

All men on deck! We have freed the classic pen and paper game “Battleships” from paper to a great game combining strategy and dexterity. Fleets at Battle is a game for up to 4 players age 8+ and one game will take about 20 minutes play time.

Setting up the game:

The game is played on any table or free surface with at least about 1.2 m (3-4 ft) length. First every player chooses one color and receives 20 cards in this color. The cards of every player are stacked and shuffled face down. Every player puts aside the first 3 cards from his stack without looking at them. These cards introduce a random factor in the game, since not all ships are in the game now. Then every player throws the first two cards from his stack onto the middle of the table, these cards fix only the starting position of the game, no damage result is determined but cards may not lay on each other. The oldest player will begin the game.

The game starts:

Every player has his pile of cards face down in front of him. This is the fleet he uses to bring victory to his color. The ships are showing the class, a hull number in the middle of the card that determines how much damage the ship can take until it sinks and on each of its sides there is a damage indicator. The player picks up one or two cards of his stack to have 2 cards in his hand. He now chooses one of them to attack a ship of other players. The card chosen has to be thrown onto the table with the aim to hit the targeted enemy ship. To assure fair play the card of the throwing player must leave the hand before crossing the virtual line of his pile.

The thrown card will stop somewhere on the table. If this card touches another card, the damage has to be determined (see Damage). If touching more than one ship, the attacking ship always will choose the enemy with the most hull points as target. If there are equal hull number enemies the attacker may choose. If the damage equals or exceeds the hull of the target ship the attacker sinks it and takes it as booty and puts it onto his booty pile. All ships of the attackers color touching the target ship may add their damage value. If the attacking player has hit a ship but couldn't sink it, he may throw his second card. If he sunk a ship or he doesn't make damage at all it is the next players turn. (If an enemy ship was hit but bounced away, it evaded the attack)

When hitting a ship without sinking it, the attacking ship is laid alongside to the target card where it was touching it. The damage of the attacking ship has to remain! If this space is occupied by other ships, the next free side is used clockwise. If there is no free space left, the ship will be placed in

second row in the direction it had to be originally laid down. It cannot be laid down in a position touching a mine (see mine).





Does a ship twist in the air and land on the wrong side; it is sunk just like real ships are when overturned. There is no damage or mine detection determined. The card is removed out of the game, the attacking player doesn't need to show it to other players.

This game doesn't require a printed board with hexes, a ruler or any correct fuzzy measurement. Try to interpret what happens flexible and if there is a discussion a quick game of "Paper, Rock and Scissors" should be used to declare who is right. Enjoy the lightness and freedom of game play.

Winning the game

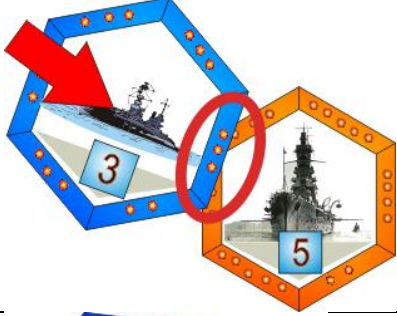

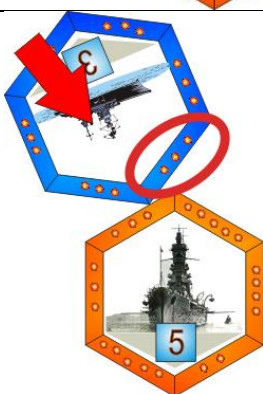
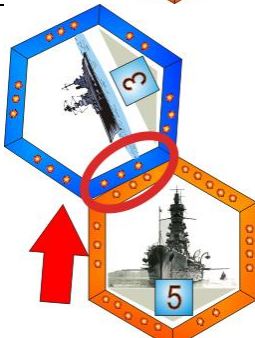
The game is played until all cards are thrown on the field. It is possible that one player runs out of cards earlier than the others. He has then to wait until the other players are finished. Then every player counts the hull points in their booty deck and the player with the most points is the winner. If there is a draw, the player with more booty battleships (5 hull points) wins.

These are the basic rules. In addition there are several ships that add special rules to the game. The game wins a lot of extra fun and strategy using these possibilities.

	<p>Submarines may submerge. Does a player use a Submarine; he may take it back onto his hand in the next round if not sunk by an enemy player. He then takes it instead of taking a card from his card pile. He only may have two cards in his hand to start his action. This is only possible in his very next round. He may not take it back in later rounds. If one player used his complete card stack and can't draw any new cards, no submarine may submerge anymore. They all have to stay on the table.</p>
	<p>Mines are thrown onto the field. They don't explode immediately. They explode when hit by an enemy player. Then they destroy all touching enemy ships, own ships aren't affected. The mine is taken off the board; destroyed ships are given to the owner of the mine as booty. A minesweeper always targets a mine first.</p>
	<p>Minesweepers can be used as normal ships. If attacking a mine they always destroy it first. A destroyed mine is laid down on the booty pile of the minesweeper and gives 2 victory points at the end.</p>
	<p>Torpedo boats are quick and maneuverable. If they hit more than one enemy ship, the attacker may choose which ship is targeted.</p>

Finally here is a reference how to determine the **DAMAGE**:

After the attacking card stops and touches an enemy card it normally makes damage. Only the attacking card can make damage, there is no action of the defending tile (unless it is a mine).

<p>The blue attacking card touches the orange battleship. The side with 3 explosions touches the enemy ship which has 5 hull points. The battleship does not sink.</p>	
<p>The blue card lies on top of the battleship. The damaging side is the side that lies at most on the orange card. If the damage isn't big enough the blue card has to be laid down on the side where it came from (arrow). The 3 damage side has to touch the battleship after rearranging.</p>	
<p>The blue attacking card touches the battleship. To determine the damages side it must be established which side is turned more to the battleship. The smaller angle determines the damage. Touching means, that no tile can be inserted edgewise between the two battling ships. If you are unsure, use a game of rock, paper and scissors to determine if the cards touch.</p>	
<p>This image shows how the ship in the first example is laid alongside after the attack. It didn't make enough damage. The hull points of the battleship are not reduced. As the blue ship still touches it its damage will be added by the next attack of a blue card. Cards of other players never add any damage to an attack.</p>	

Now get your fleet prepared for battle and have a lot of fun !