

Goal:

Total Domination, destroy all enemy bases

2 - 4 Player game:

Starting Resources: 150 gold, 1 base, 2 destroyers, 10 Steel

Per Turn Resources: 20 gold, 2 steel

Ships:

→ **Aircraft Carrier (A)**

- ◆ Range 7 tiles
- ◆ Health 5 hp
- ◆ Damage 1-6 (3 aircraft rolls per attack)
- ◆ Movement 1 tile
- ◆ (Note: Cannot Move and Attack on the same turn)

→ **Battleship (B)**

- ◆ Range 5 tiles
- ◆ Health 12 hp
- ◆ Damage 1-10
- ◆ Movement 1 tile
- ◆ (Note: Damage Reduction from Torpedoes 2)

→ **Cruiser (C)**

- ◆ Range 3 tiles
- ◆ Health 8 hp
- ◆ Damage 1-5
- ◆ Torpedoes (range 1 dmg 7)
- ◆ Movement 2 tiles
- ◆ (Note: Can attack with **BOTH** torpedoes and guns on attack)

→ **Destroyer (D)**

- ◆ Range 2 tiles
- ◆ Health 5 hp
- ◆ Damage 1-3
- ◆ Torpedoes (range 2 dmg 7)
- ◆ Movement 3 tiles
- ◆ (Note: Damage Reduction from Aircraft 4)

→ **Submarine (S)**

- ◆ Torpedoes (range 2 dmg 5)
- ◆ Health 3 hp
- ◆ Movement 2 tiles
- ◆ (Note: Can only be destroyed by Destroyers, Cannot attack bases)
- ◆ (Note: Cannot Move and Attack on the same turn)

Bases:

- 30 HP
- Strike Aircraft (x3)
 - Range 3 tiles
 - Damage 1-5 per

Costs:

- Aircraft Carrier: 100 gold + 5 Steel + 3 turns
- Battleship: 80 gold + 7 Steel + 2 turns
- Cruiser: 50 gold + 5 Steel + 1 turn
- Destroyer: 30 gold + 3 Steel
- Submarine: 30 gold + 1 Steel
- Gold Mine: 20 gold
- Steel Factory: 40 gold
- Shipyard: 100 gold

Upgrades: (Max 3 Each Besides Shipyard)

- Gold Mine:
 - Produces 10 Gold per Turn
- Steel Factory:
 - Produces 1 Steel per Turn
- Shipyard:
 - Reduction of Shipbuilding Costs by 1 turn and 20 gold

Combat:

Upon Spotting of Enemy (3 tile spotting distance), roll the random number generator (of your ship type) to see how much damage your shot does. If you destroy an enemy ship, you collect a 30 gold bonus.