Silent Ships

2 players, 10-30 minutes

Overview:
Silent Ships is a turn-based card game played on a 5x4 grid.

Win in one of 2 ways:
1. Be on the opponent's country card at the end of their turn.
2. Sink 7 ships.

Set Up:

```
- - c - -
i - - - -
- - - - i
- - c - -
```

i = island

c = country

- = empty space large enough to accommodate a card

Each player takes one copy of each Ship to make their deck. All players shuffle their 11 card deck and then draw 2 cards.

Turn structure:
1) The active player draws 3 cards (+1 if they have a Ship on top of at least 1 Island card).
2) The player may then take any number of the following actions in any order:
   a) Play a Ship from their hand face-down in an unoccupied space on top, to the right, or to the left of their Country card.
   b) Move a Ship to an adjacent space and discard 1 card from their hand. [Note: always discard cards face-down]

Running out of cards:
Shuffle your discards and make a new deck. If there are still not enough cards to draw, no more cards are drawn.

Attacking:
When a Ship is moved onto a space occupied by an opponent's Ship, an attack is initiated. The Ship attempting to move onto the space is the attacker and the Ship currently in the space is the target.

1. The defender may retreat by discarding 1 card if there is a valid space to retreat to (the attacker moves the target to an empty adjacent square that the attack did not come from, moves into the space the target was in, then skips the next steps. No battle occurs)
2. The attacker may declare supports (add the attack value of adjacent friendly Ships to the target by discarding 1 card from their hand per Ship)
3. The defender may declare supports (add the attack value of adjacent friendly Ships to the target by discarding 1 card from their hand per Ship)
4. The attacker, target, and supporting cards are all flipped face-up and the attack total of each side is totalled. The player with the higher attack total wins. If the attacker wins, they move into and occupy the space and the target is sinked. If the defense wins, nothing occurs. The defense wins ties.

Sinking Ships:
A sunk Ship is removed from the game permanently. It should be placed face-up in a pile separate from the discard pile. [Reminder: normal discards are face-down.]

Capturing Island cards:
An island is considered captured as long as a Ship is on that same space. Players draw 1 card if they have captured an island at the start of their turn. *Strategy tip: There is no direct benefit from controlling both islands, but it deprives the opponent of controlling any islands, and thus impacts their draw.*

Capturing Country cards:
If an enemy ship is on the active player's country at the end of the turn, the active player loses.

Face up vs. face down Ships:
A Ship can only use its abilities if it is face up. You can flip your own Ships face-up at any time during either player's turn. They cannot be flipped back face-down once they are face-up. Ships are also flipped face-up at the end of combat.

Adjacency:
Adjacency is orthogonal and not diagonal.

Placement:
Two Ships can never be in the same space.

Speed Variant:
For faster games, a player immediately wins once they sink 6 Ships.

Silent Ships

The night is quiet and peaceful. One might be forgiven for letting their guard down. But hidden in the dense fog lies an army of silent ships, ready to fire...

Game Design: Jorge Zhang
Art: Rob Hooper

2 players
10-30 minutes

SILENT SHIPS

2 Players, 10-30 minutes

The night is quiet and peaceful. One might be forgiven for letting their guard down. But hidden in the dense fog lies an army of silent ships, ready to fire...

SET UP:

- - c - -
i - - - -
- - - - i
- - c - -

i = Island card
c = Country card
- = empty space to accommodate a card

Each player takes one copy of each Ship to make their deck, then draws 2 cards.

Win in one of 2 ways:
1. Be on the opponent's country card at the end of their turn.
2. Sink 7 ships.

TURN STRUCTURE:
-The active player draws 3 cards.
(+1 if they have a Ship on top of at least 1 island)
-The player may then take any number of the following actions in any order:
1. Play a Ship from the hand face-down on top, to the right, or to the left of their country.
2. Move a Ship to an adjacent space, discard 1 card.

ATTACKING:
When a ship moves onto an opponent's Ship, an attack occurs. The mover is the attacker and the Ship currently in the space is the target.
1. The defender may retreat by discarding 1 card if there is a valid retreat (the attacker moves the target to an empty adjacent square that the attack did not come from, moves into the space the target was in, then skips the next steps. No battle occurs)
2. The attacker may choose supports (add the attack value of a friendly Ship adjacent to the target. Discard 1 card per supporting Ship)
3. The defender may choose supports (add the attack value of a friendly Ship adjacent to the target. Discard 1 card per supporting Ship)
4. The attacker, target, and supporting cards are flipped face-up and the attack total of each side is computed. The side with the higher attack total wins. If the attacker wins, they occupy the space and the target sinks. If the defense wins, nothing occurs. The defense wins ties.

SINKING SHIPS:
A sunk ship is removed from the game permanently. It should be placed face-up in a pile separate from the discard pile. [Reminder: normal discards are face-down.]

CAPTURING ISLANDS:
An island is considered captured as long as a ship is on that same space. Players draw 1 card if they have captured an island at the start of their turn in addition to their normal draw. *There is no direct benefit from controlling both islands, but it does deprive the opponent of controlling any islands, and thus impacts their draw.*

CAPTURING COUNTRIES:
If an enemy ship is on the active player's country at the end of the turn, the active player loses.

RUNNING OUT OF CARDS:
Shuffle your discards and make a new deck. If there are still not enough cards to draw, no more cards are drawn.

FACE UP VS. FACE DOWN:
A ship can only use its abilities if it is face up. You can flip your own ships face-up at any time during either player's turn. They cannot be flipped back face-down once they are face-up. Ships are also flipped face-up at the end of combat.

ADJACENCY:
Adjacency is orthogonal and not diagonal.

PLACEMENT:
Two ships can never be in the same space.

An example turn:
Player 1 vs. Player 2

The players set up the board as shown. Both players start with 2 cards. Player 1 starts and draws 3 cards.

Player 1 plays a face-down ship right of their country, then discards 2 cards to move that ship onto an island. Player 1 ends their turn.

It is now Player 2's turn, and they draw 3 cards.

Player 2 plays a face-down ship left of their country, then discards 3 cards to move their ship to the island Player 1 controls. Their third movement initiates a combat.

Player 1 decides not to retreat. Neither players have bordering units to declare supports with, so both ships get flipped face-up.

Player 2 had a Flagship with an attack of 9, while Player 1 had a Missile Boat with an attack of 5. Thus, Player 1's Missile Boat sinks and Player 2's Flagship takes its place.

Still have questions? Go to:
www.jorgezhang.com/silent-ships