**Battleport**

*Rotterdam edition*



User manual

What is battleport?

Battleport is like a mixture between Battleship and Hearthstone. The gameplay looks a lot like Battleship, but ships are able to move and shoot instead of shouting random coordinates. There also are two different decks of cards that are there to help you be victorious.

Both players have four ships and a hand of cards. The goal of this strategy game is to destroy all your opponent’s ships. Make tactical moves and make clever use of the cards. Outperform your opponent and the victory is yours.

How does it work?

**Preparation:**

Each player starts with four ships and two cards. First of all, both players draw two cards from the main deck. Next, both players take turns placing their ships with the rear against their own harbor. When all ships are placed we are ready to start playing.

**Offensive and defensive:**

During this game you can have your ships in two different stances, offensive 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. \*

\* Check attachments for visual explanation.

**Gameplay:**

At the start of a turn, the player at hand (player 1) draws a card from the main deck. Every turn, two cards may be played. Some are really worth combining, like using an EMP cards with an extra range card.

Player 1 may move all of his moveable ships. If a friendly ship is in range of a hostile ship, player 1 may attack (Only two attacks per turn).

You may always end your turn, bet when you used two cards, attacked twice and used all available movement, the turn ends automatically.

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. However, some of these cards are trap cards. These cards have to placed face down onto the designated area. While these cards are placed, they can be activated at any time.

***Special deck:***

These cards are in a separate deck. They can be earned by getting a ship to the other side of the map, much like checkers. Their effects vary but all are upgrades to your ship. The effect of these cards are active for the rest of the game.

**Offensive cards:**

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 cards:**

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 cards:**

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 cards:**

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

Rules

* 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.

***Moves and stances***

* Player may move all their ships in one turn corresponding to the amount of steps each ship may move. **\***
* 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, the ship will gain alternate ranges and allowed steps. **\***
  + 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.A single ship may only engage once in a turn.

***Normal Cards***

* Player draws 1 card when it’s their turn.
  + When a trap card is drawn , the trap card must be immediately placed face down on the trap card field.
  + Trap cards may always be activated even during the turn of the other player.
* 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 normal deck runs out of cards , shuffle the discard pile and make this the new normal card deck.

***Special cards and end line***

* When a player reaches the end line with one of their ships, player may draw a card from the special card deck and must play it. If the special card is a perk, the perk must be used on the ship that reached the end line. The effect of a perk will remain on the ship until the ship is destroyed.

***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 thru.
* Player wins when all opponent’s ships are destroyed.

*\* Check attachments for visual explanation*

Attachments

Gameplay flowchart:



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 |

Range visualised:

