**DRAFT**

**Game Rules**

**Movement**

**Surface ships** may move up to **X distance** in a single turn.

**Submarines** may move up to **X distance** in a single turn.

**Aircraft** may move up to **X distance** in a single turn. They must return to an airbase or aircraft carrier after **3 turns**.

**Attacking and Rules of Engagement**

A player may attack another within the following rules:

**Surface ships** may fire upon other surface ships which are within **X distance** of the ship; **X distance** to fire upon a submarine. They may fire upon aircraft which are within **X distance**. A roll of 3 or less is required to hit another surface ship; a roll of 2 or less is required to hit a submarine; a roll of 4 or less is required to hit an aircraft.

**Submarines** may fire upon other submarines and surface ships which are within **X distance** from the submarine. Submarines may **not** fire upon aircraft. A roll of 3 or less is required to hit a target.

**Aircraft** may fire upon surface ships, submarines, and other aircraft which are within **X distance**. A roll of 4 or less is required to hit a surface ship; a roll of 3 or less to hit a submarine; 2 or less to hit another aircraft.

**Actions**

Actions are limited to **3 actions** in a single turn.

Any ship-to-ship actions (such as boarding, rescuing, etc.) must be performed when ships are adjacent to one another.

A player may request additional assets (see briefing sheet for available assets). Requested assets will take a set amount of turns before units become available, shown in your briefing sheet.

**Diplomatic Communication**

Diplomatic Communication is the initiation of talks between two parties. The party initiating the communication expends an action to do so, the receiving party does not. The communication may regard any topic, and must be concluded before the end of a turn.

**Surveillance**

A party may request surveillance if they have access to that asset. They may request surveillance over an area, of which the Moderator will pass information of units in the specified area that turn.

**War Meter**

The War Meter represents total tension and war status within the region. Should the War Meter reach its peak, all players will lose and the game ends.

The War Meter automatically increases by 1 every turn.

The following will influence the rate by which the War Meter increases

* Number of vessels in the region
* Number of vessels within vision of each other
* Conflict (armed or otherwise)

The following actions will additionally increase the War Meter:

* Firing upon another vessel
* Infringing on another party’s territory
* Denouncements and statements of aggression

The following actions will decrease the War Meter

* Leaving vision of other vessels
* *Communication of intent; accepted apologies/forgiveness for action(?)*
* Humanitarian actions