

Navy Aces

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Story

International tensions have boiled over as navies from around the globe converge on contested waters for a pitched battle over the sea and in the air!

Required Materials

- 1 standard deck of Playing Cards
- $(X+1)d6$ per player: Where X is an agreed upon Strength between 4 and 12, inclusive. Each player will need a single d6 to determine outcomes.
 - You may want to either use colored dice, or to declare a number 2-6 to represent your Navy.

Overview

- Goals: Outmaneuver and outgun your opponent while keeping your forces fighting.
- End: The game ends either when only one player has Units on the table -or- an agreed upon time duration has elapsed.
- Setup
 - Shuffle the deck.
 - Deal X cards to each player. (See above.) The cards in your hand are Tactics.
 - Decide on the number of Islands. Each player takes turn placing an Island card face down anywhere on the table until the desired number is reached.
 - Place the remaining cards face down as the Draw Pile.
 - Assign Units:
 - Each player takes turns creating one Unit at a time until every player has allocated all of their Strength dice.
- Distance is measured in terms of the long edge of a card, called a Length.
- Win Condition: The player with the most Confirmed Kills wins the game. In the case of a tie, the player with the most Active Strength wins.

Units

- Each Unit is represented by a single card.
- All units must begin the game within 2 Lengths of your edge of the table.
- Place Strength dice on top of a unit card with 6 (or the number of your Navy) facing up. This is Active Strength.
- Unit Types

- Sea Ships:
 - Place one card face up on the table.
 - All ships have a firing Range of 2 Lengths, unobstructed by Islands or Ships.
 - Ship Types
 - Gunboat: { Strength: 1, Movement: 3 Lengths }
 - Frigate: { Strength: 2, Movement: 2 Lengths }
 - Destroyer: { Strength: 3, Movement: 1 Lengths }
- Air Squadrons:
 - Movement: 5 Lengths
 - Place one card face down on the table.
 - Any Strength you have may be assigned to any number of Squadrons.
- When Ship Strength is lost, turn a die of that Unit so that 1 is facing up. This is Inactive Strength.
- When a Ship has no Active Strength, it is destroyed. The player that destroyed it claims all its dice as Confirmed Kills.
- When a Squadron loses Active Strength, the attacking player immediately claims that die as a Confirmed Kill.

Rules of Engagement

Turn Sequence

1. Draw cards until you have X in your hand.
 - When the Draw Pile is empty, shuffle Discard Pile and place face down as the Draw Pile
2. Actions: A player may choose to execute either of {Movement, Combat} once per unit per turn.
 1. Claim Confirmed Kills.
 2. Remove destroyed units from the table.
3. Discard all played Tactics.

Movement

- Move the unit up to the number of Lengths specified. (Pro Tip: For each Length moved, place your finger on the table at one of the front corners of the Unit, pivot the Unit to the direction of travel, and slide the Unit past your finger along the Length of the card until the back corner is at your finger.)
 - The Lengths need not be in the same direction.
 - A short edge of the Unit must be in the direction of travel.
- A ship may rotate about its center instead of taking its final Length of movement.
- Sea Ships cannot pass through each other or Islands
- Air Squadrons cannot pass over each other or ships, but they may pass over Islands.
- Disputes over distance and movement are resolved by rolling 1d6. Highest roll wins.

Naval Combat

- Ships within a Range of 2 Lengths can fire on another Ship.
 - Distance is measured between edges of the Ships.
 - A Ship may only Attack if one of its long edges face its target. Orientation of the Defending ship does not matter.

1. Ante Up

- Before dice are rolled, the Attacking and Defending players may play any number of Tactics. Value and suit do not matter.
- The number of Tactics a player plays will be added to their rolls.

2. A Ship may Attack once per each Active Strength per turn.

Per Attack:

1. Attacking and Defending player each roll 1d6.
2. If the Attacking player has a higher roll + Ante total than the Defending player, the Defending player loses one Active Strength. Otherwise the attack misses.
 - Deadly Aim: If the Attacker rolls a 6, then the attack hits regardless of the Defender's total.
 - Return Fire: If the Defender rolls a 6, then the attacking ship loses one Active Strength, regardless if the original attack hits.
 - If both players roll a 6, then the ship of the player with the least Ante loses one Active Strength.

Aerial Combat

- Squadrons within 1 Length of each other may engage in Aerial Combat. Orientations of the cards do not matter.
- A player may only initiate Aerial Combat if they are holding either cards of a black suit or at least one Joker. (See below.)
- Tactics have a value equal to their number with face cards values as follows: Ace > King > Queen > Jack > 10
- Attack Tactics
 - Spades->Guns: Counters Maneuvers
 - Clubs->Missiles: Counters Chaff
- Defense Tactics
 - Hearts->Maneuvers: Counters Guns
 - Diamonds->Chaff: Counters Missiles
- Maverick Tactic: Joker -> Cannot be countered.
- Counter Tactics
 - A Defense Tactic of equal or higher value is placed opposite of a corresponding Attack Tactic to counter it. (See above.)
 - A Defense Tactic may be played preemptively. The other player cannot play its counter suit unless it has a higher value.

1. Players in Aerial Combat take turns laying down Tactics until one yields or runs out of Tactics in their hand.
2. After one player yields, each player claims a Confirmed Kill from the opposing Squadron for each Attack Tactic that was not countered, and for each Joker played.

Sea-Air Combat

- A Squadron and a Ship within 1 Length of each other may engage in Sea-Air Combat. Orientations of the cards do not matter.
- The Squadron and the Ship must Attack each other until one unit is entirely destroyed.
 1. For each Attack, both players roll 1d6.
 2. The player with the lowest roll loses one Active Strength from their unit. A tie has no effect.

Change Log

- 2025-05-29: Original Concept