

## **Dreadnought**

### **Overview:**

A 2-Player(Captain) Game where you attempt to reduce your Opponent's Hand to 0!

### **Ranks of Cards:**

1(A), 2, 3, 4, 5, 6, 7, 8, 9, 10, and Joker(Wild Card).

### **Turn Structure:**

- Each Captain Draws 7 Cards at the beginning of the Game.
- Draw a Card at the beginning of the Turn, except for the first Captain's first Turn.
- Take up to 2 different Actions. You may not take the same Action (e.g. Attack) in a row.
- Draw a Card at the end of the Turn.

### **Actions:**

A Captain may do a maximum of 2 different Actions a Turn, from a choice of these 4 different Actions: Purchase, Deploy, Attack, Pass. Whenever taking Damage or Purchasing Cards, you must reveal and show those Cards.

When Attacking, first choose an orthogonally adjacent Opponent Card to Attack, then one side may choose to place a Club Suit Card facedown, while the Defender is always reactive and may choose to place a Spade Suit Card facedown. Once both Cards have been placed, flip them faceup and resolve the results.

### **Positioning:**

Cards Deployed as Ships on the Bastion or first Row suffer a -2 Damage rating modifier when Attacking to the front, to a minimum of 1, while Cards Deployed as Ships on the second Row suffer a -1 Damage rating modifier when Attacking to the front, to a minimum of 1. There are no modifiers to Cards Deployed as Ships on the third or furthest Row.

### **Suit Powers:**

**Spades:** Spades is used in Defence, Defending with the value of the Card used. Whenever the Hand is Attacked, you may immediately use a Spade Card to Defend with.

**Clubs:** Clubs is used in Offence, Attacking with the value of the Card used.

**Hearts:** Hearts are Deployed as Ships on the 3x3 Grid Seemap, Deploying closest to your side first, before being able to be placed in a forward position. Add to the value of the Heart Card on the Grid Seemap when using either a Spade for Defence or a Club for Attack. If the Attack is insufficient to Destroy the Heart Card, nothing happens. If not the Card behind it is Attacked too. When Attacking a Card in the second Row, you may choose to have the Opponent's Card behind that Card contribute to the Defence too. If you do not, you may not carry over Damage to it. When an Attack hits your Hand, any Heart Cards will absorb the Attack before you Discard Cards for every 3 Points of Damage done. Card Suits besides Hearts may not absorb Damage, and are Destroyed once even a single Damage is dealt to it. When Attacking a Card at the Opponent's Bastion, his three closest Seazones, any excess Damage is carried over to Damage on your Hand. When all three Seazones in a Sealane are Deployed with your Ships, Attacks from Cards of the same Suit in the last two positions of that Lane directly Attacks your Opponent's Hand. You may not use a Clubs to directly Attack the Opponent's Hand, but he may use a Spades to Defend. When not using Clubs to Attack or the Defender is not using a Clubs to Defend, you may only Destroy 1 Card on the Grid Seemap. When Attacked by an Opponent,

horizontally adjacent Cards supply their value as Defence, but will not be removed even if the Attack is high enough to Destroy both Cards. Should you Destroy a Card in a back position, and there are Cards in front of it, those forward Cards will be moved down the Sealane. When Attacking a Sealane that is not adjacent and more than 1 Sealane away, but on the same Row, the Attack suffers a -1 Damage rating.

**Diamonds:** Diamond Cards may be used to Purchase new Cards, up the value as stated on the Card +4. For example, a 10 of Diamonds can buy up to 14 Points worth of Cards from the Deck. You may always choose to Draw or not, noting that if you do, you are revealing to the Opponent what Card you are Drawing, whether you are able to or not. Diamond Cards can also be Deployed as Ships on the 3x3 Grid Seemap, and follow all the rules as Heart Cards when used as such.

### **Card Powers:**

You may play as many Card Powers, but you may not repeat the same Power.

**1:** 1 can convert a Card to its Suit, but must be Deployed on the Grid Seemap if permissible, together with the Card, Deploying on the same Seazone.

**2:** 2 allows you to use 2 Cards instead of 1, but must be Deployed on the Grid Seemap if permissible. The combined value may not exceed 10.

**3:** 3 allows you to switch the positions of your Cards on the Grid Seemap.

**4:** 4 allows you to Discard a Card at random when Attacking the Hand directly.

**5:** 5 allows you to Draw another Card.

**6:** 6 allows you to take a further Action.

**Joker:** Any Card Power or as a Rank 0 Card.

### **Glossary:**

**Bastion:** The three closest Seazones to a Captain.

**Captain:** Captain is the term of reference for a Player.

**Row:** A Row is a horizontal row on the Seemap.

**Sealane:** A Sealane is a vertical column on the Seemap.

**Seemap:** The Grid Board is called the Seemap.

**Seazone:** A Seazone is a single area on the 3x3 Grid Seemap.

**Ship Graveyard:** The Discard Pile is called the Ship Graveyard.