Unnamed Ship Card Game

Version 1.4

# Overview

* 2 player card game based on modern naval combat between world’s most powerful navies

# Changes Since Last Version

* Added discard draw phase rules
* Added air squadron deployment rules
* Restricted face-down placement to certain ships
* Change rule to require zero territory or commerce raider to attack a player directly
* Added clarification for Ambush ability

# Deck Construction

* Each player has a 40 card deck from which they draw and play cards.
* Decks are composed of cards from a single country or alliance (roster) of countries
  + Potential Rosters:
    - http://www.military-today.com/navy/top\_10\_navies.htm
    - United States
    - Russia
    - United Kingdom Or Commonwealth Nations with Canada, Australia, and New Zealand
    - French or Eurocorps Nations (France, Belgium, Germany, Luxembourg, Spain, Greece, Italy, Poland, Romania, Turkey)
    - China
    - Japan
    - India
    - Taiwan
    - South Korea
* Decks not fixed – meaning players can create their own decks as long as:
  + They only use cards from a single roster
  + They use exactly 40 cards

# Gameplay

### Win Condition

The goal of the game is to reduce your opponent’s deck to zero cards. A player wins the game when the opposing player is called upon to draw or discard a card for any reason but is unable to because they have no remaining cards.

# Play

1. Before play:
   1. Each player shuffles their deck
   2. Each player draws 5 cards from their own deck as a starting hand.
   3. One player, chosen at random by whatever means, takes the first turn.
   4. To make it clear how many cards each player has remaining, players may organize their deck into stacks of 5. Either player may request this.
2. Turn step sequence:
   1. **Territory Buyback Step:** If your opponent controls any of your territory cards, you may purchase any number of them back by discarding 3 cards from your deck for each. Cards purchased back return to your control immediately.
   2. **Draw Step:** First, the current player may select any number of cards in their hand and discard them. Then they draw one card plus one additional card for every card discarded this way. If this is the first turn, the player does not draw an additional card.
   3. **Deployment Step:** The current player may play asset and territory cards from their hand according to the following rules:
      1. They may play only a single territory card per turn unless stated otherwise.
      2. They may play ship cards face-up or face-down. If face-down, the ship’s effective logistics is zero. Only some cards with the Hidden trait may be placed face down
      3. They may not have more face down military assets than they have territories
      4. They may never have in-play military assets whose combined logistics exceeds the combined capacity of their controlled territories. Face-down military assets may not flip if that flip would cause total logistics to exceed capacity. If a player’s logistics capacity changes such that their military assets would now exceed their total capacity, they must immediately return military assets to their hand until this deficit is accounted for. A carrier may not be returned to hand without returning its associated aircraft, although aircraft may be removed by themselves.c
      5. Air squadrons may only be played “on” a territory or carrier.
   4. **Action Step:** Either player, starting with the current player, may now alternatingly play action cards. Whenever a player plays an action card, their opponent has an opportunity to respond. The first player will then get a chance to respond…and this repeats until one player does not play a card in response. Card effects are then evaluated in order of last played -> first played. If a card’s effect is no longer possible, that card simply does nothing. If both players consecutively decline to play an action card, this step ends.
   5. **Attacks Step:**
      1. The following steps repeat until the current player indicates they would not like to declare any additional attacks:
         1. **Attack Declaration Step:** The current player declares an attack. An attack must be declared against a territory or player. They also indicate which ships under their control are going to take part in the attack.
            1. A ship may only be declared as taking part in a single attack per turn unless otherwise indicated. Before a face-down ship can attack, it must be flipped.
            2. An attack may only be declared against a player that controls territory with certain assets (like assets with the Commerce Raider ability). Normally, attacks must be declared against territory and only when a player controls no remaining territory can they be attacked directly.
            3. When a player declares an attack, they must order the military assets taking part in the attack. This is the order in which assets will take damage during the Combat Step.
         2. **Pre-Combat Action Step:** There is now an additional Action Step with the caveat that only Tactic action cards may be played.
         3. **Defense Declaration Step:** The opposing player now declares which of their ships will be defending. A ship may only be declared as a defender against a single attack per turn unless otherwise indicated. Before a face-down ship can block, it must be flipped.
            1. When a player declares a defense, they must order the military assets taking part in the defense. This is the order in which assets will take damage during the Combat Step.
         4. **Combat Step:** Both players now each add up the total attack of their declared combatants. Both players must now select an order in which their ships will be destroyed by their opponents attacks. Ships are destroyed in order until attack minus the defense of destroyed ships is less than the defense of the next ship.
            1. Some assets have the Ambush ability that allows them to deal damage before other assets. Any ships destroyed by ambush damage are removed and their non-ambush attack isn’t counted for normal damage.
         5. **Post-Combat Action Step:** There is now another action step where only action cards can be played
         6. **Assault Step:** This step only occurs if all defending ships were destroyed during the combat and post-combat action steps, and if at least one attacking ship remains. During this phase, the total shore-attack of all attacking ships is combined.
            1. If attacking a territory: If this sum is greater than the shore-defense of the attacked territory, the attacking player immediately takes control of the territory. They may move it to their side of the play area.
            2. If attacking the opposing player: They must discard cards from the top of their deck equal to the combined shore-attack of attackers.
   6. **Final Action Step:** Another action step in which all action cards can be played.
   7. **Stealth/Submarine Withdrawal Step:** The current player may now return any ships under their control with the Stealth ability or Submarines to their hand.
   8. **Second Deployment Step:** Same rules as the first deployment step, except that newly conquered territories do not count towards the logistics capacity of the player’s territories.
   9. **Normal Withdrawal Step:** The current player may now return any ships under their control to their hand. If conquered territories have resulted in the opposing players forces now exceeding their logistics capacity, they must return ships to their hand until this is no longer the case.
   10. **End Step:** Nothing happens unless otherwise indicated.

### Cards

* There are 5 kinds of cards that make up a player’s deck, and each has associated rules and effects:
  + Ship Cards
  + Air Squadron Cards
  + Tactic Cards
  + Strategy Cards
  + Territory Cards
* Tactic and Strategy Cards are both considered action cards
* Ship, air squadron and territory Cards are both considered asset cards
* Ship and air wing cards are considered military asset cards

Card Rules:

* Ship Cards
  + Ship cards are placed in front of the player and remain until destroyed or withdrawn.
  + Ships have the following features:
    - Attack – Used during the combat step
    - Defense – Used during the combat step
    - Shore Attack – Used during the assault step
    - Logistics – Used to determine total ship logistics vs. total territory logistics capacity
    - Special Abilities – These are special rules governing this ship
* Air Wing Cards
  + Air wing cards function similarly to ship cards with the following exceptions:
    - They must be placed on a compatible aircraft carrier or territory. They are automatically engaged in any combat in which their carrier or territory takes part and may not take part in any other combats. They can be selected separately as casualties.
    - If their carrier is destroyed or their territory is captured, they are returned to the player’s hand.
    - An air wing can be moved during deployment to any carrier or territory.
    - Air Wings have the following features:
      * Attack
      * Defense
      * Shore Attack
      * Special Abilities
      * Logistics
* Territory Cards
  + Territory cards are placed in front of the player that played them. That player is their initial controller. Opposing players may attack territories to take control of them, in which case the territory is moved in front of the new controller.
  + Territories have the following features:
    - Logistics capacity
    - Shore Defenses
    - Special Abilities – including air wing compatibilities.
* Tactic Cards
  + Tactic cards are played during action steps. They resolve an effect and are then discarded.
* Strategy Cards
  + Strategy cards are placed in front of the player. Their effects are always active.
  + When a player plays a strategy card, any previous strategy card they had played is discarded.