

Naval Tactics: Optimus

Design Document

Elbin Shin
Kristian Abuda

Table of Contents:

Title Page..... 1

Table of Contents..... 2

Background..... 3

Incorporation of Historical Accuracy..... 4

Game Objective..... 5

Field (Map)..... 5

Gameplay and Rules..... 8

Basic Opening Play Walkthrough..... 10

Units..... 10

Playtest..... 13

Known Issues..... 14

References..... 14

Background:

This game is based on the Japanese invasion attempts into Korea between the years 1592 and 1598. There is a mixture of many battles on land and sea, however, the battles at sea were known to be the more important battles. This is because the Koreans had one mindset during the battles at sea. "If the Japanese land on our shores our country is done for." The Japanese had an overwhelming advantage on land. Because of the Sengoku Period, the Japanese soldiers were already prepared to live by the sword and die by the sword. Although both nations were equal in the level of combat capabilities, the Japanese were on a completely different world when it came to the mentality.

The Koreans have been skirmishing with the Jurchen and Manchu for the last 2 centuries. The soldiers lost their wills to fight and have become scared to fight the battle-hardened Japanese. As the Japanese charged forward, the Koreans slowly retreated, running for their lives. This may have also been due to the time shift in weaponry that had occurred slightly before the invasion. The Koreans had still been using weapons like bows and spears. The Japanese had discovered the musket and rifle. This difference in technology might have also caused the Koreans to become more afraid and unable to hold their ground.

Naval Admiral Yi Soon Shin understood that the Korea would be doomed if the Japanese ever set foot on its land. (Although he did stop the Japanese many times at sea, they still made it to the land multiple times through other means. Korea fell into Japanese control for a few years thereafter like he had expected.) Admiral Yi also knew of the Japanese's intent to invade Korea. He had been preparing for this invasion for many years prior to war. During these years of preparation, Admiral Yi invented new ship concepts that would give them an edge at sea.

The first ship was called the Panokseon. This ship was built on the idea of creating an offensive advantage while it maintained a balanced defense. The ship was built with 3 floor levels rather than the typical 2 levels at the time. The bottom level held 70 oarsmen making its mobility good but suffered due to the weight of an extra level. The middle level contained the 11 cannons. It was thanks to this floor that the ship had such amazing offensive capabilities. The floor was built to be set on a higher than normal level increasing the effective range of all the cannons. The top floor was the deck that contained the soldiers and captain. Once again due to the high ground advantage the ship had a natural form of defense and much higher offense by sending showers of arrows over the enemies' heads.

The second ship was called the Geobuksan, also known as the Turtle Ship. This ship played a huge role in the successful interceptions of many invasion attempts. The Turtle Ship was designed to be just as the name states, absolute defense. By taking the original design of the Panokseon and stripping its top level, the turtle ship was equipped with 2 levels, 2 sails, 11 cannons, 50 soldiers, and 70 oarsmen. In the place of the third level, the turtle ship was given an iron shell that encased the entire top of the ship. This iron shell was used to prevent excessive damage from flaming arrows, cannons, and other forms of attack. Although the ship is known to be a defensive ship, the offensive capabilities were nothing to joke about. Born from its ability to take hits with minimal

damage, the turtle ship was able to steer straight into the heart of battle and cause chaos among the Japanese fleets.

The Japanese ships were extremely underwhelming compared to these new Korean war ships. The Japanese military had created their ships from merchant ships that were already made. The Japanese believed that the numbers of the fleets were much advantage than the quality of the ship. As a result, the Japanese fleet was approximately three times the sized of the Korean fleet. Because the smaller merchant ships were light and not durable, these ships would come together and move as a unit each equipped with a minimal amount of cannons. The small units would then fire in volleys to increase their accuracy and damage upon hitting the target. The larger merchant ships were used to be a standard war ship; however, the ship was not very mobile and did not have much room for fire power.

Under the command of Admiral Yi and the higher quality ships, the Koreans were victorious in most of the naval battles despite their disadvantage in numbers. In the final naval battle under Admiral Yi's command, the Battle of Myeongyang, the Japanese fleet was 3 times as large as the Korean fleet. However, with the use of the turtle ships to draw fire Admiral Yi was able to defeat Toyotomi Hideyoshi's fleet (the Japanese Daimyo at the time. Daimyo is the Japanese king equivalent.) and caused him to retreat with his captain, Kato Kiyomasa, who becomes a Daimyo a few years after the war.

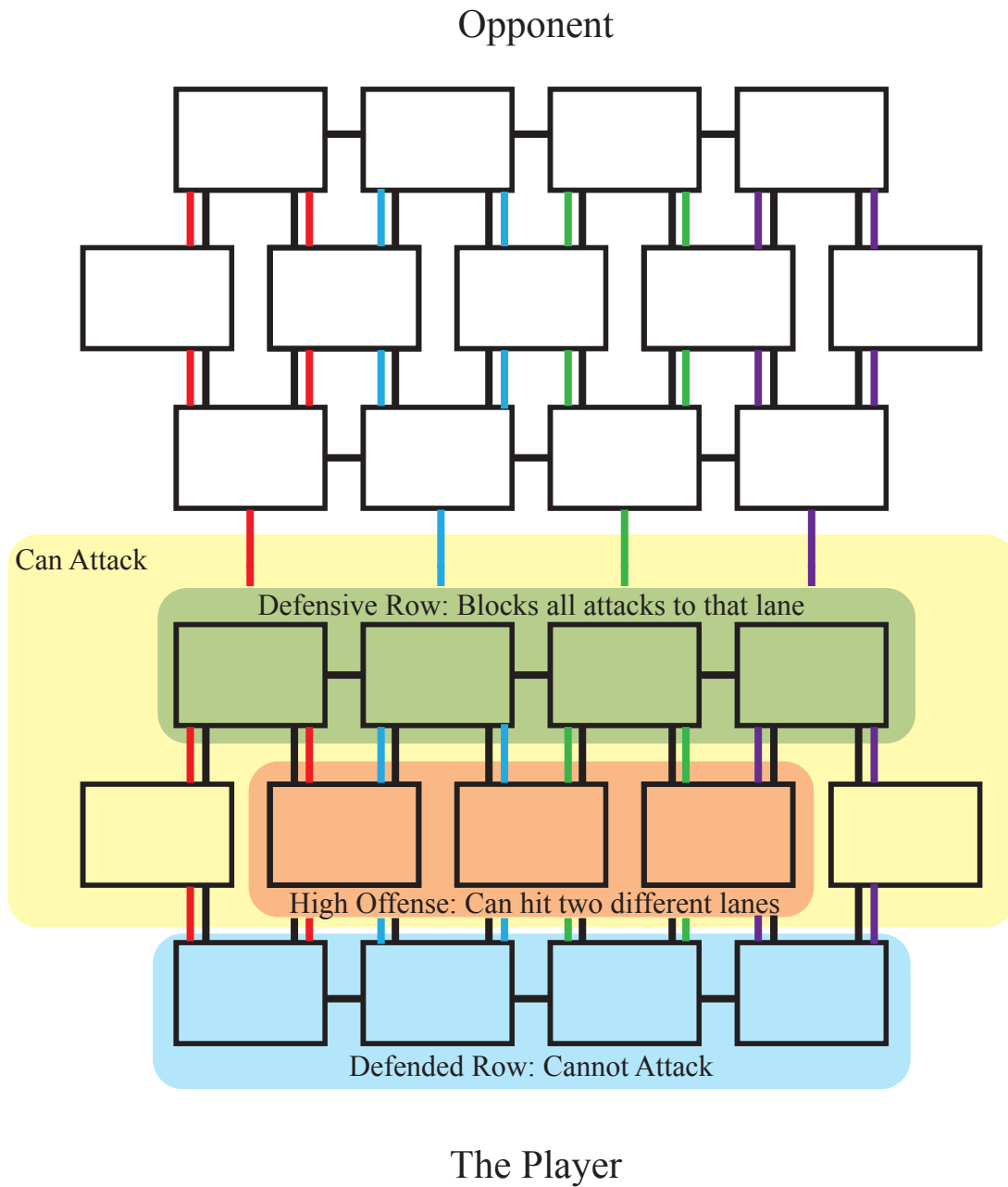
Incorporation of Historical Accuracy:

We incorporated the historical accuracy through a couple ways. The first are the units themselves. The Korean ships are of higher quality that can lay waste to many Japanese fleets alone, but the Japanese have the ability to reinforce their lines more often due to the ability of Toyotomi. The Japanese are also given a secondary captain unit, Kiyomasa, who buffs adjacent ships through a morale boost. This is to help the mediocre ships the Japanese have. We also incorporated different attack weapons. Although they are not used often, when used it normally tips the tides of battle to your favor in more than one way. The two alternate attacks are flaming arrows and a specific cannon. The flame arrows will cause a damage over time effect by setting the ship on fire, and the specified cannon will hit a ship critically causing it to do more initial damage and prevents movement until the ship is fixed. We also included weather or sea hazards that most likely occurred during the war that spanned 6 years. Events such as heavy rain will cause a harder time to land hits on enemy ships, and other events like high tides will cause the ships to be moved and work either in your favor or not.

Game Objective:

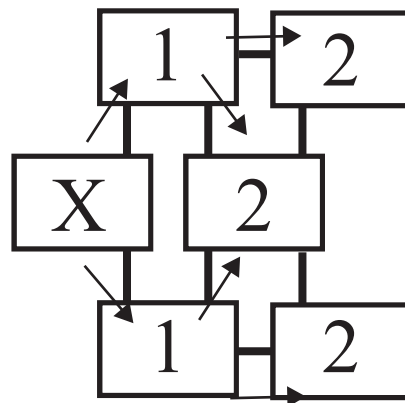
The objective of the game is simple. Destroy the enemy general (Admiral Yi or Daimyo Toyotomi) before your general is destroyed.

Field (Map):



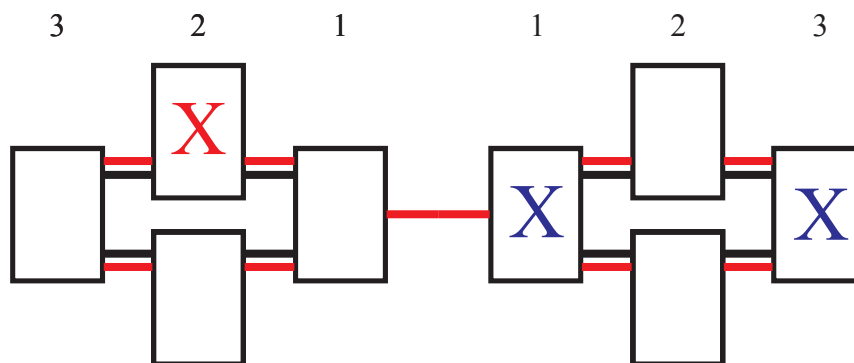
There are two sides on the field, your side and the opponent's. Each side consists of three rows that is structured in a 4-5-4 formation creating a total of 13 zones. These zones are used to place your ships and works like a playing map.

The 13 zones are connected in various ways through a “Black” line. This line signifies the movement routes. In order to move into an adjacent zone it will cost 1 move each, and you can only go to a zone connected to your current zone through a black line. For example:

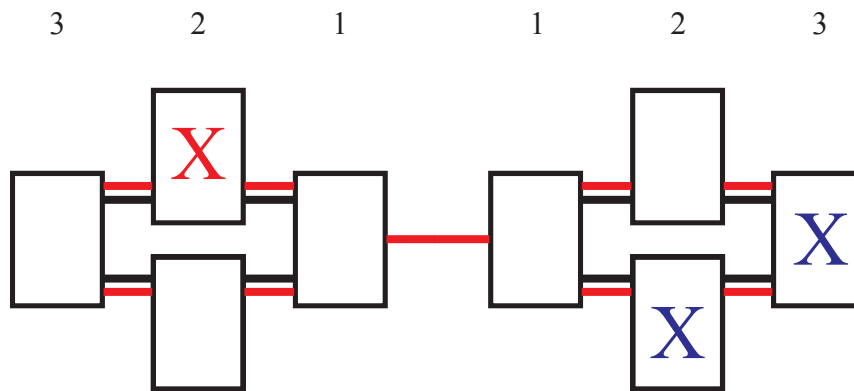


As you can see, in this case the ship is positioned at “X”. It will cost 1 movement to go diagonally up or down because the zones are connected. However, the ship cannot go directly to the zone on the right because there is no single line connecting the 2 zones. You will need 2 movements and an empty zone in either of the 2 zones diagonally up or down from you.

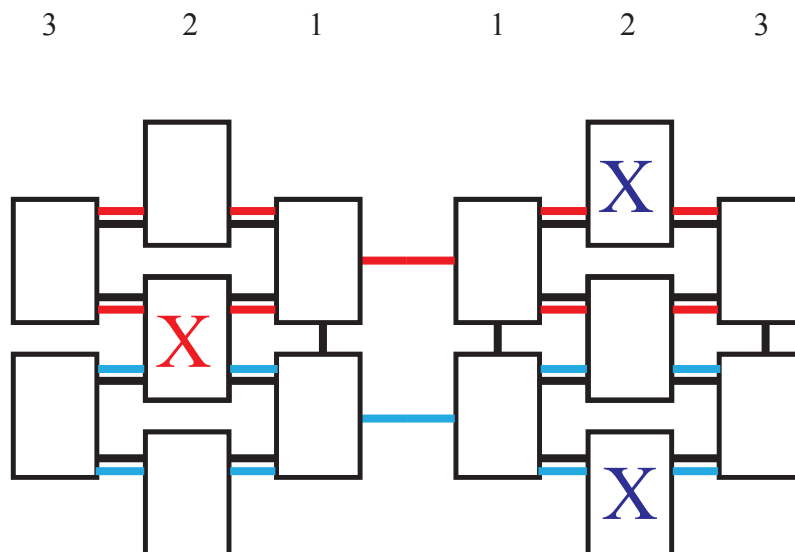
The position of the ship will also play a big role in which ships that ship may attack.



In order to attack an enemy ship, the ship must be placed in the same lane as the target you want to attack. A “lane” is determined by the colored lines that signifies which zones are in which lanes. The picture above shows the red lane. All of these zones are in attacking range of other ships in these zones; however, the battle system does set limitations even though they are in the same lane. First, the ships in row 3 cannot attack. Second, when attacking a ship in the back you must clear the way of other ships.



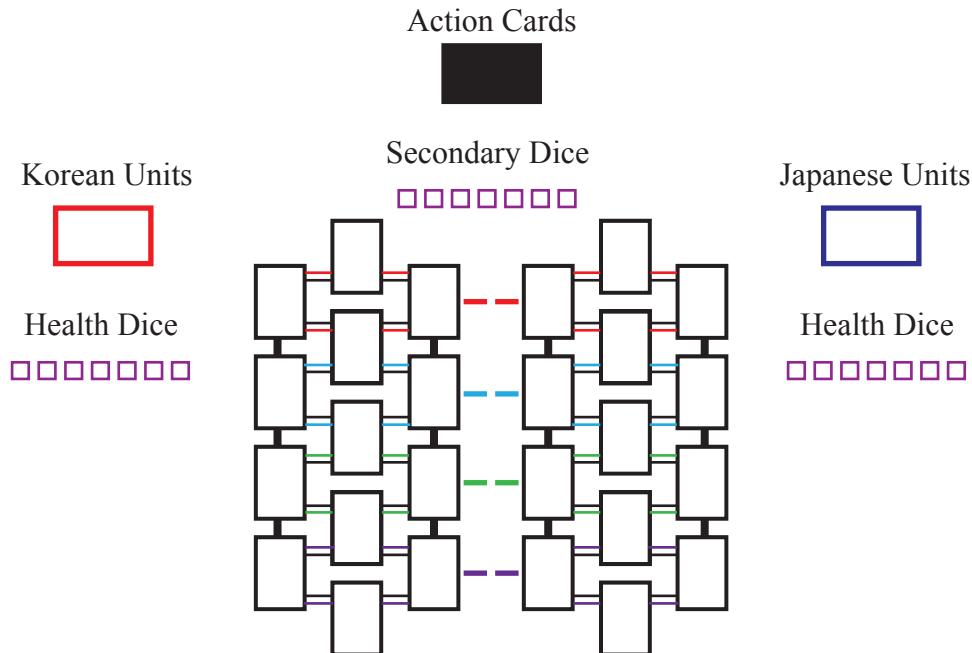
In this situation, you can attack the back ship because it is not fully protected. The enemy ship is only guarding half of that lane and the other half is wide open; therefore, the attack is possible. If you want to guard a ship putting another ship in row 1 is the most optimal answer.



There are three zones in the middle row that are connected to 2 different lanes. These zones are special. They are highly offensive zones. Because this zone shares two lanes it is capable of attack ships in both lanes. However, it works the other way around as well it is exposed to both lanes making it capable of being hti from either lane. It is crucial to keep your high offensive ships here while guarding both lanes with more defensive ships.

Gameplay and Rules:

Setting up the Game: The players will set their fields down lining up the red lane with the opponent's red lane and etc. The player playing Korea will use the red card units, and the player playing Japan will use the blue card units. Place the black action cards in the middle of the two players or somewhere they both have easy access to them. Each player is given 7 dice to use as a health counter for the ships, and there will be a second set of 7 dice for the players to share when a secondary effect occurs (inflamed and sinking). 1 die will be used for the gameplay when it is needed.



Starting the game: The game starts off with both players placing their Admiral and Daimyo Units along with 3 other units of the players choice anywhere on their side of the field. Once the units are placed, the players will roll a die to decide who goes first (higher roll decides). Then both sides will draw 7 cards.

Play Phase: During this phase you play cards in your hand to do every action in the game. There is no specific order in which type of card must be played first. There are 3 general types of cards.

Command: Command cards are used to give your ships instructions. There are 3 types of commands.

Attack- Orders a ship to attack an enemy ship. Only one ship may attack per attack command. There is a special attack command called "Attack Formation". This card allows all ships to attack but you cannot use any other attack commands. Use a health die and add it to the ship that was hit to signify the damage a ship has taken by showing the total number of hits it has taken. The ship is destroyed and removed from the field if the health counter is equal to its health stat.

Dodge- This is a special command that can only be used on the opponent's turn. Use it when an attack is declared to prevent all damage dealt to your ship from the declared attack. There is a special dodge card called "Defense Formation" that can only be played on your turn. This card will allow all ships to be unharmed during the opponent's next turn, but you will not be able to move or attack that turn.

Move- Movement commands are used to have a unit move to an adjacent empty space. There are 3 tiers of move. Move 1 will allow 1 movement, 2 will give 2 movement, and 3 will give 3 movement. The movement used can be used on multiple ships as long as the total moves are equal to the cap. For example, you may use a move 2 to move 2 ships 1 space each. There is a special move card called "Siege Formation" that will allow all ships to move 1 space but no other movements are allowed that turn.

Utility: Utility cards are used to do a specific action that is separate from commanding a ship such as: recruiting more ships, using a secondary weapon, and repairing the ship.

Recruiting- Recruiting a new ship with the use of the card will allow you to place a new unit from your pool onto any empty space on the field; however, they cannot move or attack the turn they are recruited. The maximum number of ships you can control on your field is 7.

Secondary Weapons- Currently there are only 2 secondary weapons, flaming arrows, and cannon. These weapons will deal extra damage and will apply a secondary effect. They are used in conjunction to your "Attack Command" to declare an attack using the secondary weapon and can only be used for that one attack. To signify the secondary status, use the a secondary die and add it to the ship 6 affected will signify that it is sinking, and inflamed will be signified by the secondary die being the same number as the damage on the ship.

Events: Event cards will affect both players and often has to do with weather and such outside forces. They are also the only card that the player is forced to play immediately if it is drawn. This also includes the first turn. After the event is played draw a new card to replace the event that you just used.

End Phase: This phase is here to close any loose ends before the next player goes. For example, events that have ended will stop being active in this phase, any secondary damages will be resolved in this phase.

***Pre Phase:** Before the next player begins his play phase there is a pre phase where mandatory events will occur. The pre phase occurs at the start of every turn after each player has taken their first turn. During this phase the player who is starting his turn will choose 2 card to keep in their hand and discard the rest of his previous hand. Then he will draw until he has 7 cards in his hands. Then he will start his play phase.

Basic Opening Play Walkthrough:

Turn 1 (Korea):

Hand: Move 1, Move 1, Attack Command, Dodge Command, Repair, Recruit, Attack Formation

Play Phase:

Recruit Card Used. Adds a new ship.

2 Move 1 Cards Used to move Admiral Yi to the 3rd row from the 1st row.

End Phase

Turn 2 (Japan):

Hand: Move 2, Move 3, Attack Command, Attack Command, Dodge Command, Siege Formation, Heavy Rain(Event)

Event Trigger: Plays Heavy Rain, Draws Recruit

Play Phase:

Recruit Card used. Adds a defensive ship.

Move 2 played to move offensive ship to attack specified attack lane.

Attack Command used to attack enemy ship *Event Trigger

Heavy Rain activates: player rolls die to see if the attack hits.

Result is a hit.

Korea responds with Dodge Command. Attack fails

End Phase:

Turn 3 (Korea):

Pre Phase: Player chooses to keep Attack Formation and Move1 cards. Discards the rest of his hand. Draws until he has 7 cards.

Play Phase:

And so on.

End Phase: Heavy Rain ends and is added to the discard pile.

*If there are not enough action cards to draw from take the discard pile, shuffle the cards, and reuse. All used cards from both players are added to the discard pile.

**Destroyed ships cannot be reused by recruiting.

***The cards can be used in any order so you can do advanced tactics with freedom. I.e. You can move in to attack then move back out to stay safe after the attack is complete.

****Game ends when either Admiral or Daimyo is destroyed or if the opposing player concedes.

Units

The units of this game are all cards. On the card you will find the name, type of ship, a brief description, skills, attack stat, and health stat.



Korea:

Yi Soon Shin (Admiral): Attack: 5 Health: 7

Skill: Morale Boost: Draw an extra card every time this ship destroys another ship.

This the leader of the Korean fleet. As such, he is given the highest base damage and health in the fleet. Admiral Yi had a charisma was contagious as a military leader. Hence, his ability to give you an advantage every time he kills a unit.

Panokseon (Offensive Ship): Attack: 3 Health:3

Skill: None

The Panokseon is an offensive ship that has an attack stat to one hit almost every ship in the Japanese fleet. This is because historically this ship was that much better offensively than the opposing ships. However, although its defenses were good we can not make the card a completely broken card.

Geobukseon (Defensive Ship): Attack: 1 Health: 5

Skill: Into the Fray: For every 2 health lost gain 1 attack.

The Turtle Ship is a defensive ship with the iron shell over its deck, hence its high defense value. However, historically speaking it posed a great offensive advantage due to its ability to take hits as it goes into the enemy fleet and cause chaos. Due to this fact, it was given the ability to become more offensive the weaker the defenses got.

Scout (Defensive): Attack: 1 Health: 1

Skill: Evasion- Roll a die. If the result is 2-5 this unit takes no damage. Otherwise, destroy it.

The scout was used to give the Admiral intel of the enemy forces. It was the lightest and fastest Korean ship, but it barely posed a offensive threat. Due to its speedy nature, it was hard to hit, which is why its ability was used as a decoy to draw enemy fire without getting hit. However, it is impossible to dodge every shot no matter how fast the ship is.

Japan:

Toyotomi (Daimyo): Attack: 5 Health: 7

Skill: Reinforce- Search for a recruit card and add it to your hand. Unit can't attack this turn.

Toyotomi Hideyoshi was the Daimyo at the time. Since he had such a large fleet he never was forced to go into the front lines. He would often just reinforce a weakened area. However, his ship was still stronger than the normal ships in his fleet.

Kiyomasa (Captain): Attack: 3 Health: 6

Skill: Inspire- All units adjacent to this unit gains 1 attack.

Because Toyotomi often stayed in the backlines, Kiyomasa often lead the front lines. His figure itself inspired the battle hardened Japanese soldiers. He is not as destructive as Toyotomi but he is there to give the rest of the units a bit more to work with.

Oofune (Defensive): Attack: 1 Health: 4

Skill: None

The Oofune meaning big ship was made from large merchant ships. Although it could have had destructive power, its poor structure prevent it from having many cannons and smooth mobility. It was often used to add cover and intimidate the enemies.

Fune Fleet (Offensive): Attack: 1 Health: 3

Skill: Volley- Roll a die. If the result is 3, 4 or 5 attack is doubled this turn. If 6, attack is quadrupled this turn.

These are small merchant ships that moved together as a small unit. These ships are not offensively strong alone (they are rather harmelsss). However, when grouped the launch a barrage of shots that could an obscene amount of damage to any ship if all the shots landed. This was not said in the history but it did descibe the Japanese ships to be strong only in numbers. Through that fact we thought creating this unit would be more than likely.

Unit Balance:

The Korean ships are definitely of higher quality, but according to history this was a true fact. The Japanese fleets where only stronger in numbers. Utilizing the numbers, they use factors like luck to be able to do devastating amount of damage. After many play tests we have found that the luck factor and the Kiyomasa buff have made the Japanese more than capable of defeating Korea. Both side had different strengths that allowed them to become balanced.

Playtests:

The first playtest turned out to be a disaster. The units were completely out of balance and the gameplay was broken due to the fact that you could only draw one card every turn while you burn like 3 or 4 in a single move. Due to this people often made useless moves just to try to get something done. For the second playtest, we changed the drawing system to discard all unused cards and draw 7 new ones. This definitely made the game easier and fun, but we found that the game was taking too long because of the constant flow of reinforcements and limited attacks. The action cards balance was also too broken people were drawing to much movement cards and not enough attack cards. They also drew too many secondary weapons that they could not use due to the lack of attack commands. The entire card count needed to changeIn our third playtest we reduced the amount of ships in the pool of each side. Korea went from 20 units total to 12 and Japan went from 22 units to 14. This definitely decreased the time and stopped people from just burning recruits whenever possible. We also changed the drawing system to its current state because people complained that they had to throw away a good card because it could not be used in that single turn and it would have changed the entire game if it was therethe next turn.

Creating this game over a week was extremely difficult, but I feel like its in a good place right now.

Known Issues:

It is still clunky. The game play is still a bit on the slow side and there are still balance changes that are needed. Right now, we think that the game is in need of more attack commands because they do not show up often enough. Just a change in individual number of action cards should fix that. We still have too many movement cards and not enough chances to attack. I'm sure there are many more things to fix seeing this is only a week old but for what we have seen people were enjoying their time playing it.

References

[http://en.wikipedia.org/wiki/Japanese_invasions_of_Korea_\(1592%E2%80%939398\)](http://en.wikipedia.org/wiki/Japanese_invasions_of_Korea_(1592%E2%80%939398))

http://en.wikipedia.org/wiki/Battle_of_Myeongnyang

[http://en.wikipedia.org/wiki/Battle_of_Imjin_River_\(1592\)](http://en.wikipedia.org/wiki/Battle_of_Imjin_River_(1592))

http://en.wikipedia.org/wiki/Kat%C5%8D_Kiyomasa

http://en.wikipedia.org/wiki/Toyotomi_Hideyoshi

http://en.wikipedia.org/wiki/Yi_Sun-sin