**Battleport**

Rotterdam edition

**Concept**

**This paragraph shows the general idea we came up with for our project. We will discuss the concept and initial gameplay.**

**Main goal:**

The main objective of our game is to destroy all of the opponent’s battleships. Do this by strategically moving your ships and using the various cards to your advantage.

**Setup rules:**

Every players starts off with fourships and two cards. First of all, the players (P1, P2) start placing his ships at the bottom of the board (turn based). When all ships are placed, P1 draws his first card. P2 draws after P1 until both have two cards.

**Stance:**

During this game you can have your ships in two different stances, offense and defensive. Offensive stance allows you to move and have regular range. Defensive allows for no movement but grants you one extra range. However, defensive ships can only shoot vertically.

**Cards:**

***Main deck:*** the main deck contains most cards. *Offensive, defensive* and *utility* are all inside this deck. Most of these cards can only be used during your own turn.

**Rules:**

*Start*

* + Each player draws 2 card to start with.
  + Each player will take turns and place their ships on the field one by one, The ships must touch their starting lines with their rears.
  + each player starts with a small ship, 2 normal ships and 1 big ship

*Normal Cards*

* + Player draws 1 card when it’s their turn.**(check card description for effect and usage)**
  + A player may have up to 6 cards in their hand, any card drawn after this amount will go to the discard pile.
  + Player may use up to 2 cards in their turn.
  + When the deck runs out of cards , shuffle the discard pile and make this the new normal card deck.

*Moves and stances*

* + Player may move all their ships in one turn corresponding to the amount of steps each ship may move, ships may move up lwft up for e.g.**(check ship stats)**
  + Player may change ships from stance , changing stance will take away 1 step from the total movement that ship may do in one turn.
* When a ship is placed in defensive stance (**vertically**), the ship will gain alternate ranges. **(check ship stats)**
* When a ship is placed in defensive stance , the ship becomes immobile and is not able to take steps until stance is changed back to offensive.**(utility cards still have effect)**.
  + Player may engage the opponent twice in one turn if the ships are in range corresponding to the range of the ships used to engage.**(check ship stats)**

*Winning conditions*

* + When a ship reaches 0 health points , ship is destroyed , a destroyed ship will remain on the playing field as an obstacle to which other ships cannot pass through.
  + Player wins when all opponent’s ships are destroyed.

**Gameplay:**

At the start of a turn, the player at hand draws a card from the “normal” deck. A card may be used before attacking.

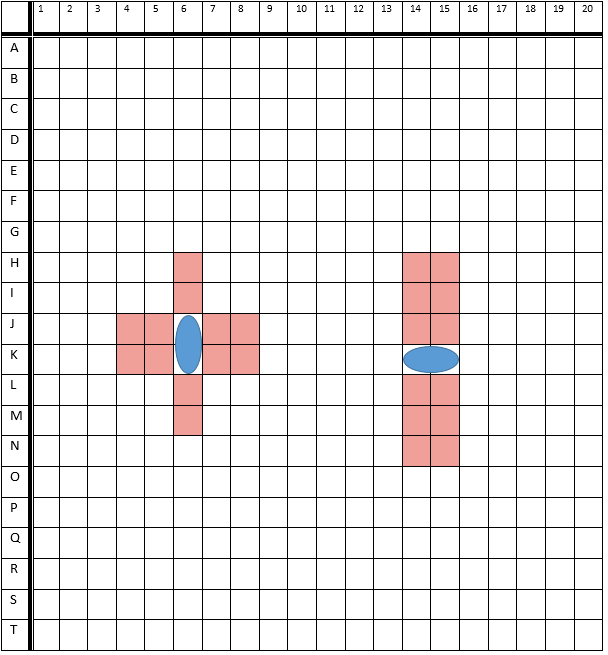
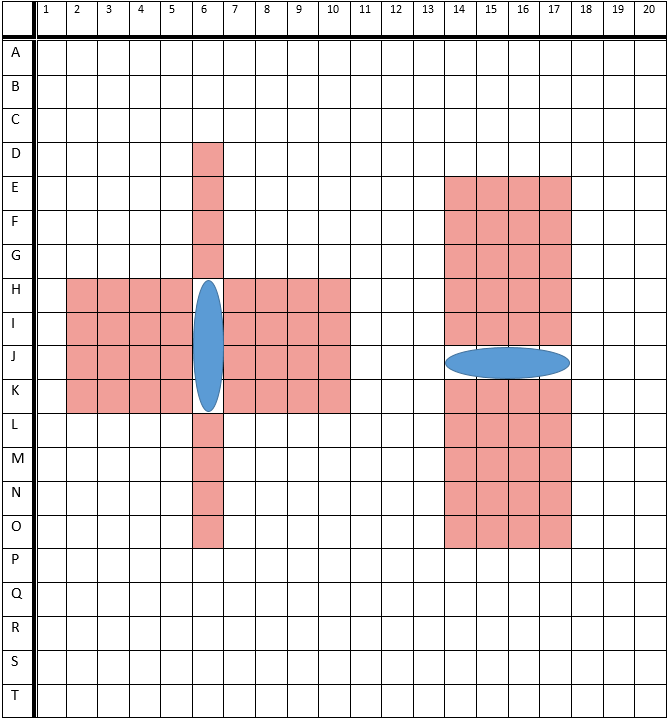
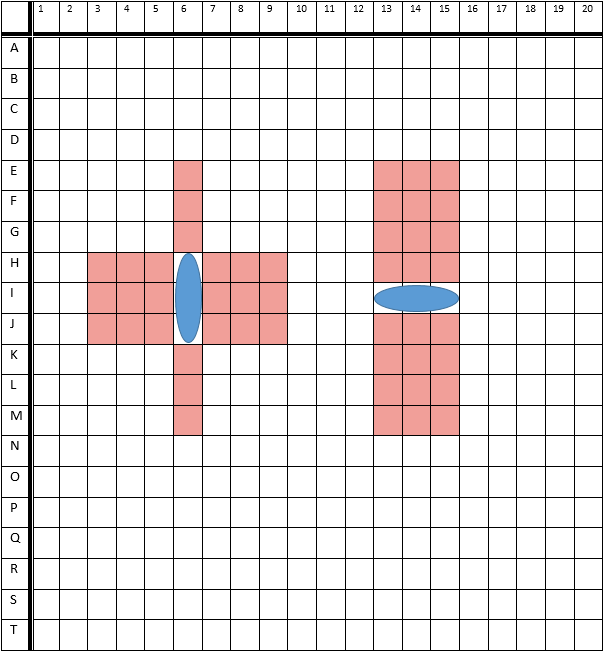
Player 1 may move his ships. If a player 1’s ship is in range of a player 2 ship, player 1 may attack. (Only two ships may attack per turn) Instead of attacking you may also change your ship's stance. Then player 1’s turn ends.

**Turn shortened into steps:**

1. Draw a “normal”card.
2. Card may be used.
3. Move ships
4. Attack a ship or change stance
5. Move ships (if steps left)
6. End turn

**Ship stats**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name (size)** | **HP** | **Moveset** | **Offensive Range** | **Defensive range** |
| Furgo Saltire & Santa Bettina(2) | 2 | 3 steps | Horizontal range of 2, Vertical range of 2 | Vertical range of 3 |
| Silver whisper & Windsurf  Sea Spirit & Intensity (3) | 3 | 2 steps | Horizontal range of 3, Vertical range of 3 | Vertical range of 4 |
| Merapi & Amadea(4) | 4 | 1 step | Horizontal range of 4, Vertical range of 4 | Vertical range of 5 |



**Normal deck includes:**

Offensive

2x **FMJ upgrade:** When this card is used, your next shot does +1 damage

2x **Rifling:** When this card is used, your next shot has +1 range

2x **Advanced Rifling:** When this card is used, your next shot has +2 range

6x **Naval Mine:**Activates the mine with coordinate X,Y (trap)

4x **EMP upgrade:** When this card is used, your mine or shot will disable the movement and attack of the ship(s) that got hit with this EMP for the next opponent's turn

**TOTAL: 16 cards**

Defensive

2x **Reinforced Hull:** Adds one HP to a friendly ship of your choice when this card is played.

4x **Sonar:**  Choose a potential mine location to spot and deactivate that mine, if a mine is spotted, the trap card the mine belongs to gets discarded.

2x **Smokescreen**: When a friendly ship gets attacked, you may activate this card to make the attack miss. *(trap)*

2x **Sabotage**: When activated, your opponent's attack deals damage to its own ship *(trap)*

**TOTAL: 10 cards**

Utility:  
2x **Backup:** Draw two cards

4x **Extra Fuel II:** Select a friendly ship to make its move +2 steps

6x **Extra Fuel:** Select a friendly ship to make its move +1 step

1x **Rally:** All friendly ships can move +1 step

4x **Adrenaline rush**: Select a friendly ship to make its moveset x2

**TOTAL: 17 cards**

**Special deck includes:**

Special:

2x **Repair**: Select a friendly ship to heal this ship to it’s base HP

2x **Flak armor**: Ship becomes immune to mines *(perk)*

1x **Hack Intel:** Reveal the first three cards in the special deck, choose one and shuffle the other back into the deck

1x **Far sight:**  The used ship now has +2 range *(perk)*

1x **Aluminum hull**: The used ship now has its moveset x2 *(perk)*

1x **Jack Sparrow:** Reveal opponent's hand, choose 1 of his cards and discard another 1

**TOTAL: 8 cards**