Pinned Down

In *Pinned Down*, the players command a small fleet who's been on an intel mission deep in enemy space. Outgunned by enemy ships, the players need to work together in order to manage to survive and deliver the crucial information they've gathered.

# Goal

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

# Affiliations

## Terran Republic

### Blue Wing

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

* fighting

Blue Wing starship names are inspired by powerful positive abstract concepts, such as Faith or Justice.

### Green Wing

The whole fleet is supported by the men and women aboard the green 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

Green Wing starship names are inspired by big capital cities back on Earth, such as Moscow or Washington.

### 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

Purple Wing starship names are inspired by fantasy creatures, such as Pegasus or Golem.

## Ship Classifications

Terran starships classifications go back to the old ship classes back on Earth. Known classes include:

* Frigate (TRF)
* Interdictor (TRF)
* Battleship (TRB)

Ship class abbreviations are build by prefixing a 'T' for Terran and 'R' for Republic.

# Most Basic Rule

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

# 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*. Players may have a look at their discard 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.

## 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 puts two characters of matching affiliation into play (for free).
3. Every player shuffles his or her draw deck and draws three cards.
4. The players shuffle the attack, location and damage decks.
5. The players reveal the initial location.
6. The players add two tokens to the threat pool.

## 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. The affiliation of the draw deck and character cards must match the affiliation of the flagship.

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

## Characters

Characters provide special abilities like playing cards from the draw deck or retrieving cards from the discard pile.

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

## Effects

Effects may be played during the phase specified by the card text. All effects take effect immediately and are discarded afterwards, unless they state otherwise.

## 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.

## 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 win the game.

## 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.

# Turn Sequence

All players play simultaneously.

## Main Phase

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

* Play effects and handle them, adding threat.
* Use special powers of any character or starship cards.

## Attack Phase

At the beginning of the attack phase, add threat equal to the distance of each location and one threat for each player starship on the table (without Cloaking).

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.

## Assignment Phase

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

* If there are more enemy ships than player ships, every player starship must be assigned to defend against an attacker.
* If there are more player ships than enemy ships, every enemy starship must be assigned to attack against an defender.
* Players are not allowed to assign a starship to an enemy starship, if there's at least one other unassigned enemy starship with higher power.

## 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 the player ship is greater than the power of the enemy ship, the player wins and the enemy ship is discarded.
* If the total power of the player ship is less than or equal to the total power of the enemy ones, the player ship in that fight is\_damaged\_: The player draws a card from the damage deck and attached it to his or her starship. This cards take effect immediately. 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 ship in a fight is at least double the total power of the player ones, the player is *overpowered* and their ship is destroyed immediately.

## Jump Phase

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

Otherwise, all players add threat equal to their starships' upkeep values (see [Upkeep](https://github.com/npruehs/pinned-down/wiki/Keywords#upkeep)).

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. The other location card is put beneath the location deck.

Each player draws a card.

After that, all enemy ships are discarded. Add (1) for each enemy ship discarded this way.

All tokens in the threat pool remain.

# Keywords

## 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.

## Playing For Free

If a player is allowed to *play a card for free*, he or she plays that card without adding its threat to the threat pool.

## 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.

## Repair

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

## 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.

## Upkeep

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

## Cloaking

Ships with *cloaking* don't add threat during the attack phase.

# Deck Construction Rules

Each draw deck consists of 20 cards. A deck must not contain any card more than four times. Every deck has to contain a flagship; the flagship does not count towards the 20-card-threshold.