Draw Event Icon that caused the event to be drawn. For example, if an "Oxygen Pumps Down" card is drawn when the Time Keeper is on the "45" space, place the "Asphyxiated!" token on the "35" space.

If the Destruction token should be placed **after** the "Rescued!" space, the token is not placed and the disaster is avoided – hurray!

There can only be one of each Destruction token on the Time Track. If an event calls for a token that is already there, the event has no effect.

If all players' Time Keepers pass the Destruction token on the Time Track, the catastrophe occurs and the submarine is destroyed. The players lose the game!

Discard the Event Card after the Destruction token is placed.

FIRE EVENTS

There are two types of fire events: "Fire" and "Fire Spreads."

A "Fire" card starts a new fire in a random room. Roll the die to determine which room.

If the selected room is flooded (at any level), there is no new fire. Discard the event without effect.

If the selected room is not flooded, advance the Asphyxiation Track Marker one space (even if there is already a fire in that room!), and then add a Fire token to the room (if there isn't one there already).

The "Fire Spreads" event is different. The active player must choose one room that is adjacent to a room that already has a Fire token (i.e., connected by a hatch – even a blocked one). He cannot choose any room that is already on fire, or which has any level of flooding.

Add a Fire token to the selected room and increase the Asphyxiation Track Marker by one.

If there is no legal room to choose, then this event has no effect and is discarded. Do not increase the Asphyxiation level in that case.

FLOODING EVENTS

There are also two kinds of flooding events. The "Leak" card increases the water level in a random room. Roll the die to determine which room.

Place a high-water Flood token in the selected room (or flip a low-water Flood token to the high-water side if one is there). If the room was on fire, remove the Fire token.

"Underwater Current" causes all rooms with a low-water Flood token to flood to high water. Flip over all low-water Flood tokens.

BLOCKED HATCH EVENTS

When a "Blocked Hatch" card is drawn, one of the interior hatches attached to a random room becomes blocked. Roll the die to determine which room.

The active player chooses any one non-blocked **interior** hatch in this room and places a Blocked Hatch token on it. Exterior hatches never become blocked and cannot be chosen.

If all hatches connected to this room are already blocked, the event has no effect.

HAND LIMIT EVENTS

"Turbulence" forces all players to discard Item Cards until they each have no more than four cards. The "Stumble" event affects only the active player, who must discard all but one Item Card.

OTHER EVENTS

"Friendly Fire" is a combination fire, flood, and hand limit event. Simply follow those three steps in order.

When the "Overheated" event comes up, all gnomes who hold at least one Grog card must drink one (they're **really** thirsty!). They receive no benefits, but their intoxication levels increase normally. Do not make a Faint Check because of this event.



From time to time, a "Respite" Event Card will appear. This represents a rare moment when nothing goes wrong. The gnomes can breathe a sigh of relief, and discard the event.

ITEMS

Don't lose hope! All is not lost on the *Red November*. The sub is stocked with a variety of equipment that could be just what the gnomes need to save the sub, or at least make their demise more pleasant.

Here is a list of all the different types of Item Cards a gnome may find on the *Red November*. See "Using Items" on page 8 for more information about Item Cards.

TOOLBOX



The active gnome gains a +3 bonus to a Fix Engine, Fix Oxygen Pumps, or Fix Reactor action this turn.

ENGINE MANUAL



The active gnome gains a +4 bonus to a Fix Engine action this turn.

PUMP MANUAL



The active gnome gains a +4 bonus to a Fix Oxygen Pumps action this turn.

REACTOR MANUAL



The active gnome gains a +4 bonus to a Fix Reactor action this turn.

DEACTIVATION CODE



The active gnome gains a +4 bonus to a Stop Missile Launch action this turn.

FIRE EXTINGUISHER



The active gnome may enter rooms that are on fire. He also gains a +3 bonus to an Extinguish Fire action this turn.

CROWBAR



The active gnome gains a +3 bonus to an Unblock Hatch action this turn.

WATER PUMP



The active gnome gains a +3 bonus to a Pump Water action this turn.

COFFEE



The active gnome may reduce his intoxication level by a maximum of two.

HARPOON



The active gnome gains a +4 bonus to a Kill Kraken action this turn.

GROG



The active gnome may enter rooms that are on fire this turn. The active gnome also gains a +3 bonus to any fix-it action this turn.
But he must increase his intoxication level by one and make a Faint Check during the Faint Check Phase.

LUCKY CHARM



The active player may ignore the first three Event Icons he encounters on the Time Track this turn. The Lucky Charm must be used before drawing Event Cards.

AQUALUNG



The active gnome may leave the sub through an external hatch and enter the sea space outside of the sub.

There is only enough air in the Aqualung to support a gnome for one action outside the sub (see "Kicking the Bucket" on page 10).

ENVIRONMENTAL HAZARDS

There are three types of environmental hazards: fire, flood, and blocked hatches.



FIRE

Fire is caused by certain events. It has the following effects:

- A gnome cannot enter a room that is on fire unless he uses a Grog or Fire Extinguisher during his turn.
- The only action a gnome can take in a room on fire is Extinguish Fire. **If a gnome fails to extinguish the fire, he must** immediately leave the room (at normal time cost) if possible.
- Any fainted gnome in a room on fire is killed. If the active gnome begins his Updates Phase in a room on fire, he is killed.
- A flooded room can never be on fire. If a room on fire becomes flooded (at any level), the fire goes out.
- **When an event causes a Fire token to appear, the Asphyxiation Track Marker advances one space.**

FLOOD

Rooms can become flooded due to events or during the Reflow Water Step of a gnome's movement. There are two levels of flooding: low water and high water. Flooding has the following effects:

- A gnome may never enter a room with a **high-water** Flood token. Moving into a room with a **low-water** Flood token costs one minute.
- When a hatch is opened between a room with a **high-water** Flood token and a room with a **low-water** Flood token or no Flood token at all, the water level in both rooms becomes low water.
- The only action that can be taken in a room at high water is No Action.
- Any action **except** No Action or Pump Water taken in a room at low water costs an additional two minutes. These two minutes must be paid first, before calculating the gnome's chance of successfully completing the action.
- Any fainted gnome in a room at high water is killed. Fainted gnomes are safe in low water.
- If the active gnome begins his Updates Phase in a room at high water, he is killed.
- A flooded room can never be on fire. If a room on fire becomes flooded (at any level), the fire is extinguished.

BLOCKED HATCHES

Hatches are the only connection between rooms on the *Red November*. They can become blocked by events.

- Only interior hatches can become blocked. Exterior hatches are never blocked.
- Blocked hatches cannot be opened and gnomes cannot pass through them.
- Blocked hatches do not prevent fires from spreading and have no effect on flooding.

AN EXAMPLE TURN

Desperate times have fallen upon the *Red November*! The engine is down, the hull pressure is getting dangerously high, and the engine room is on fire!



It is Geoff's turn. Someone needs to put out that fire so the engine can be repaired. Geoff decides that has to be him.

Phase 1, Movement: Geoff's gnome (yellow) is across the sub in Missile Control, room 7.

Move to room 5: Room 5 is flooded with high water, but luckily Missile Control is not flooded at all. The gnome opens the hatch to room 5 (+1 minute), and water reflows between the two rooms, bringing them both to low water (no additional time). Geoff moves his gnome into room 5, but because the room has a low-water Flood token, this movement takes an additional +1 minute.

Move to room 2: The Pump Room (room 2) is also on fire, and the door to room 4 is blocked. So Geoff's gnome drinks the last of his Grog for courage (no additional time), raises his intoxication level by 1 (from 2 to 3), opens the hatch to room 2 (+1 minute), and steps in (no additional time).

Move to room 1: Geoff doesn't have time to stay and deal with this fire, so he runs across the room and opens the hatch to the Engine Room (room 1, +1 minute), and steps in (no additional time).

Phase 2, Action: With his gnome in a room that is on fire, Geoff chooses the only action available (which is what he wants to do anyway): Extinguish Fire. It is critically important that the fire be put out so that Larry's gnome (who will act next) can have a chance to fix the engine before all is lost. To guarantee success in fighting the fire, Geoff chooses to have his gnome spend 7 minutes doing so. Fortified by the Grog consumed earlier, which gives a bonus of +3 to any fix-it action, the total he must roll equal to or less than on the action die is 10. Automatic success! Geoff removes the Fire token from room 1.

Phase 3, Faint Check: The intoxication level of Geoff's gnome is dangerously high – quaffing his Grog this turn raised it to 3. Anything but a "4" or "–" result on his Faint Check will cause his gnome to pass out. He draws an Event Card and checks the corner. Drat! The number is a "2." His gnome passes out in the room (+10 minutes). Geoff lays his gnome on its side to show that it has fainted.

Phase 4, Updates: Geoff's gnome spent 21 minutes during his turn (4 minutes moving, 7 minutes fire-fighting, and 10 minutes passed out on the floor of the Engine Room). Geoff started his turn with his Time Keeper at "40" on the Time Track, and now the Ghost Time Keeper is at "19." Geoff moves his Time Keeper forward, stopping for 7 Event Icons and 2 Draw Item Icons, and therefore drawing and resolving 7 Event Cards, one at a time in order, and drawing 2 Item Cards, respectively. If any of the events cause Geoff's room to flood or catch fire, his gnome dies and he is eliminated!

That's the end of Geoff's turn. Larry is the next to go. With a little luck, he'll be able to restart the engines and save the *Red November* from a most terrible fate!

OPTIONAL RULES

Once you are familiar with ***Red November***, you can try one or more of the following optional rules. Just make sure that all players agree on which optional rules (if any) will be used before the game begins.

A GREATER CHALLENGE

To make the game more challenging, instead of placing the "Respite" Event Cards in the discard pile when drawn, remove them from play. The second time through, the Event Deck will be even more disaster-packed.

To make the game even **more** challenging, draw and resolve a number of Event Cards equal to the number of players before the first turn.

Less Deadly Dying

Players who don't care for player elimination in their games can use the following optional rule:

When a gnome dies, remove the player's gnome from the board, but do not remove the Ghost Time Keeper or the player's Time Keeper from the Time Track. The player whose gnome perished discards all of his Item Cards and returns his Gnome Card to the sober side. Then, the player rolls the die to determine a random room. A new gnome, sober but itemless, stumbles out of his hiding place there to take the place of our brave, fallen sailor. The game then continues as normal.

Crazed Gnomes

Players who want even more carnage in their game of ***Red November,*** or a means of stopping a comrade from abandoning ship, can use the following "Crazed Gnomes" optional rule:

Throughout the game, the paranoid gnomes keep all of their Item Cards secret from the other gnomes. If the active gnome plays a Crowbar and his gnome is in the same room as another gnome, he may take the **Attack Gnome** action, which costs one minute to perform, plus two additional minutes if the room is flooded.

When an attack is declared, the defending player may play a Crowbar in response to defend himself, even though it is not his turn. If he fails to do so, the defending gnome is immediately slain. If the defending player does play a Crowbar, each of the two players rolls the die and subtracts his current intoxication level. The high roller's gnome slays the low roller's gnome, with ties going to the attacker.

The winner of the fight takes the loser's Item Cards. Gnome death is resolved normally (as modified by Less Deadly Dying, if that optional rule is being used). See "Kicking the Bucket" on page 10.

2 Players

When playing the game with two players, each player controls two gnomes. Each gnome keeps his items separate from the other gnomes and must trade items as per the rules. The "Abandon Comrades" action is ignored.

Solitaire

When playing the game solo, the player must control **at least** three gnomes (for a greater challenge, the player may opt to control more gnomes). Each gnome keeps his items separate from the other gnomes and must trade items as per the rules. The "Abandon Comrades" action is ignored.

Credits

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Thanks to Serge Laget and Bruno Cathala for Shadows over Camelot *and to Peter Prinz for* Jenseits of Theben – Red November *wouldn't have been as it is if we had not played these two games before.*



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TURN SEQUENCE

1. Movement
2. Action
3. Faint Check
4. Updates

MOVEMENT SUMMARY

1. Open a Hatch (1m)
2. Reflow Water (0m)
3. Enter a Room (optional; 0–1m)
   or
   Leave the Sub (1m)

ROOM KEY

ROOM NAME	ROOM NUMBER
Engine Room	1
Oxygen Pumps	2
Reactor Room	4
Missile Control	7
Equipment Stores	8
Captain's Cabin	10

ACTION SUMMARY

ACTION	TIME
Unblock Door	1–10 m + 2m
Extinguish Fire	1–10 m
Pump Water	1–10 m
Fix Engine	1–10 m + 2m
Fix Oxygen Pumps	1–10 m + 2m
Fix Reactor	1–10 m + 2m
Stop Missile Launch	1–10 m + 2m
Kill Kraken	1–10 m
Draw Item Cards	1–4 m + 2m
Trade Item Cards	1 m + 2m
No Action	1 m
Abandon Comrades	All remaining minutes

