

Naval Panic (Working Title) For 2 or 4 players

Game Objective: *Build the best naval fleet and be the first get your ships to port.*

Items:

Grid Board playing surface with an ocean photo in the surface, 15 spaces wide by 20 spaces long.

War Panic Button

2 sets of polyhedral die. Each set contains: 1 4-sided, 1 6-sided, 1 8-sided, 1 10-sided, 1 12-sided, and 1 20-sided die.

1 Deck of 24 playing cards. 4 each of 6 ship cards.

60 ships: 10 each of 6 styles of ship. Mine-Layer (4-Sided die); Armed Merchant Ship (6-Sided die); U-Boat (8-Sided Die); Destroyer (10-Sided Die); Armored Cruiser (12-Sided Die); and Light Cruiser (20-Sided die) *Note: There are actually 120 ships packed in the game: 60 in blue, 60 in grey. However, for brevity, only 60 ships may be used in the game. Colors are only to allow players to choose and identify their own ships.

Gameplay:

Players choose a side: **Entente** (Russian Empire, United Kingdom, France, Canada, Australia, Italy, the Empire of Japan, Portugal and the United States) or **Central Powers** (German Empire, the Austrian-Hungarian Empire, the Ottoman Empire and the Kingdom of Bulgaria) and chooses a ship color.

If there are 2 players, it is this simple. If there are 4 players, they will choose teams, each taking one of the 2 sides.

The board is placed in the middle of the table. A War Panic button is placed in the center of the board.

Players each shake a 6-sided die to see who deals first. Highest number deals first. Players start with a deck of playing cards. Each card has a picture of one of six ships: The Mine-Layer, Armed Merchant Ship, U-Boat, Destroyer, Armored Cruiser and Lt. Cruiser. Each player is dealt 4 cards, starting from the dealer's left and moving clockwise around the table, finishing with the dealer's hand. Dealer looks at the top card and may choose to keep the card, passing another to the player on his left. Each player is given this same option, to hold and discard or to pass the card rapidly to the player on the left. Play is frantic and should not involve too much thought. The object is to get a set of 4 cards in one ship style. When a player has obtained 4 cards of one ship style, they hit the panic button in the center of the board. If more than one player hits the button, whoever has more hand on the actual button wins the round. The ship on the 4 cards is the ship won in that round. The player, or team, adds that ship to their collection.

The player to the left now becomes the dealer and another speed round is played.

Play continues in this manner until all of any one type of ship is gone. Potentially, there may be 60 ships on the board, but there could be as few as 10, depending on how the winning hands lie.

The various ships have various properties.

Mine-Layers are large, heavy boats, and slow-moving ferrys. They throw mines overboard in shipping lanes. These are the slowest of the boats and use the 4-sided die to move.

Armed Merchant Ships only have the power of self defense and are used to bring supplies to the other ships. These try to hide in plain site and tend to be civilian ships, such as Liners. They use the 6-Sided die to move.

U-Boats are often used to blockade a shipping lane, blocking off merchant ships, and therefore supplies, to other ships. They are vulnerable to Destroyers, so they use the 8-sided die to move. This is the only ship with the ability to "hop" over other ships. Even though these can go under other ships, U-Boats may not occupy the same space as any other ship.

Destroyers protect the other boats and are known as the Torpedo Catchers of the fleet. They use the 10-Sided die to move.

Armored Cruisers are slower and heavier than their sister ship, the Light Cruiser. They can be used to provide long-range force-protection, so they use the 12-sided die to move.

Light Cruisers are the fastest ship, used for long-range protection and recon. This ship uses the 20-sided die to move.

Ships can move forward, sideways or on an angle, but never backward. They may not share the space with any other ship nor hop over any other ship, although, subs can pass UNDER other ships and may therefore be considered to "hop".

Players line their ships up on either side of the board and remove the panic button.

Ships may be lined up in any order, but, keeping their properties in mind is good strategy. If ships must be lined up in 2 rows, slower moving ships are to be in front, however. The object of the game now becomes to race all of your ships to the other side of the board. Be the first to get all of your ships off the board, by exact count for each, to win. OFF of the board is the last space of the board. Each ship uses only it's die to move and no die cast can be split among ships. Players must choose a ship to move, cast the die and move that ship. Players having more than one of any kind of ship may move any of that type of ship once they've cast the die. For example, if you've cast the 4-sided die and you have 3 Mine-layers, you may move any of the 3 mine-layers on this turn. If none of your allotted ships are able to move the amount of spaces shown on the die without moving backward, the player must forfeit that turn. Also, one side of the 10-sided die (Destroyer) is a zero. If the player rolls a zero, none of the Destroyers will be moved.

Having the most Light Cruisers does not automatically mean victory. Nor does having the least amount of ships.

Winning the Game:

Be the first to get all of your ships off the board, by exact count for each, to win.

OFF of the board is the last space of the board. Once any player or team has no more ships to fight or get to port, the game ends. Any ships remaining on the board don not count in the final win tally. The person with the most ships in port, regardless of ship type, wins the game.

Variation on the Game:

Instead of a race to the finish, players may choose to face off against each other.

Players must choose this variation of play prior to starting the game.

Players line their earned ships against each other on the board, again in any order, but keeping Mine-layers (slowest) out front if two rows are necessary. Players choose a die and move a ship out toward the enemy. When an enemy is encountered by being on the same square or any adjacent square, a battle ensues.

Each player must roll the die appropriate to their ship. For instance, if an Entente Lt. Cruiser (20-Sided die) encounters a Central Power Destroyer (10-Sided Die), they must each shake their respective die (20-sided vs the 10-sided). The one with the higher roll wins the battle and takes the ship. A tie in the die rolls goes to the defender. Ships may still be steamed to the other side and off of the board to safety. The player/team finishing the war with the most *of their own* ships wins.

Quality of ships is not a factor. The most ships is the only qualifying win. Once any player or team has no more ships to fight or get to port, the game ends. Any ships remaining on the board do not count in the final win tally. The person with the most ships in port, regardless of ship type, wins the game.



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