

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:

-Draw a Card at the beginning, except for the first Turn.

-Take up to 2 Actions.

-Draw a Card at the end of the Turn.

Actions:

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

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 2 Points of Damage done. 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. 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 +3. For example, a 10 of Diamonds can buy up to 13 Points worth of Cards from the Deck. 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 combo a total of 2 Cards together in 1 Action.

1: 1 can convert a Card to its Suit, but must be Deployed on the Grid Seemap 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.

3: 3 allows you to Attack the Hand directly, but you may only use it with a Card on the Grid Seemap in the furthest position.

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

5: If you win while Defending, Attack back with the difference instead.

6: 6 allows you to take a further Action, except as an Attack.

7: 7 allows you to Attack first before the Opponent, when he is Attacking you.

8: 8 allows you to switch positions of adjacent Cards on the Grid Seemap.

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.