

## NAVAL WAR

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### Material Sheet

Board = 14 x 14 grid

#### Ships

- Carrier 5 holes (Dimensions 1x5)
- Battleship 4 holes (Dimensions 1x4)
- Crusher 3 holes (Dimensions 1x3)
- Submarine 3 holes (Dimensions 1x3)
- Destroyer 2 holes (Dimensions 1x2)

### Assault Cards

1. (3cards) Airstrike – Targets area of 3 x 3 grid. After player uses an Airstrike, they end turn.
2. (5cards) Carpet bomb – Targets area of 1 x 3 grid
3. (5cards) Drone strike – Targets 3 specific cells
4. (10cards) Torpedo – Targets 1 specific cell
5. (3cards) Vertical Laser – Players selects a column and all of the cells in that column is attacked. After player uses a Vertical Laser, they end turn.
6. (3cards) Horizontal Laser – Players selects a row and all of the cells in that column is attacked. After player uses a Horizontal Laser, they end turn.
7. (3cards) Task Force Operation – Places 2 red pegs on a selected ship. After Task Force Operation is played, end turn.

### Intel Cards

8. (5cards) UAV Drone – Unveils 2 x 2 grid
9. (3 cards) Cyber Operation – Disables all enemy battle and movement capabilities for 2 turns
10. (3 cards) Smoke Screen – If one of your ships is attacked you may play this card. Fill the remainder of your ship with green pegs. You can't move your ship out of that area and the enemy can't attack you for 3 turns. You still take the hit from the attack.
11. (8 cards) Engineering – Removes one hit counter from one of your ships
12. (5 cards) Flares – Blocks enemy attack for that turn, cannot block Torpedo or Laser.
13. (3 cards) Seize Fire – Temporary seize fire in designated quadrant for 3 turns. Player chooses the quadrant. Each player fills the quadrant with green pegs. No attacks may be placed in the designated area.

### Movement Cards

14. (3 cards) Fleet Relocation – Reposition all standing ships on your board. You then skip your next two turns
15. (5 cards) Fleet Advancement – Move one your ships by one cell.
16. (5 cards) Pivot Point– Rotate one of your ships, however your ship must be still covering one the original cells that it occupies.

## Rule Sheet

### Objective:

To win, the player must sink all opposing player's ships.

### Setup:

Both players setup game boards on their respective side of the table, players then set ships on their game board with no overlapping cells. Once both players are ready, one player picks up deck and shuffle into one deck and place on the side for both players to draw from. Both players draw 3 cards from deck. Maximum hand size is 3, if a player has more, they must discard card(s) into discard pile until player has 3. If there are no more cards to draw from deck, reshuffle discard pile into new deck.

First turn is decided by Rock, Paper, Scissors or players' discretion.

### Movement:

*Players may only move their ships under only two conditions*

**Condition 1: If a direct hit is landed on one or more of your ships that player may move the damaged ship(s) one cell in the up, down, right, or left direction of the hit cell.**

**Condition 2: If the player draws a card instructing a player to move their ships then they may use the card to move at beginning of their turn.**

### Battle:

At the beginning of the player's turn, the player may or may not play a single card from their hand. Based on cards effect(s), player may attack, move, defend, repair, deny, or have opposing player reveal information. If after a card is played, and if card's effect doesn't end turn, the player may attack with a normal attack by designating cell and opposing player will declare it a hit or miss (**this also applies to offensive cards**). Cards can only be played **before** use of Normal attack. Opposing player may play a defensive card **only** if an attack from either a card effect or normal attacks connects with a ship. After normal attack, player draws card from deck, and next player takes a turn. Any cards used during turn or defending are put in discard pile.

### Situational:

When a player's ship is hit, they must declare a hit and declare if they will move or not. The game will stop so the damaged ship may move, if the player declares that they will move. Player doesn't need to tell opposing player where they moved or if they moved at all. After a damaged ship has been moved, the game will continue.

### Scoring:

None

### Winning:

Destroyed all opposing player's ships.