

# WARSHIPS

## RULEBOOK



### THE GAME CONTAINS:

- 74 unit tokens (including 2 spares) in two colors, 36 tokens for each player.
- sets of stickers for ship tokens
- 4 help cards
- instructions
- board

Before starting the first game, attach the stickers carefully to the tokens according to the color of the unit type icon outlines.

### INTRODUCTION AND OBJECTIVES OF THE PLAYERS

Players take on the role of admirals commanding a fleet of warships, whose task it is to defend their own port while conquering their enemy's port. The game is won by the player who manages to land their assault unit in their opponent's port, or manages to destroy the opponent's assault unit.

### FLEET

Each player commands a fleet of 36 tokens of the same color:

- 26 ships
- 4 shore batteries
- 6 mines

Symbols on the tokens determine the type of unit (see help card).

**Each unit has the following parameters, as specified on the help card:  
destroys what, destroyed by, range.**

### Symbols of the types of units:



BATTLESHIP



CRUISER



SUBMARINE



MINESWEEPER



SHORE  
BATTERY



MISSILE SHIP



DESTROYER



ESCORT



LANDING SHIP



MINE

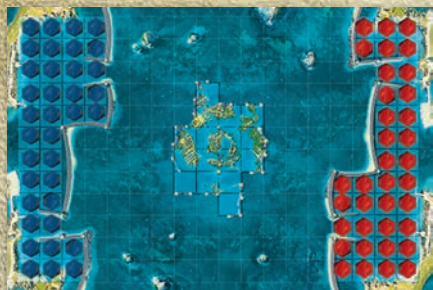
### THE BOARD

The board depicts the sea between the two ports, as well as the ports themselves, which are located behind a line of protective fortifications. In the center of the board, there is an area of neutral water, which is indicated by the illustration of an island chain containing many harbors. The entire board is divided into a grid of fields in which the players move their units.

## SETTING UP THE GAME.

1. Place the game board in the middle of the table.
2. Each player chooses a color and takes the corresponding tokens.
3. Players place all their tokens in their port on light squares of the board, behind the line of fortifications. Tokens are arranged by the players in any way they wish, and so that the enemy player cannot see the type of unit (symbol on the token) being placed. The exception is the shore battery tokens, which are to be placed with the sticker facing the opponent. **Shore batteries must be placed permanently in the fields next to the port entrance lines.** Players can place mines in the port or leave them off the board.

**Quick setup:** Players can choose to play with optional rules of placing tokens at the beginning of the game - see the „Optional rules” section.



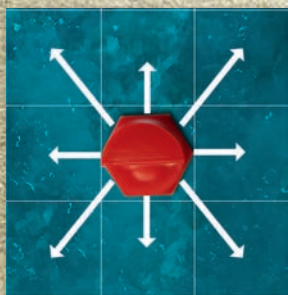
Initial setup.



Locations of shore batteries.

## MOVING

Players can move their units on the board in any direction, including diagonally.



Exit from the port.

**Fortification lines separating the port from the sea cannot be crossed by any of the players.**

In the neutral waters, at the center of the board, you move just like in the ordinary fields. However, there are additional rules for staying in neutral waters for a prolonged period of time - see the „Neutral waters” section. You can enter or exit the port only through the two exits marked with walls perpendicular to the shoreline.

The „range” parameter shown on the help cards, determines the maximum number of fields the unit can move at a time. The player can move the unit by a smaller number of fields to mask the type of unit. Units cannot stop on, or pass through, fields occupied by another unit.

**The same principles of movement apply In the port and on the high seas.**

## STARTING THE GAME

The game begins with a randomly selected player, moving their ship out through the port exit. Then the players take turns moving their units. **The line of fortifications is the protection of the port, which cannot be crossed or attacked over** (except for shore batteries and missile ships that can attack over the line of fortifications).

## DESTROYING ENEMY UNITS

A player who wants to attack an enemy unit, says „**I attack**” pointing to the selected enemy unit, and to their own unit to be used in the attack. The Player can only attack an enemy ship which is within the range of their attack. Unit attack range is specified on the players' help cards and is equal to the number of fields the unit can move at a time.

### The Attacking player can either:

- Attack the enemy unit without moving their own token, if the ship selected as the attack target is in range.
- Move their unit, so that the enemy unit is within its attack range, and then attack. Moving the ship and attacking is regarded as one move.

After both players reveal the type of their unit, players decide the result of the clash by consulting the help cards (see the columns: destroys what, destroyed by). The destroyed unit is removed from the board, and the stronger one remains. The remaining token is then reversed once again so that the enemy cannot see the symbol on it. If both units are of the same type, they destroy each other and are both removed from the board. The same rules also apply to clashes within ports, but enemy ships can only enter a port through an entrance that has had both shore batteries removed.

**Destroying the units - harder variant:** Players can choose to play with optional rules for moving and destroying enemy units - see the „Optional rules” section.

## SHORE BATTERIES

Shore batteries can be destroyed over coastal lines only by a missile ship. Player who wants to destroy the battery, must put their missile ship within its attack range and say „I'm taking out the battery.” Only one shore battery can be taken out in a single move. Batteries destroy all enemy unit types (except for missile ship) within one field range in all directions, including units in port. Enemy units cannot move through fields within the range of a battery (except for the missile ship).

**IMPORTANT:** Players cannot move shore battery tokens.

## MINES

A player may place mine tokens at any time during the game, on one of the fields adjacent to the field on which a minesweeper token is placed. The Player may not place mines if the minesweeper token is in neutral waters.

**IMPORTANT:** Laying a mine does not count as a move, so a player may place as many available mines on their turn as they want.

When doing so, the player must say „**I'm laying a mine**”, and place the token so that the enemy cannot see the symbol on the token.

**IMPORTANT:** Once laid, the mine token remains on the field until the end of the game and cannot be moved to another field.

**REMOVING/DESTROYING MINES:** A mine can only be destroyed by an opponent minesweeper unit, if it comes within attack range

When doing so, the player must say „**I defuse the mine**”. If a mine is attacked by an enemy ship (including the minesweeper, if a player says „**I attack**” rather than „**I defuse the mine**”), both the mine and the attacking ship are removed from the board.

### NEUTRAL WATERS

Players can freely navigate the neutral waters as if they were regular fields.



**IMPORTANT:** The player must leave the neutral waters with their unit after three turns. If the unit remains in neutral waters for more than three turns, it must be removed from the board. Removing the unit does not count as player’s move.

**IMPORTANT:** A player’s unit located on the neutral waters cannot attack or be attacked by the enemy. Players may not lay mines either in neutral waters either.

### GAME END

**The game ends when:**

1. One of the players enters the opponent port with their landing ship
2. The landing ship of a player is destroyed. Loosing the landing ship makes it impossible to win the game.
3. All missile ships of a player are destroyed and both entrances to the enemy’s port remain guarded by shore batteries.

### OPTIONAL RULES OF THE GAME

Before the game, players may choose to alter the game-play according to optional rules listed below:

- **Destroying units - the harder variant:** The range of a unit that moved before attacking is reduced by a value equal to the number of fields traveled while moving before the attack.
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- **Greater mobility:** Missile and landing ships have a RANGE = 2
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- **Initial maneuvers:** When setting up their tokens at the beginning of the game, players may put up to 12 tokens in front of the port, in the highlighted area below.

