

Boat Battles

Boat Battles is a simple game that uses small 3d printed boats of different sizes and colors and allows fun tactical gameplay.

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SHIP STATS:

KEY:

Common

Normal

Special

Capital

White Boat - 14:

- HP: 2
- DMG: 1
- RANGE: 1
- FIRE_DIST: 2
- DRAW: 1

Black Boat - 14:

- HP: 4
- DMG: 2
- RANGE: 2
- FIRE_DIST: 3
- DRAW: 2

Red Boat - 1:

- HP: 3
- DMG: 2
- RANGE: 7
- FIRE_DIST: 2
- DRAW: 3

Gold Boat - 1:

- HP: 3
- DMG: 3
- RANGE: 1
- FIRE_DIST: 10
- DRAW: 3

Big Ship - 2:

- HP: 10
- DMG: 5
- RANGE: 1
- FIRE_DIST: 10
- DRAW: 5

SETUP RULES:

Choosing boats:

- Players get to use 29 DRAW points during setup.
- Players take turns choosing one boat per turn spending DRAW points until all DRAW points are spent by both players (if one player (P1) runs out of DRAW points before the other player (P2) then P2 gets the rest of the boats).
- Both players split a table in half and can arrange their boats into any arrangement they choose before the battle starts.

BATTLE RULES:

Before gameplay begins both players choose one side of a coin and keep it as their advantage side (AS). In battle players take turns called "rounds". Each round can consist of 3 action points (AP). Possible actions are outlined below:

- Move Ship: move a singular ship within its RANGE. This turn costs 1 AP.
- Move Group: move a group of two or three ships within the RANGE of the lowest RANGE (costs 1 AP).
- Attack (1v1 no Capital): the attacker flips a coin and if it is their AS they take their ships DMG from the enemy ships HP. If the AS aligns with the enemy ship they have successfully counterattacked and lose the HP as before but the attacker loses HP as if they had been attacked. This turn costs 1 AP.
- Attack (1v1 with Capital): attack plays out the same as normal 1v1 but if the attacker uses a Capital ship then the turn costs 2 AP.
- Attack (2v1 no Capital): the attacker flips the coin twice. If either flips are the attackers AS the enemy ship removes the DMG value of the highest attacking ship from their HP and if one of the coins allows a counterattack they can only use one. The turn costs 2 AP.
- Attack (2v1 with Capital): the attack plays out the same as a normal 2v1 but the attacker CANNOT use a Capital ship in the attack. This turn also costs 2 AP.

Winner is the last player standing. A player does not need to use any or all of their AP in a given round.