

Another game aid

THE

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Game: **RED NOVEMBER**  
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Print on card (ensure you are printing at 100% scale)  
laminare and trim to size.

# R3D NOVEMBER

## SETUP

Setup the map. Place each **Disaster track marker** on the left-most space of the matching **Disaster Track**.

Each player selects a color and takes the corresponding **Gnome figure**, **Time Keeper** (TK) and **Gnome card** (*sober* side up).

Each Gnome figure is placed in a random room determined by die roll. The Time Keepers are placed in random stacking order next to the starting space corresponding to the number of players.

Separate 6 **Grog tiles** from the **item supply** and place them face up near the *Captain's Cabin*. Shuffle the remaining items facedown, and deal 2 to each player.

Set aside the *Kraken* event card, shuffle the remaining cards and place facedown next to the board as the **Event deck**.

## PLAYER TURN

Players' movement and actions take **time**.

When playing, the player whose TK is *furthest back in time* is the player whose turn it is next. If TKs are stacked, the player on top takes the next turn.

Players may play any number of item tiles at any time on their own turn (before any die roll they affect is made). Effects persist for the player's entire turn.

### 1. MOVEMENT

Place the white **Ghost TK** atop the active player's TK; then move the Ghost TK forward as minutes are spent. The player's Gnome may carry out the following steps as many times as desired:

- 1. Open a hatch (1min)** A blocked hatch must be unblocked first.
- 2. Reflow water (0min)** If one of the rooms between an opened hatch has a *High Water* token and the other room has none, both get a *Low Water* token instead. If a flooded room has a *Fire* token, remove it.
- 3. Enter a room (optional; 0-1min) or Leave the sub (1min)** The hatch leading to a room must first be opened (they close automatically after movement). If an exterior hatch is opened, and the gnome has played the *Aqualung* tile, that gnome may leave the sub.

### 2. ACTION

**Fix-it actions** and **Item actions**:

#### Fix-it Actions

The player decides how many minutes (1-10) he wishes to spend trying to fix the problem, adds any modifiers from appropriate item tiles he has played, and rolls the die. **If he rolls less than or equal to the sum of time and modifiers, he succeeds.**

**Token Fix-It Actions:** *Unblock Hatch, Extinguish Fire, Pump Water.*

**Unblock Hatch:** if successful, the player removes one *Blocked Hatches* token on one of the hatches connecting to a room the gnome is in.

**Extinguish Fire:** the *only* option if the active gnome's room is on fire. If successful, the player removes the *Fire* token from the room. If the action fails, the player must make a supplemental move to exit the room; if he is unable to do so, he will die this turn.

**Pump Water:** an option if the gnome's room has a *Low Water* token in it. If successful, the player removes the token.

**Room Fix-It Actions:** *Fix Engine, Fix Oxygen Pumps, Fix Reactor, Stop Missile Launch, Kill Kraken.*

The **Disaster Tracks** each correspond to a problem in a particular room:

**Asphyxiation Track** = **Oxygen Pumps** (2).

**Heat Track** = **Reactor** (4).

**Pressure Track** = **Engine** (1).

The active gnome must be at the specific board location to attempt the action.

**If any marker reaches the end of its Disaster Track, the players lose.**

Successfully performing a *Fix Oxygen Pumps, Fix Reactor, or Fix Engine* action brings the corresponding marker down to the next lowest reset point (★) on the track.

4 timed **Destruction tokens** are placed on the Time Track due to events, each prevented by the following actions:

**Asphyxiated!** = *Fix Oxygen Pumps* action.

**Crushed!** = *Fix Engine* action.

**Missiles Launched!** = *Stop Missile Launch* action in the Missile Control room.

**Devoured by a Kraken!** = *Kill Kraken* action outside the sub.

If all players' TKs pass a Destruction token on the Time Track, the game ends and the players lose. Once a player's TK moves past a Destruction token on the track, he can no longer prevent it, and automatically fails an attempt if his TK moves past it as the attempt is being made.

If actions associated both with a Disaster Track and a Destruction token are successfully prevented, reset the track and remove the token.

#### Item Actions

A gnome in the *Equipment Stores* or the *Captain's Cabin* may draw item tiles at 1min per item drawn. A gnome in the *Captain's Cabin* may spend up to 2min drawing *Grog* (until it's all been claimed). A gnome in the *Equipment Store* may spend up to 4min equipping from the shuffled facedown item pile.

A gnome may not draw Item tiles again before he first takes an action in another room (place the gnome on the colored area in the room to indicate this).

2 gnomes in a room may Trade Item Tiles. The active player gives the other player any number of tiles, and the target player then does the same. This costs only the active player 1 min.

All items are discarded when played. When the pile is exhausted, shuffle the discards to form a new pile.

#### Other Actions

A player may take No Action for 1min.

After a player's marker has passed 10 on the Time Track, he may perform the Abandon Comrades action. If his gnome can reach the sea space (with an *Aqualung* item as usual), he uses all his remaining minutes. If the other players lose the game, he wins; if they win, he loses.

#### Situational Modifiers to Actions

**On Fire** The only action possible is *Extinguish Fire*.

**Low Water** All actions except *Pump Water* and *No Action* take +2min.

**High Water** The only action possible is *No Action*.

### 3. FAINT CHECK

If a player played one or more *Grog* tiles during his turn, he must make a Faint Check. Draw an Event card and check the Faint Number. Then the card is discarded and its event ignored.

If a dash, the gnome automatically passes. If a number is equal to or less than the

gnome's current intoxication level, the gnome passes out. Lay the figure on its side and move the Ghost TK forward 10 additional spaces. Stand up on the player's next turn (he retains the same intoxication level). Track a gnome's intoxication level by turning his gnome card.

### 4. UPDATES

The player moves his TK forward to meet the Ghost TK, stopping in turn at each Event marker (to draw an Event card and resolve its effects) and each Draw Items marker (to draw an item tile). If both are on the same space, resolve the Event card first.

If the Event deck is exhausted, shuffle the discards to form a new deck. The first time this happens, add the *Kraken* card.

If, at any time during the Updates Phase, any fainted gnome occupies a room with either *high water* or *fire*, that gnome immediately dies.

If an active gnome both starts and ends his turn in the space outside the sub, the gnome dies.

When a gnome dies, its player removes his figure and TK and is eliminated from the game. If he was the active player, also remove the Ghost TK and resolve no further events until the next player's turn.

### ROOM EVENTS

**Fire:** If a selected room is flooded, no fire starts. Otherwise, increase the Asphyxiation track by 1. If the room doesn't have a *Fire* token, add one.

Candidate rooms for a spreading fire are those next to a room on fire that aren't already on fire or flooded. The active player picks one; if there are none, there is no effect.

**Flood:** A random room is brought to *high water*; any *fire* there is extinguished.

**Blocked Hatch:** The active player selects any non-blocked hatch adjacent to the chosen room (not exterior hatches). If all are blocked, no token is placed.

### GAME END

The game is lost at any time a marker on a Disaster Track reaches its end; the players fail to prevent a timed Destruction event; or all gnomes are killed. The game is won if all TKs reach the *Rescued!* space of the Time Track, and all events have been resolved.

# ITEM SUMMARY

ITEM	EFFECT	
Grog	May enter a room on fire. Get +3 bonus to all fix-it actions.	
Toolbox	Get +3 bonus to Fix Engine, Fix Oxygen Pumps, or Fix Reactor.	
Engine Manual	Get +4 bonus to Fix Engine.	
Pump Manual	Get +4 bonus to Fix Oxygen Pumps.	
Reactor Manual	Get +4 bonus to Fix Reactor.	
Deactivation Code	Get +4 bonus to Stop Missile Launch.	
Crowbar	Get +3 bonus to Unblock Door.	
Fire Extinguisher	May enter a room on fire. Get +3 Bonus to Extinguish Fire.	
Water Pump	Get +3 bonus to Pump Water.	
Coffee	Reduce intoxication by two.	
Aqualung	May leave the sub and go to the sea space.	
Diving Gun	Get +4 bonus to Kill Kraken.	
Lucky Charm	Ignore the first 3 Event Markers during Updates phase.	

# R3D NOVEMBER








## 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)

## 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 Tiles	1-4 m + 2m 
Trade Item Tiles	1 m + 2m 
No Action	1 m
Abandon Comrades	all remaining minutes

## ROOM KEY

ROOM NAME	ROOM NUMBER
Engine Room	1
Oxygen Pumps	2
Reactor Room	4
Missile Control	7
Equipment Stores	8
Captain's Cabin	0

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## FAQ BY BRUNO FAIDUTTI

**Q : Can *Red November* be played with two players?**

A : Not with the rules as written. The game works very well with 2 players, however, if each player controls 2 gnomes and the "abandon comrades" rule is ignored.

**Q : Are item tiles kept faceup or facedown?**

A : We made all the tests with cards and not tiles, and these cards were naturally kept hidden in hand, though we tried once or twice to play with open hands. Hidden cards make for a stronger ambiance, with more suspicion and paranoia, but means you often have to explain to other players what you can or cannot do. Open hands make for a more trustful and truly cooperative experience, and makes the game a bit faster. You can play *Red November* the way you prefer.

**Q : Is using an item an action?**

A : No.

**Q : Can you use an item out of turn?**

A : No.

**Q : Can you play several items in your turn and add up the bonuses ?**

A : Yes, even with identical items. If you use 2 grogs in your turn, your intoxication level is increased by 2, but you make only one faint check at the end of your turn.

**Q : Do all the gnomes have to make a faint check after the Heat event card is drawn ?**

A : It's more simple to have no faint check, since the card is already really handicapping for the doomed gnomes.

**Q : When do you advance the marker on the oxygen track ?**

A : When a fire starts in a room, advance the oxygen track.

When a fire spreads to another room, advance the oxygen track.

If a fire is declared in an already-flaming room, advance the oxygen track.

For all else, leave the oxygen track alone.

**Q : Does a gnome in a room on fire die if he fails to extinguish the fire ?**

A : The active gnome dies if he is in a room on fire (or in a room at high water) at the beginning of his Updates phase.

The usual rule is "movement, then action", but there is an exception for a gnome who failed to extinguish a fire and can leave the room after his action failed, before the updates phase. This means a gnome in a room on fire, or in a room at high water, dies only if he cannot leave the room, because the neighboring room is in the same situation, or because the hatches are blocked. Hatches cannot be unblocked from a room on fire or from a room at high water.

A fainted gnome immediately dies, even out of turn, if the room he is in is on fire or at high water.

**Q : A gnome is in a room at high water. the hatch to a neighboring room at low water is not blocked. Can he open the hatch, with water not flowing, move to the room at low water and survive ?**

A : Yes.

**Q : A gnome is in a room on fire. Can he open the hatch to a neighboring room at high water so that the water flows in his room and extinguish the fire?**

A : Yes.

**Q : Let's say a timed destruction event is pending, and the room where the gnomes must act to prevent it is on fire. Can the active gnome use time that will move his time marker past the destruction event to extinguish the fire, so as to let another gnome extinguish the fire without moving his marker past the destruction event?**

A : It doesn't sound very logical, but it works. We must imagine the gnome extinguishing the fire mostly worked in protecting the gnome fixing the timed event, firing his extinguisher around him.

**Q : When a timed destruction event is fixed, is the corresponding disaster track marker also moved back ?**

A : Yes. If you fix the engine, you both move the engine down to the timed event and move the pressure marker down to the next reset star.

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**Q : Is it possible to move a disaster track which already passed the reset point back before this reset point?**

A : It's possible, but you need some luck. You need to fix the problem once, to move the marker back to the reset point, and then to fix it again before any event moved it up again.

**Q : When you draw an even that correlates with a timed Destruction token when exactly does the +10/+15 start from? The current time the event happened or the Ghost Time Marker?**

A : From the time space where the event happened.

**Q : You need a grog or extinguisher to enter a room on fire. If you are in a room when it takes fire, can you try to extinguish the fire with your bare hands, without grog or extinguisher?**

A : Yes.

**Q : Can a gnome use a grog or fire extinguisher to enter a room on fire and there make an action other than extinguishing the fire, such as stopping the missile countdown or fixing the engine?**

A : Yes, he can, but this means the heroic gnome will die in the fire immediately after his action succeeded or failed.

**Q : Can a gnome use a grog or fire extinguisher to move through a room on fire without stopping in it?**

A : Yes.

**Q : Can you drink vodka and coffee in the same round, and not make a faint check?**

A : Yes.

**Q : When a gnome faints, are event cards (and item tiles) drawn for all the spaces over which the ghost marker is moved due to his fainting?**

A : Yes.

**Q : Does water flow between a room at high water and a room at low water, or between a room at low water and a room with no water?**

A : No. Water flows only between when a hatch is opened between a room at high water and the other has no water at all. In this case, both room are now at low water.

Nothing happens when a hatch is opened between a room at high water and a room at low water. Nothing happens when a hatch is opened between a room at low water and a room with no water.

**Q : Can you open a non-blocked hatch from a room on fire or a room at high water?**

A : Yes. Opening a hatch is done during the Movement phase, and is not an action. Unblocking a blocked hatch, on the other hand, is an action, so this would not be possible.

**Q : Can a gnome with an intoxication level of 4 drink more grogs ?**

A : Yes. There's no limit to the number of grog you drink. Once your intoxication level is at 4, it can't move farther, but you still make a faint check every time you drink.

**Q : Does a gnome who faints outside the sub die?**

A : Yes.

**Q : Who wins if the sub is saved, all gnomes or only the surviving ones?**

A : This is not a rule question, it's a moral question. I'm already troubled with the grounds of human morals, and I know even less about gnome ones.