

THE CAPTAIN IS DEAD LOCKDOWN™

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Rulebook v2.0

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The Adventure Continues . . .

The Captain is Dead: Lockdown is a sequel to The Captain is Dead. The game is stand-alone and episodic, though you can play the two back to back for a continuing experience! If you have not played the original, The Captain is Dead had the intrepid crew recovering from the loss of their noble Captain, though not for long as their ship was under attack from aliens. As a team, the crew has to fight off the aliens, repair the ship, and make a warp jump to safety.

The Captain is Dead: Lockdown picks up after that, where the repairs did get the ship away, but they were so hastily done that the drive cut out few star systems

later, and they are captured by the alien empire. This game begins with the crew imprisoned on an alien colony. The team must escape by stealing an alien vessel, as there is no sign of their own starship. Luckily some new allies were already in the prison and can help, and the ship's hologram was alert enough to download himself into the alien prison's computer.

If you want to play an ongoing story, you can play the original The Captain is Dead, then if you survive, deal your team Veteran cards and continue the story in Lockdown. Or just try it out on its own!

Setup

Place the game board in the middle of the table. This is the alien prison where you have been trapped. Can you find a way to escape?

Place the 9 System cards on their designated spots on the game board. The “Locked” side should be faceup.



Set the Grenade cards near the Armory.



The System Upgrade cards should be placed near the Maintenance Room. They’ll come into play later. The “Inactive” side should be faceup.



Shuffle the three Alert decks individually. Place them facedown on the indicated space on the game board, connected to the Closed Circuit Video, with red on the bottom, then orange, and yellow on top.



Shuffle the deck of Improvised Plans and place them facedown in the indicated space on the game board, connected to the Distractions.



Place a yellow status bar on the Concealment Level at 100%.



Place a yellow status bar on the Launch Bay at the position labeled “Normal”. If you’re feeling meager and weak, go ahead and bump it down to “Novice.” If you’re feeling strong, bump it up to “Veteran.”



Place the Scent Bombs and Honeypots to the side of the board. Sort the Hostile Alien pawns by icon and set them alongside the board. Set out the Reference cards within reach of all players.

Shuffle the Skill deck. Deal out 5 Skill cards to each player and 2 Skill cards to the Store Room space on the board. Place the remaining Skill deck faceup in the “Skill Discard” location of the board.



Deal each player a Veteran Ability card. Place the remaining Veteran abilities in the box, as they will not be needed for the rest of the game.

Randomly distribute one of the colored pawns to each player. Place the remaining pawns in the box.

Before beginning the game, each player must choose one of their three Roles to play during the game.

Each player must discard a Skill card to the Store Room; place the Tools in the Store Room as well.

Place each character pawn in its start position. The Hologram starts in the Security Tower, The Sympathizer starts in the Mess Hall. All other characters start in the Infirmary.

Draw and execute the top five cards from the Alert Deck (Pg. 14).



How The Game Works

The alien prison is made up of rooms. Each room (except hallways) has one or more System. Each System gives the players an advantage if they can gain access to it. This will help them achieve the primary objective: stealing an alien ship to escape.

Take a moment now so that everyone can familiarize themselves with what all the Systems do. Starting with the Internal Sensors, go around the board and read aloud what each System does. See "Systems" (Pg. 12) for details.

NOTE: There is a colored line from each room to each System in that room (so you know where that System is located). In addition, the heading on each System is colored to match the color of the room it belongs to.

System Cards

1. Title
2. Always-on ability
3. Per use cost
4. Per-use ability
5. Status
6. hacking (Alarm)



All Systems begin the game Locked, which means the players cannot access them. You will have to work together to unlock them, giving you abilities that will help your strategy. However, the aliens can always Lock you out of a System later.



Take a look at the symbols listed above. They'll be referenced throughout the game components.

All the Systems have abilities you can use, and the costs to use those abilities are listed on the System. The rest of your abilities are inherent and are listed on the back of every Role card. Therefore, once you have selected which Role you want, you should keep another card and flip it over as reference.

Role Cards



1. Rank
2. Name
3. Hand Size
4. Actions to spend
5. Skill Discounts
6. Ability



For example, the Tactical Officer Role has 4 actions every turn. Each time the Tactical Officer spends actions, she may also use 2 Tactical discounts. This means that the Tactical Officer may improve the Concealment bar twice for 4 actions and not spend any cards. If your Role does not have enough Skill discounts to accomplish a task, then you must spend Skill cards to make up the difference. You simply discard them to spend them.

Before You Begin

Make sure each player has chosen their Role. If they can't decide, distribute them randomly. Only one role from a color may be played in the same game. No Role is a bad choice, they just allow you to have different paths to victory. See "Roles" (Pg. 8) for details.

Each player's Role shows their rank on it. This is the order in which you'll be taking turns. Whoever has the lowest rank number goes first. Some players find it helpful to rearrange chairs to get into clockwise turn order.

***For example:** the Admiral, who is rank 1, the lowest rank, will take the first turn. He is followed by rank 2 if played, etc.*

After Roles are chosen, draw one Alert from the top of the Alert deck. Read the card aloud and resolve its effects.

***For example:** If an Alert tells you to add an Alien to a room, place an appropriate Alien pawn in that room.*

Repeat this process 4 more times, for a total of 5 Alerts. See "Alerts" (Pg. 14) for details.

***Note:** You cannot Override these initial Alerts.*

After you've completed all five Alerts, discard them and you're ready to begin the game.

Starting The Game

Now the first player will take their first turn. They may continue until they have spent all their actions, or they choose not to spend any additional actions. See "Spending Actions" (Pg. 9) for details.

***For example,** you might want to unlock some Systems. See "unlocking Systems" (Pg. 13) for details.*

When you have completed your turn, draw an Alert, read it aloud, and do what it says on the card. Also, perform Hostile Alien Actions. See "Alerts" (Pg. 14) and "How Aliens Work" (Pg. 15) for details.

Continuing Play

Play now passes to the next rank and so on, each spending their actions to the best of their abilities, and each ending their turn by drawing and resolving an Alert.

Winning The Game

This is a cooperative game. You win or lose as a team.

To win, you must raise the status bar on the Launch Bay to the "Escape!" status. First you must move to the Launch Bay System. Then spend actions and the listed skills to "power up" the alien ship and escape.

Losing The Game

There are a couple ways to lose:

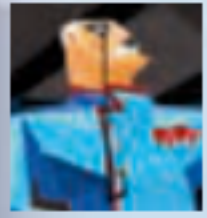
When the Concealment Level is at **Set to Kill** and a character is discovered during Perform Hostile Alien Actions, that character is immediately killed. When the last player's character has been killed, the game is lost.

In addition, should you reach the end of the Alert deck without raising the Launch Bay to "Escape!" the aliens will move you to the most horrible maximum security labor camp they have, deep in their empire on an inhospitable planetoid. So don't let that happen!

Of course, once you're on the alien ship and away, you have to pilot it... but that's a story for a future episode.

Roles

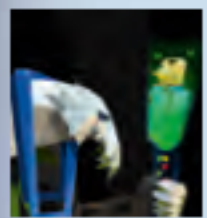
Each Role offers the player unique abilities and play styles. While no Role is bad, each Role certainly has its advantages and disadvantages. Choose wisely.



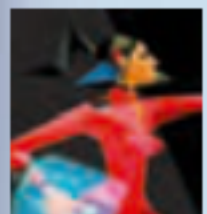
Admiral - A natural leader and master of the Improvised Plans. Has 2 Command discounts, 4 actions, and a hand size of 6.



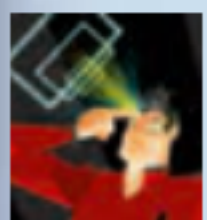
First Officer - He's the guy you want in charge in an emergency. Has a Command and a Tactical discount, 4 actions, and a hand size of 6.



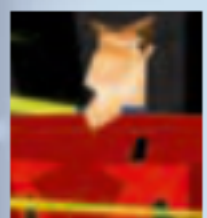
Sympathizer - This alien is willing to help you out, but won't kill any of its kind. Other aliens don't see the Sympathizer as a threat and so will not escort or harm the sympathizer. As such, he is unaffected by other aliens entirely. He has 2 alien language discounts, 4 actions, and a hand size of 6.



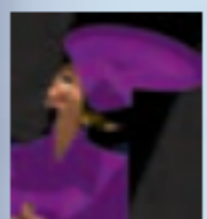
Tactical Officer - She can increase Concealment Level faster than anyone. Has 2 Tactical discounts, 4 actions, and a hand size of 6.



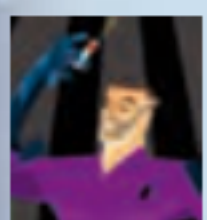
Telepath - No one is better at pooling the collective talents of the crew than he is. Has 4 actions, and a hand size of 6.



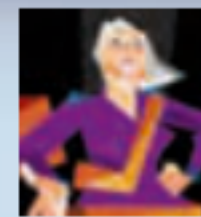
Crewman - He will save the day or die trying. Has a Tactical discount, 4 actions, and a hand size of 6.



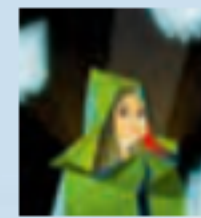
Counselor - She's the woman who can get things done. Has 4 actions, and a hand size of 8.



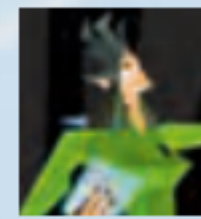
Medical Officer - He'll patch you up when you're injured. Has a Command and a Science discount, 4 actions, and a hand size of 6.



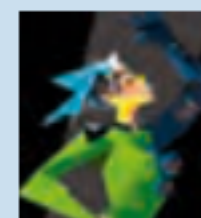
Diplomat - She'll negotiate with any aliens you encounter. Has a Command discount, 4 actions, and a hand size of 6.



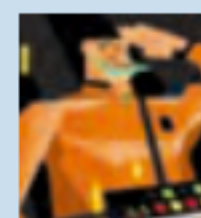
Scholar - She always has the Skills you need. Has a Science, a Command, and a Tactical discount, 4 actions, and a hand size of 7.



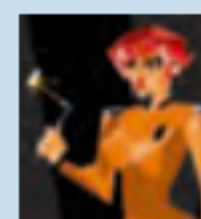
Science Officer - When the weird stuff happens and no one else knows what to do, she will. Has 2 Science discounts, 4 actions, and a hand size of 6.



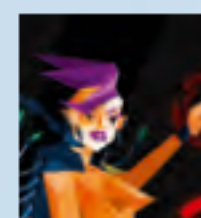
Cyborg - She is immune to chaos and has heightened reflexes. Has 5 actions, and a hand size of 7.



Teleporter Chief - He can move around better than anyone. Has an Engineering discount, 4 actions, and a hand size of 6.



Chief Engineer - She can fix stuff faster than anyone. Has 2 Engineering discounts, 4 actions, and a hand size of 6.



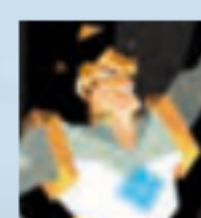
Hacker - The hacker is good with Systems; alarms won't be ringing when she's bringing a System online. Has an Engineering and a Science discount, 4 actions, and a hand size of 6.



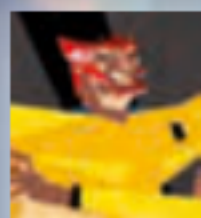
Ensign - He makes sure everybody has what they need. Has 4 actions, and a hand size of 4.



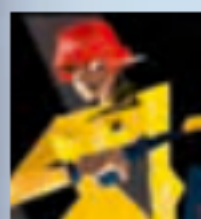
Hologram - He can do almost anything, but also has severe limitations. Has a Science, an Engineering, and a Tactical discount, 5 actions, and a hand size of 8.



Janitor - He can jury rig any System. Has 4 actions, and a hand size of 5.



Weapons Officer - He will defend the crew at any cost. Has a Tactical and an Engineering discount, 4 actions, and a hand size of 6.



Soldier - She will face the enemy regardless of the cost. Has a Command and a Tactical discount, 4 actions, and a hand size of 6.

Spending Actions

Almost all activities in the game require you to spend actions. Take a look at the back of your Role card. There are several activities listed there. Each requires spending one action, as indicated by the action icon at the top of the card.

Your number of actions is listed on your Role card. Most Roles have 4 actions. If your card lists 4, then you have 4 actions every turn. So, if you spend all 4 actions this turn, you'll still get 4 more next turn.

There is a list of activities on the back of each Role card. These activities are always available to you unless you're injured (see "Injuries" on right for details), you have Hostile Aliens in your location (see "Hostile Aliens" pg. 14 for details), or some other effect specifically states that they are not available.

Spending Skills

When an activity requires you to spend Skills, first look at your Skill discounts on your Role. Every time you spend an action or actions, you can subtract those discounts first (if needed). They can be used over and over again, and never run out. This is your built-in knowledge.

If you do not have enough Skill discounts to cover the cost of that activity, then you must spend Skills from your hand of Skill cards.

For example, if the Weapons Officer wishes to take a Grenade, he will need two Command cards in addition to his Tactical discount.

Hand Size



You may only hold a number of Skill and Tool cards in your hand up to your hand size. If you are ever given or take a Skill or Tool that puts you over your hand size, you must immediately discard down to your hand size.

Injuries

When you become injured, turn your pawn on its side to indicate your injured status. While injured, the only activities available to you are moving, killing Hostile Aliens in your location, using the Teleporter, and using the Medical Station. All other activities are out of reach.



Some Systems, and the back of your Role card, will have this symbol. Wherever you see this symbol it means you can use that activity when you are injured.

You might think it seems weird that you can fight a Hostile Alien while injured. However, when animals are injured, that is when they are most dangerous; adrenaline kicks in and your killer instinct takes over.

Role abilities are available even if you are injured.

Concealment Level

Your ability to move about the prison without being caught - or worse! - is directly related to the Concealment Level. This is a way of measuring how obvious the crews' shenanigans are to the alien wardens.

Any time an alarm sounds, reduce the Concealment Level by **10%**. Alarms are sounded when the following happens:

- For **each** Alien that is killed.
- Whenever a player is found in a room that is not their start location.
- Whenever a System is hacked instead of unlocked.
- Whenever an Alert is overridden.
- Whenever unlocking, hacking or using a System affected by a Honeypot.
- Whenever a System is relocked by Alien hackers.

If the Concealment level is at **Set to Kill**, characters will be killed and removed from the game when they are in an alien's presence during "**Perform Hostile Alien Actions**." All characters can be killed, even if they would be prevented from being injured. Yes, even the Crewman and the Sympathizer can be killed. Not even the Hologram is safe, it too can be taken offline... When everyone dies, you lose.

A character in the Warden Office can "use" Concealment like any other System to increase the Concealment Level by 10%. Unlike other Systems, **Concealment is never locked and is always available for use.**

Alarms



Any action that includes a camera icon triggers an alarm and reduces the Concealment level by 10%. Any System that is **unlocked, hacked or used** in a location with a **Honeypot triggers an alarm.**

Alarms can be suppressed via the Alarm Suppressor Tool, System Upgrades, character and veteran abilities, and Improvised Plans. **Any suppressed alarm does not affect the Concealment Level.**

Contraband

When you trigger an alarm by performing an action during your turn (alarms triggered by Alerts don't count), if you do not currently have any Contraband, you get a piece of Contraband.

It will give you a special ability that you can use (generally outside of your normal turn). If you talk about or reveal your Contraband, you lose it. Once you have used your Contraband, you lose it.

Contraband does not count toward your hand size. Contraband that is used or lost is removed from the game.

Player Elimination

This episode features a controversial mechanic known as player elimination. Characters will die during the course of the game. This happens when the Concealment Level is at **Set to Kill**. Then the aliens will instantly and permanently kill any player in their location (Hologram, Sympathizer, and Crewman included).

The game is designed so that players should not start dying until near the end of the game. Unfortunately for you, this is not always the case. We have developed the following set of rules that you can use should this situation arise. The use of these rules is optional. We only recommend using them if someone dies early in the game. It's up to your group to decide what early means to you.

If a character dies...

Take their character card, pawn, Veteran Ability, Tools, Skill cards, and Contraband and put them back in the box.

Then...

If it comes to a player's turn whose character is dead **and** the Concealment Level is no longer at **Set to Kill**, then the player may spawn one of the other two remaining characters of their color in the Infirmary. They start with no Skills, no Veteran Ability, no Tools, nothing. But they are back in the game and can help the remaining players strive for victory.

If they die again...

Repeat the process except they have no choice but to use the final remaining character of their color.

If they die a third time...

Perhaps they should choose another line of work. Starship Officer is not a role well suited to their constitution. Their game is over.

Tools



Players may pick up Tools from the Store Room. Tools give the player additional special abilities, but these abilities are used only twice. Use the ability from the “Side A” side of the Tool card, then flip it over. Then use the ability from the “Side B” side of the card and remove the card from the game.

Tools may not be transferred to another player using the Comm System, but they may be transferred using the Teleporter if it is online.

NOTE: The Hologram may not use or carry Tools.

You may use Tools when you are injured so long as the action you are trying to take is allowed when you are injured. *For example, you may fire the Rifle but could not unlock a System.*

Grenades & Scent Bombs

Grenades and Scent Bombs are objects that are included in your hand size, just like Tools. Grenades and Scent Bombs are deployed through a door from an **adjacent space**. Grenades kill all the aliens in the room they are deployed into. Each alien death triggers an alarm. Scent Bombs attract all aliens within two spaces to the room into which it was deployed. **Once used, Grenade and Scent Bomb cards are removed from game.**

If a player is unlucky enough to be in a room that has a Grenade deployed into it they are not killed but are injured instead.

Launch Bay

The difficulty level of the game is set by the Launch Bay System on the board. Players in the Launch Bay may spend an action and the listed Skill cards to raise the status bar one space, thus powering up the alien ship.

Unlike other Systems, Launch Bay is never locked and is always available for use.

Another way to raise the status bar in the Launch Bay is to clear the board of all Hostile Aliens. Each time the board is clear of all Hostile Aliens move the status bar up one space. **If the status bar is raised by removing all Hostile Aliens, immediately draw and resolve an Alert. This Alert is in addition to the end of turn Alert.**

If the Status Bar in Launch Bay is raised to the “Escape!” space, the players immediately break out of the alien prison and win the game!

Systems

Each System represents an advantage in the game. The trick is to gain as many advantages as possible without losing sight of the mission goal.



Launch Bay - Gaining control of an alien ship is how you win. There is nothing more important than Launch Bay.



Teleporter - Makes it easy to move from any location to any other location in the prison. Luckily teleportation technology is fairly universal. Just don't be surprised if you end up with scaled skin occasionally...



Concealment - If the Concealment Level goes down to **Set to Kill**, the aliens will begin to kill you. When every member of the crew is dead, you lose.



Comm System - Allows you to easily give or take cards from other players anywhere in the prison by taking over a sub-channel of the internal prison network.



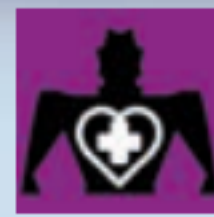
Closed Circuit Video - By gaining access to the internal prison scanners, you can see what bad stuff is coming before it arrives so that you can plan accordingly.



Computers - Allow you to get more Skill cards. Without this you simply cannot win the game.



Internal Sensors - Allow you to have a choice of what Skill card to draw.



Medical Station - Heals injured players. Alien anesthetic doesn't work on humans though... sorry about that.



Grenade Locker - Use the Grenade Locker to acquire a grenade. There are only 3 grenades, and grenades are not reused.



Security Station - If you can manage to get control of the prison's internal security station, you can turn the aliens' prison controls against them!



Upgrades - While you're trying to focus on escaping, the science officers tend to get caught up in "fascinating" alien tech. Of course, if they figure out some of it quickly enough, it just might be a huge help.



Research Station - Research and remove an Anomaly from the game.



Distractions - In the Mess Hall, if you are able to secret out some common items, you may be able to create some commotion to distract the aliens.



Store Room - Another place you can get Skills and Tools.

NOTE: THE HOLDING CELL AND INFIRMARY ARE CONSIDERED THE SAME ROOM.

Unlocking Systems

Each room in the prison has one or more Systems. Some Systems have cards attached to them because they have an “Online” or “Locked” state. While the System is online, you can use its special abilities.

Before you can use the abilities of a System, you must unlock or hack that System. On your turn, you may spend Actions and Skills to either unlock or hack the System in the room you are in. When you spend the Action and Skills to unlock or hack the System, flip the card to the “Online” side. It is now ready to use. **If you hack the System this triggers an Alarm.**

The Medical Station, Concealment, and Launch Bay Systems are always unlocked. You do not have to unlock or hack them before you can use them.

Using Systems

Some Systems, like Surveillance Scanners, are passive. This means that when they’re online, you’re automatically using them.

Other Systems, like Computers, require you to spend actions and maybe even Skills to use them.



Normally you must be in the room that contains the System to use it. Some Systems may be used from any location. Those Systems will be designated with this icon.

If your Role has an ability that uses a System, like the Teleporter Chief, the ability goes away when the System is Locked.

Relocked Systems

Some Systems may be relocked by Hostile Alien Hackers. During **Perform Hostile Alien Actions**, if an Alien hacker is in a room, then all unlocked Systems in that room become Locked. When this happens, flip the System card to its Locked side. **This will trigger an Alarm.**

Honeypots

During the game, an Alert may place a Honeypot in one or more rooms. Honeypots will cause any unlocking, hacking or using of a System in that room to trigger an Alarm. This is in addition to any other alarms that a players actions may cause.

Upgrades

Upgrades are special Systems that are not installed in the prison at the beginning of the game. You can go to the Maintenance Room and research Upgrades that will give you permanent special abilities.

There are only two Upgrade slots, so you can only have two Upgrades in effect at one time. You may replace existing Upgrades if you wish to use a better Upgrade later.

Improvised Plans

Improvised Plans are one-use special abilities that give you a large advantage in the game. You can win without them, but that is much more difficult to achieve. They are available from the Mess Hall.

If an Improvised Plan ever conflicts with another rule, then assume the Improvised Plan overrides that rule.

Once the Improvised Plans deck runs out, they are gone. You cannot use the Improvised Plans more than once.

Improvised Plans do not count toward your hand limit. You may hold as many as you like.



Bad Stuff

Time to learn about the things that can hurt you in the game.

Alerts

Alerts are the “big bad” in the game. They keep on coming, get progressively worse, and will generally ruin your day. You will draw 5 at the beginning of the game, plus one at the end of each player’s turn.

When you draw an Alert, you’ll draw the faceup ones first (in order) if there are any faceup Alerts. When drawing a faceup Alert, you’ll replenish it with one from the deck.



Overriding Alerts

Many Alerts can be overridden or canceled. Overriding or canceling an Alert means that you discard it as it happens, thus preventing its effects. Overriding an Alert generally costs 3 Command, does not require an action and **triggers an alarm**. Canceling an Alert generally costs 3 Alien language Skills and does not require an action.

You may only override an Alert that was drawn at the end of your turn. Each player is responsible for the Alerts that happen on their turn. You may use your Skill discounts when overriding Alerts.

The **Diplomat Role** may override Alerts out of turn, but must spend an additional **Command** and may not use discounts. No one else may override Alerts unless it is their turn.

Hostile Aliens

Hostile Aliens do not move, nor do they attack. They are simply obstacles to overcome. Patrol Aliens are an exception to this rule: Patrol Aliens move clockwise to the next position on the patrol path during **Perform Hostile Alien Actions**. Patrol Aliens will not move if not on the patrol path. Patrol Aliens will start moving again if placed back on the patrol path by an Alert. Patrol Aliens will injure and escort players back to the Infirmary in either their starting or ending positions on the patrol path.



While you are in a room with a Hostile Alien, the only activities available to you are killing Hostile Aliens and using the Teleporter. It takes just one action to kill a Hostile Alien (except for Lieutenants, they take two actions).



Some Systems and the back of your Role card will have this symbol. Wherever you see this symbol, it means you can use that activity when a Hostile Alien is present.

Anomalies

Anomalies are the gift that keeps on giving. They come from the Alerts deck, but instead of being a one-time bad thing, they remain in play and must be dealt with by doing research in the Maintenance Room. You’d do well to dispose of them quickly.

If you’re in the Maintenance Room or you are playing the Cyborg Role, then Anomalies have no effect on you.

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HACKER - These aliens are as smart as they are devious. Any attempt to take control of a System will be met with swift lockdowns by these guys.



COMMANDER - These aliens always come with an entourage, making them tricky to kill. In addition, they don't tolerate disobedience and will instruct their minions to set their weapons to kill if you annoy them too much.

How Aliens Work

There are 5 Alien ranks: Infantry, Patrol, Lieutenant, Hacker, and Commander.

Aliens can be killed by using an action, except Alien Lieutenants who require 2 actions to kill. You must kill aliens in their rank order, starting with Infantry, then moving on to Patrol, and so on.

Perform Hostile Alien Actions happens at the end of **all Alerts**. Follow each step in this process:

If a Hostile Alien finds a character in any location other than their start location:

1. Move the Concealment level down one for each player in the room. **The Sympathizer does not trigger an alarm. Hologram only triggers an alarm if it is not in the Security Tower.**
2. If a Patrol or Alien Lieutenant is present in a player's location, all players present are injured. **Hologram and Sympathizer are unaffected.**
3. The lowest ranking Hostile Alien goes with all characters in that room to the Infirmary. **Hologram and Sympathizer are not moved.**
4. Patrol Aliens move one space on the patrol path indicated on the back of the Reference card. If Patrol Aliens are not on their path, they do not move. **If a Patrol Alien enters a room containing a character, repeat the above sequence.**
5. If a hacker Alien is present, all unlocked Systems in that location are **Locked**.

If the game asks for an alien that is not available off board, use an alien of the next higher rank. **If all four Commander aliens are in the prison, immediately move the Concealment Level to Set to Kill.**

Alien special abilities and the Patrol Alien movement are noted on the Alien Reference Cards.

Example Of Play

You've been playing for a few rounds, and the action is getting intense. The prison is full of aliens, but you've acquired a useful hand of cards: a Scent Bomb, the Rifle Tool, and a Command Skill. It is your turn, and you've got four actions to help your crew gain access to an alien ship. You are in the hallway between the Security Tower and the Warden's Office, ready to make your move.

For your first action, you deploy a Scent Bomb into the Security Tower, using your Scent Bomb card. The four aliens in the prison are drawn to it. They are in such a hurry, the alien that passes you in the hallway doesn't even notice you wedged into the corner.

For your second action, you walk right into the Security Tower with the Rifle you picked up in the Store Room on your last turn.

For your third action, you kill every single alien in the room with that Rifle. It is a bloodbath, but your brave action brings Launch Bay up one level, from Coward to Pointless. However, you must now deal with the consequences of your action: Four alarms sound and the Concealment Level goes down 10% for each of those 4 aliens you just wasted.

Raising the Launch Bay level via the Bonus Condition means you have to draw an Alert. You draw "Warden's Office Investigation" and an Alien Lieutenant appears in the Warden's Office and discovers the Tactical Officer. An alarm sounds and Concealment Level goes down 10%. The Alien Lieutenant injures her and escorts her to the Infirmary/Holding Cells. This is bad, but you only have one action left.

For your fourth action, you decide to move from the Security Tower to the Mess Hall, intending to use your Command Skill card to get your hands on a Improvised Plan on your next turn.

You've used up your actions, so it is time to draw your end of turn Alert. You draw "Patrol." Two Alien Patrol appear in the Warden's Office Hallway. Luckily, no one is there, but these are Patrol Aliens. They don't just sit still and wait for the action to come to them. When you PERFORM HOSTILE ALIEN ACTIONS, they both move into the Mess Hall and find you there. An alarm sounds and the Concealment Level goes down by 10%. One of them injures you and escorts you to the Infirmary/Holding Cell while the other stays behind, ready to continue its patrol on subsequent turns.

Strategy Guide

If you're having trouble winning The Captain Is Dead then you've come to the right place. However, if you don't like spoilers, skip this section!

Remember What's Important

The single biggest thing you can do to improve your odds of winning is to remember what your objective is: steal the alien ship in the Launch Bay.

It's very easy to get caught up in all the various locked Systems. You'll feel the need to access as many as you can, and you should, but not at the expense of the main goal.

Plan Your Crew

Do your best to pick Roles that complement each other. For example, if you are the purple Role and your team doesn't have anyone with Science or Command, then you might be better off picking the Medical Officer than one of the other Roles.

Heed The Future

Having the Surveillance Scanners online allows you to peek into the future. You can make sure that the right player has enough Command to override a critical Alert. And you can make sure that all players are out of the way of injury.

Be A Couch Potato

Moving around a lot is a huge waste of actions. Make use of the Comm System as much as possible. Always move via the Teleporter when you do have to move. If the Teleporter is Locked, then that's probably the first thing (after the Comm System) you'll want to get back online.

When you do have to move, make the most of your movement.

For example, when you go to draw cards in the Security Tower or Store Room, you might as well stay there and fill up before leaving. If you go to the Mess Hall to draw a Improvised Plan, make sure you can draw more than one before you leave. If you go to the Warden's Office to unlock a System, hopefully you can unlock more than one.

Think Action Count

When you're trying to decide the severity of one thing versus another, think action count.

You can cancel a big pile of aliens from an Alert for 3 Alien Language, but if you have a Soldier in your crew, she can kill all those aliens for an action. Three Alien Language probably took you at least 3 actions to acquire.

When you're deciding whether to research an Anomaly or an Upgrade, think about how many actions leaving the Anomaly in place will cost you versus how many actions the Upgrade will save you. It costs 2 Tactical and 2 actions to raise the Concealment level, so the Alien Ventilation is quite helpful.

Dead Ends

Be mindful of where you end your turn.

When possible, end your turn somewhere that will help someone else. For example, so they can take a card from you, or if your ability or their ability will help them on their turn.

Make sure you don't end your turn somewhere where you will be a detriment to other players. For example, if the Alert you're about to draw dumps Hostile Aliens in the room that the other player has to clean up before they can start their turn, you may wish to rethink this action.

No Wasted Actions

Actions are very precious, so don't waste them. If you don't know what to do with your last action, then maybe you can use it to Teleport someone, or give them a card.

Variants

While we love the base game and all its rules, there are a few variants that we like to play now and again. Maybe you will too.

Quick Game

Remove all the Orange Alerts from the Alerts deck. This one is simple: you either escape the prison before the Yellow Alerts run out, or the Red Alerts will kill you.

Advanced Quick Game

Remove all but 5 Yellow Alerts from the Alerts deck, then play as normal. This allows you to set up the initial treats with Yellow Alerts, but you'll begin the game directly in the Orange Alerts, making the game exceedingly difficult.

Any Role

Instead of making the players choose a Role from a specific color, allow the players to choose any Role they wish. This would allow, for example, for a crew made up of a Medical Officer, Counselor, and the Diplomat (all purple Roles). When playing this way, any overlapping ranks are resolved in order by birthdate (oldest goes first).

Single Player

Because this is a co-op game, there's no reason a single player can't play The Captain by him or herself. When you do this, however, we recommend choosing 3 or 4 Roles to play, rather than just a single Role. The extra abilities come in handy.

Credits

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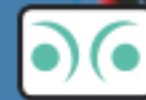


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System Actions Quick Reference

 **Distractions** - Draw an Improvised Plan.

 **Comm System**  - Take or give a Skill card to or from a player at any location.

 **Computers** - Draw a Skill.

 **Grenade Locker** - Take a Grenade card.

 **Internal Sensors** - Choose a faceup Skill.

 **Medical Station**  - Heal a player.

 **Research Station** - Research an Anomaly.

 **Security Station** - Kill one Hostile Alien at any location.

 **Store Room** - Take or exchange a Skill card, or a Tool if available.

Surveillance  - Reveal the top 2 Alerts faceup.

 **Teleporter**    - Teleport a player to any location. May be used from any location.

Alarms

Any time an alarm sounds, reduce the Concealment Level **10%**. Alarms are sounded when the following happens:

- For **each** Hostile Alien that is killed.
- Whenever a player is found in a room that is not their start location.
- Whenever a System is hacked instead of unlocked.
- Whenever an Alert is overridden.
- Whenever unlocking, hacking or using a System affected by a Honeypot.
- Whenever a System is relocked by Alien hackers.

Any time you trigger an alarm take a Contraband if you do not currently have an Contraband.

Perform Hostile Alien Actions

Perform Hostile Alien Actions happens at the end of **all Alerts**. Follow each step in this process:

If an alien finds a character in any location other than their start location:

1. Move the Concealment level down 10% for each player in the room. **The Sympathizer does not trigger an alarm. Hologram only triggers an alarm if it is not in the Security Tower.**
2. If a Patrol or Alien Lieutenant is present in a player's location, all players present are injured. **Hologram and Sympathizer are unaffected.**
3. The lowest ranking alien goes with all characters in that room to the Infirmary. **Hologram and Sympathizer are not moved.**
4. Patrol aliens move one space on their patrol path indicated on the back of the alien reference card. If Patrol aliens are not on their path, they do not move. **If a Patrol alien enters a room containing a character, repeat the above sequence.**
5. If a hacker alien is present, all unlocked Systems in that location are **Locked**.

If the game asks for an alien that is not available off board, use an alien of the next higher rank. **If all four Commander aliens are on the ship, immediately move the Concealment Level to Set to Kill.**

Patrol Movement

Patrols move clockwise to the next position on the patrol path during Perform Hostile Alien Actions.

Will not move if not on patrol path.

Will start moving again if placed back on patrol path.

Will injure & escort players back to the Infirmary in either their starting or ending positions on the patrol path.

