

# Pinned Down

Nick Pruehs

September 9, 2011

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
<b>2</b>	<b>Goal</b>	<b>3</b>
<b>3</b>	<b>Affiliations</b>	<b>3</b>
3.1	Purple Wing . . . . .	3
3.2	Red Wing . . . . .	3
3.3	Blue Wing . . . . .	3
3.4	Ac'arr . . . . .	4
<b>4</b>	<b>Most Basic Rule</b>	<b>4</b>
<b>5</b>	<b>Card Piles</b>	<b>4</b>
<b>6</b>	<b>Game Setup</b>	<b>5</b>
<b>7</b>	<b>Card Types</b>	<b>5</b>
7.1	Characters . . . . .	6
7.2	Effects . . . . .	6
7.3	Equipment . . . . .	7
7.4	Starships . . . . .	7
7.5	Locations . . . . .	7
7.6	Damage Cards . . . . .	9
<b>8</b>	<b>Turn Sequence</b>	<b>9</b>
8.1	Main Phase . . . . .	9
8.2	Jump Phase . . . . .	10
8.3	Attack Phase . . . . .	10

8.4	Assignment Phase . . . . .	11
8.5	Fight Phase . . . . .	11
8.6	Wrap-Up Phase . . . . .	12
<b>9</b>	<b>Keywords</b>	<b>12</b>
9.1	Add or Remove (x) . . . . .	12
9.2	Playing From The Draw Deck . . . . .	12
9.3	Overload . . . . .	12
9.4	Repair . . . . .	12
9.5	Destiny . . . . .	12
9.6	Upkeep . . . . .	13
9.7	Cloaking . . . . .	13
<b>10</b>	<b>Other Important Rules</b>	<b>13</b>
10.1	Uniqueness . . . . .	13
10.2	Spare Parts . . . . .	13
<b>11</b>	<b>Deck Construction Rules</b>	<b>13</b>
<b>12</b>	<b>Inspirations</b>	<b>13</b>
<b>13</b>	<b>Design History</b>	<b>14</b>
13.1	June 5, 2011 . . . . .	14
13.2	June 6, 2011 . . . . .	14
13.3	June 12, 2011 . . . . .	15
13.4	June 13, 2011 . . . . .	15
13.5	June 26, 2011 . . . . .	15
13.6	June 29, 2011 . . . . .	16
13.7	July 1, 2011 . . . . .	16
13.8	July 13, 2011 . . . . .	17
13.9	July 20, 2011 . . . . .	17
<b>A</b>	<b>Turn Sequence</b>	<b>18</b>

## 1 Introduction

In *Pinned Down*, the players command a small fleet carrying the last survivors of the known universe: An ancient, unknown, and aggressive race has

entered their dimension, seeking to destroy all younger races that might become a threat to them and will not cease attacking until their enemies are completely eradicated.

The players need to work together in order to survive until they find a safe harbor to live in peace.

## **2 Goal**

The players win if they succeed in carrying out enough jumps to cover a distance of ten or more. They lose if all of their flagships are destroyed, or if any card explicitly says so.

## **3 Affiliations**

### **3.1 Purple Wing**

The main tasks of purple wing are recon and covert ops. Their ships excel at scouting unknown space and enemy fleet movements while hiding the whole fleet from enemy sensors.

- peeking at the top cards of the attack deck
- peeking at the top cards of the location deck
- threat control
- cloaking

### **3.2 Red Wing**

The red wing makes up the military backbone of the fleet. Their cruisers and battleships provide the firepower required for facing any possible enemy.

- fighting

### **3.3 Blue Wing**

The whole fleet is supported by the men and women aboard the blue wing's ships. It's them who ensure that the fleet doesn't fall apart and that most of them will reach their destination in one piece.

- repairing
- retrieving cards from the discard pile

### 3.4 Ac'arr

The Ac'arr swarm has joined the fleet in order to avert distinction. Their diversification and ability to adapt enables them to face any imaginable threat.

- no characters or equipment
- all ships share game texts

## 4 Most Basic Rule

A card's game text takes precedence over these rules. Always.

## 5 Card Piles

The cards of this game are kept in different piles throughout a match. Every player has a draw deck, a hand and a discard pile.

At the beginning of the game, all cards of a player's deck go to his or her *draw deck*. Players may not have a look at their draw deck unless a card allows them to. Whenever a player draws a card, that card is drawn from the top of the draw deck.

The *hand* of each player contains the cards he or she may play during the main phase (or during the attack phase in case of some effects). Players may show their hands to each other whenever they want to. There's no limit on the number of cards in a player's hand.

Every time a player is forced to discard a card, either from play or from his or her hand, that card goes to that player's *discard pile*. All player ships that are destroyed in battle go to their owning player's *destroyed pile*. No player may play copies of unique ships in destroyed piles. Players may have a look at their discard and destroyed piles at any time.

The *attack deck* contains all cards that represent the opposition the players have to face. The players must not look at the cards in the attack deck at any time unless a card allows them to.

Whenever an attack event or an attacking starship is discarded, that card is put on the *attack discard pile*. If a card needs to be drawn from the attack deck and the attack deck is empty, the attack discard pile is shuffled and makes up the new attack deck.

The *location deck* contains all possible locations the players may jump to. At the end of each turn, they have to decide which location to jump to in order to get closer to their goal. Players may not have a look at the location deck unless a card allows them to.

Every time a player starship is damaged, cards in the *damage deck* tell how the attributes of that starship are affected, and if the ship is finally destroyed, or not. Discarded damage cards go to the *damage discard pile*. If any ship is damaged and the damage deck is empty, the damage discard pile is shuffled turned face down, making up the new damage deck.

## 6 Game Setup

At the very beginning, the players perform the following actions to prepare the game:

1. Every player puts his or her flagship into play (for free).
2. Every player shuffles his or her draw deck and draws four cards.
3. The players shuffle the attack, location and damage decks.

## 7 Card Types

Each card has a *name*, a *picture* and a *type*. The different card types are explained below. A card's *game text* can have significant impact on the game and always takes precedence over these rules.

Most cards have a *threat* value indicated at the top-left corner. If players play any card, they have to add that amount of threat tokens to the threat pool. This threat is used for determining the strength of the opposition they have to face during the attack phase.

The top-right corner of the card features the *affiliation icon* of the affiliation the card belongs to. Players can mix the cards of all affiliations if they want to; however, most cards of an affiliation affect only that affiliation.

The *card lore*, *index* and *copyright note* have no effect on the game.

2	*Chief Engineer Cantrell	Blue
Character		
At the beginning of your turn, draw a card. (Immune to Weary.)		
<small>(C) 2011 Nick Pruehs.</small>		

Figure 1: A character card.

## 7.1 Characters

Characters can be deployed to any starship of any player's fleet and provide special abilities like playing cards from the draw deck or retrieving cards from the discard pile. They can move to any other player starship on the table.

Some characters are *captains* of specific starships: They increase the power of their ships by two while aboard.

## 7.2 Effects

Effects may be played at any time if they don't add threat. Effects with a threat value greater than zero may only be played during the main phase.

All effects take effect immediately and are discarded afterwards, unless they state otherwise.

0	*The End Draws Near	Enemy
Effect		
Plays on table. At the end of each turn, place a token on this card. At the beginning of the attack phase, add (x), where x is the number of tokens on this card.		
(C) 2011 Nick Pruehs.		

Figure 2: An effect card.

### 7.3 Equipment

Just like characters, equipment cards can be deployed to any starship of a player's fleet, and they can move to any other player starship. They usually enhance the ship they're aboard in some way.

### 7.4 Starships

Starships are required to face the enemy attacks every turn. They use their *power* value to fight against attacking ships during the attack phase. Starships can carry the number of characters and/or equipment cards specified by their *capacity* value.

No player may have more than three starships in play at any time (the limit for Ac'arr players is six).

### 7.5 Locations

Location cards are used to illustrate the journey the player fleet makes. If the players have covered a *distance* of ten or more and survive the turn, they

1	Intertia Stabilizer	Purple
Equipment		
Equipped ship is power +1 while fighting a ship with equal or higher printed power.		
Power	+1	
(C) 2011 Nick Pruehs.		

Figure 3: An equipment card.

4	*Ardor	Red
Starship - Battleship		
FLAGSHIP. UPKEEP (1). Power +x, where x is the number of locations on the table.		
Power	9	Capacity 6
(C) 2011 Nick Pruehs.		

Figure 4: A starship card.



-	Rahra Asteroid Belt	
Location		
SPACE. When the fleet jumps to this location, damage every flagship.		
Distance 2		
(C) 2011 Nick Pruehs.		

Figure 5: A location card.

win the game.

## 7.6 Damage Cards

Damage cards are put below damaged starships, reducing their power and capacity values. Most damage cards have an additional effect, like preventing the ship from overloading or from gaining any power bonuses.

# 8 Turn Sequence

All players play simultaneously.

## 8.1 Main Phase

Players may do each of the following things, in any order:

- Deploy characters, starships and/or equipment, adding threat.
- Play effects and handle them, adding threat.

	Engine Room Hit	
Damage		
STRUCTURE -30%. Can't overload.		
Power	-1	Capacity -1
<small>(C) 2011 Nick Pruehs.</small>		

Figure 6: A damage card.

- Move characters and/or equipment between starships.
- Use special powers of any characters, starships and/or equipment cards.

## 8.2 Jump Phase

All players add threat equal to their starships' upkeep values (see subsection 9.6).

After that, the players reveal the top two cards of the location deck and pick one location to jump to. The picked location is referred to as the *current location* of the player fleet, and its game text takes effect immediately, replacing the game text of the previous location.

## 8.3 Attack Phase

At the beginning of the attack phase, add two threat for each location and one threat for each player starship on the table.

Then, the players reveal cards from the top of the attack deck, one at a time, removing their cost from the threat pool. If a card is revealed the cost

of which exceeds the number of tokens in the threat pool, the card is ignored and discarded, and the players stop revealing cards.

#### 8.4 Assignment Phase

Players assign their starships to the attackers according to the following rules:

- Every player starship must be assigned to defend against an attacker.
- If the number of player starships exceeds the number of attackers, the remaining player ships may be assigned to join any fight, summing up their power.
- If the number of attackers exceeds the number of player starships, the remaining enemy ships are assigned one by one to the fights the enemies have the lowest power in, in order of their power (lowest power ships first).

#### 8.5 Fight Phase

The players resolve all fights, one at a time, in an order decided by them. Each fight is resolved in a dedicated fight phase.

- If the total power of all player ships is greater than the total power of the enemy ships, the players win and the enemy ships are discarded.
- If the total power of the player ships is less than or equal to the total power of the enemy ones, all player ships in that fight are *damaged*: For each ship damaged this way, the players draw a cards from the damage deck. These cards take effect immediately. If the total number of characters and/or equipment cards exceeds a damaged ship's capacity, they have to be discarded at random until the capacity restrictions are met again. Damage cards remain until the ship is repaired. As soon as the structure of a ship is reduced to 0, it is destroyed.
- If the total power of the enemy ships in a fight is at least double the total power of the player ones, the players are *overpowered* and all of their ships participating in that fight are destroyed immediately.

## 8.6 Wrap-Up Phase

Each player may discard any card and then draws cards until he or she has at least four cards in the hand.

After that, all enemy ships are discarded. All tokens in the threat pool remain.

If the total distance covered by the players is ten or higher, the players win the game.

## 9 Keywords

### 9.1 Add or Remove (x)

Every time a card tells a player to *add (x)* or *remove (x)*, he or she adds or removes x tokens to or from the threat pool.

### 9.2 Playing From The Draw Deck

If a player is allowed to *play a card from the draw deck*, he or she looks through their deck for a copy of that card, puts that card into play adding its cost to the threat pool, and shuffles his or her deck afterwards.

### 9.3 Overload

Some game texts may require the players to *overload* a ship. This is done by attaching the top card of the damage deck to that ship. Ships can be destroyed by overloading them. Damage taken from overloading cannot be prevented.

### 9.4 Repair

If a starship is *repaired*, the players choose any attached damage card to be discarded.

### 9.5 Destiny

If a ship is allowed to draw *battle destiny*, the players reveal the top card of the attack deck, add its threat to the ship's power and discard that card.

## 9.6 Upkeep

The *upkeep* value of each player ship is added to the threat pool at the beginning of each jump phase.

## 9.7 Cloaking

At the beginning of the attack phase, any number of ships with *cloaking* may choose not to participate in any fights.

# 10 Other Important Rules

## 10.1 Uniqueness

A small dot next to a card's name indicates that card is *unique*: Unique cards may not be deployed as long as any other copy of that card is in play or in any destroyed pile.

## 10.2 Spare Parts

During the main phase, any player may discard a starship from hand to repair a ship of the same type.

# 11 Deck Construction Rules

The minimum draw deck size is 30 cards. A deck must not contain any card more than four times.

# 12 Inspirations

Fans will note that Pinned Down is clearly inspired by the Lord of the Rings Trading Card Game by Decipher Inc., definitely the greatest trading card game I've ever played. Credit must be paid.

The player fleets are led by a flagship of their choice and pass different locations on their journey. Their ships are enhanced by equipment and effects, and every time the players lose a fight, their ships get damaged and have to be repaired. They can overload their ships to gain special benefits, and there's no way of recovering destroyed ships at all. The stronger the players get, the greater is the opposition they have to face as they advance.

The main difference between the two games is that Pinned Down is cooperative, whereas Lord of the Rings obviously is not. Furthermore, there is no One Ring in Pinned Down of course, and no similar mechanic to protect (or corrupt) the flagship. Finally, there's no archery phase in Pinned Down, as all ships use long-range weapons, and there are no ally cards - the players support each other instead.

Other mechanics like cloaking ships, having them enhanced by their matching commander or reducing their attributes by damage cards are derived from similar mechanics in the Star Trek Customizable Card Game, another great trading card game by Decipher. The initial version of Pinned Down contained some kind of location spaceline and additional challenges to be solved using the teamwork values of characters, too, but these mechanics have been removed because they didn't really seem to add fun to the game. The focus of Pinned Down clearly is on collaborating, on discussing decisions and planning the use of limited resources, as well as finding clever ship fight assignments.

The terms battle destiny and upkeep are borrowed from the Star Wars Customizable Card Game and Magic: The Gathering, respectively. Giving the players the chance to choose the location to jump to pretty much works like in Battlestar Galactica: The Board Game, and the idea of assigning different roles to the players has been taken from Pandemic. Both are amazing (semi-)cooperative games that led to the idea of creating this game.

## **13 Design History**

### **13.1 June 5, 2011**

- No need for interrupts, as all players play simultaneously.
- Location affiliations are now part of the game text ("A1 cards may be deployed here.") Less icons required.

### **13.2 June 6, 2011**

- Attack location must be determined first in order to allow locations to modify the attacker's threat costs.

### **13.3 June 12, 2011**

- Players may now redraw their initial hand if they have no starships at all, reducing the difficulty at the beginning.
- Introduced Puppy Protection, reducing the difficulty at the beginning.
- Support firepower has been reduced to the total number of attacking ships not assigned to a fight, reducing difficulty.
- Every ship now participates in only one fight per turn, reducing the length of each turn. Bombardment happens if and only if there are no uncloaked player ships left at the end of the attack phase.
- Bombardment damage has been reduced to the total number of bombarding ships.
- Introduced fleets for easier handling of big numbers of ships and for easier description of synergies.
- All fights are now 1v1, thus players can have support firepower, too, simplifying assigning ships and resolving fights.

### **13.4 June 13, 2011**

- No longer adds location threat to the pool at the beginning of the attack phase, simplifying the attack phase and reducing difficulty.

### **13.5 June 26, 2011**

- Locations turned out to be completely superfluous. A new location system has been introduced: The players now reveal the top two cards of the location deck after each main phase, and pick a location to jump to. The players win if they cover a distance of ten or more. There's only one location deck in total now. Characters, equipment and starships may deploy anywhere now. The hyperspeed value of starships has been replaced by a capacity value that restricts the total number of characters and/or equipment aboard. A location's threat value is now added to the pool at the beginning of the attack phase once again.

- Every player now starts with a flagship, and players may no longer re-draw their initial hand. If all player flagships are destroyed, they lose the game.
- Any time a player starship is damaged, two damage cards are drawn from a new damage deck now, reducing the values of the damaged ship. Damage cards can be removed by repairing a ship only, and if a ship is affected by too many damage cards, it is destroyed.
- Challenges have been removed from the game. Similar cards are designed using effect cards.
- Effects with cost greater than zero have to be played during the main phase now, as players would avoid adding threat else.
- Fights are not 1v1 anymore again, as the impact of the support fire-power system on all other fights was far too strong. If the number of attacking ships exceeds the number of defenders now, they're randomly assigned to non-cloaked player ships.

### **13.6 June 29, 2011**

- Introduced destroyed piles for distinguishing discarded ship cards from destroyed ships.
- Removed Puppy Protection as its effect is now granted by one of the player flagships.
- Split the attack phase into three phases for easier reference by effect timings.
- Added the spare parts rule that allows easier deck building.
- Removed teamwork from the game, as the game's focus is clearly on fighting enemy ships and using effects and special powers to survive.

### **13.7 July 1, 2011**

- Players may not have more than five ships in their fleet, in order to recude the length of each turn and assure that the game's scaling isn't broken.



- Assigning remaining enemy ships is now deterministic. Players should be able to plan their fights.
- Added drawing battle destiny and upkeep mechanics.
- Added references to all games that inspired Pinned Down.

### **13.8 July 13, 2011**

- Tokens in the treat pool now remain at the end of the wrap-up phase in order to increase difficulty.
- Further reduced the maximum number of ships per player fleet to reduce the length of each turn. Reduced the maximum deck size accordingly.

### **13.9 July 20, 2011**

- Adds two threat per location on the table instead of the location threat in order to increase opposition from turn to turn now. Location threat has become superfluous.

## A Turn Sequence

### 1. Main Phase

- Deploy characters, starships and/or equipment.
- Play effects.
- Move characters and/or equipment between starships.
- Use special powers.

### 2. Jump Phase

- (a) Add upkeep threat.
- (b) Pick destination location.

### 3. Attack Phase

- (a) Add (2) for each location and (1) for each starship on the table.
- (b) Play attack ships and events.

### 4. Assignment Phase

### 5. Fight Phase

### 6. Wrap-Up Phase

- (a) Each player may discard a card.
- (b) Each player draws cards until he or she has at least four cards in his or her hand.
- (c) Discard all enemy ships.
- (d) If the total distance covered is ten or higher, the players win.