



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

OVERVIEW

For clarifications, rule updates and variations, please visit our web site www.BEbattlegames.com. Any diagram or example may not be a true representation of an actual game piece.

The parts of the game are: 2 identical decks of playing cards (one for each player), a game mat, tiles and dice. More decks and players may be added.

The cards are grouped into five categories: Character (ships, etc.), Defense (forts, etc.), Terrain (rough seas, etc.), Artifact (superior pistol, etc.) and Modification (Admiral Nelson, etc.). These cards shall be explained in more detail within these rules and Appendix A.

Movement will add a crucial strategic aspect to the game; players will use the game mat or any scaled grid area. The game area included is a grid with equally spaced, parallel vertical and horizontal lines. Each square represents a measurement of movement and/or distance. Adding game mats to increase the play area is allowed and even recommended to accommodate larger and more complex games.

Tiles are pieces used in the game area to represent things that are too large to fit in a square. When a single tile is insufficient to accurately represent something, they may be combined.

All pieces, tiles, etc. are placed on the squares. An object can be attacked if it is within a square being attacked even if the object does not fully fill the occupied square. A diagonal move counts as 1½ moves; so a character must have the ability to move at least 2 squares to make 1 diagonal move, 3 squares to make 2 diagonal moves and so on. Characters are allowed to change direction during the same movement phase (Refer to Appendix A - Section C), but wind variables may apply.

As an option, gemstones (with numbers engraved upon them) can be



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

used to represent characters, etc. For example, a gemstone with the number 4 on it would represent 4 identical Frigates.

Models may also be used.

Objects (Fortresses, etc.) are placed on the squares according to their size. For example, HMS Victory would occupy 1 square, while Fort 12,000 occupies 6 squares (3 squares wide and 2 squares long).

The object of the game is to devise a strategy that will leave you with at least one character in play, while your opponent(s) have lost all of theirs at the end of any round.

THE GAME

Order of play is determined first. It can be done in different ways such as: dice, a random card drawn, etc.

The next step is for all players to agree to the total level number they can expend. The level number is stated on each card. For example, players agree to a total level number of 300, each. They expend up to their total level number in any variation. A player may choose to use the cards: Admiral Nelson (76 levels), HMS Victory (143 levels), Rough Seas (55 levels), and 2 Fire Ships (13 levels) to fulfill his total level number. Another alternative is to use the cards: Admiral Nelson (76 levels), HMS Britannia (132 levels), Turret (60 levels) and Captain of Marines (32 Levels). Players may choose to expend less than the agreed upon total level number because a) they cannot combine their cards to reach the total level number or b) they feel they can develop a better strategy using less than the total level number. An example would be with the cards: Cambridge (120 levels), Nymphé (83 levels), and Triton (87 levels) or any other combination of cards adding up to less than the agreed to total level number.



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

The next customary step is to agree on all limitations, penalties and variations that will apply to the game. After that, each player will use a deck of cards to comprise his forces and layout. Any card may be used more than once, as long as the indicia are counted for each use. If a card is being used more than once, it should have a different designation and tile for each use. Use a blank card to designate said card and simply write the name of the card on it.

The game area is divided into equal parts (but this is not a necessity). Each player's area should be concealed for secrecy of his or her initial strategic layout. Players should agree to a maximum time limit to build up their areas. Players lay out their forces from their chosen cards however they see fit within their allotted area.

After all placements, the individual game areas are slid together to form the overall game area. Play will commence according to the order of play. On a player's turn, he utilizes all of his cards, one at a time, which may include non-action taken by one or all of his cards. Action taken by a player will be according to his card's abilities (movement, fighting, defensive, etc.) and limitations (weapons range, sailing range, etc.) that are established by the indicia on them. This aspect of the game will become clearer upon examination of Appendix A.

Indicia on a terrain card apply to all players. The person who placed an Island cannot magically pass through it. However, any beneficial indicia do go to the player controlling said terrain. This rule also applies to Defense cards.

Defense indicia apply to the person who controls the defense area. Control of a defense area is determined by whoever occupied the area first. However, control of a defense area can change. A player gains control of an opponent's defense area by either conquering it or assuming control of an abandoned or unoccupied area upon landing there.

Only cards with CAP (Refer to Appendix A - Section A) can be destroyed



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

and therefore withdrawn from the game. When a card does not have CAP, it cannot be destroyed even if it has been added to a character. For example: Admiral Nelson has been placed aboard HMS Victory. Admiral Nelson cannot be destroyed or killed to change HMS Victory's modified fighting capabilities. The character HMS Victory simply benefits from him. Sometimes a player may wish to attack the character(s) controlling a turret or fort instead of attacking the Defense area itself, so that he can utilize it after defeating the forces controlling it.

The Process of Healing

Shipyards, Victualling, etc. are Defense areas that can heal, rejuvenate or repair characters, etc. When a player chooses to heal, he must observe certain conditions: a) follow the indicia on the character's card; b) his character must be within healing distance, which is usually in the Defense area and c) the action of healing takes an entire turn of the character, including movement. So a ship cannot pull into a dockyard and be repaired. It must first dock and then on the following turn be repaired.

A player can only heal something to its original CAP; all excess healing points are nullified.

Use of gemstones and tiles

If a player is using a gemstone or tile for a stealth, hidden or unseen (beyond viewing range), item(s), character(s) and/or closely assembled fleet(s), he puts a gem or tile at the proper place within the game area for its position designation and puts an identical one on top of its corresponding card(s), which are placed face down outside the game area. If a player is using gemstones or tiles for viewable item(s), character(s), etc., these are put on top of cards that are face up. All placements are unseen prior to converging the game boards. When the complete game board is ready all viewable object(s), etc. are determined and revealed immediately.



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

A Player's Turn

A player's turn incorporates movement, action and/or inaction. An example of inaction: a player has a Ship hiding behind an island; he does not wish to move that ship and be identified; so he leaves it alone for that turn. Any action must be according to the card's abilities as indicated by its indicia. To move an object, etc., a player must declare the path and distance prior to moving it. A player can move an object less than the allotted distance on the card. For instance, a player can move Le Genereaux 2 spaces instead of the allotted 5. A player goes through all of his cards. Every player has one turn in each round of play. Please note that every player's turn, within a round, is considered to be simultaneous and therefore: a) once a character attacks, it forfeits all further action including movement and b) none of a player's pieces are to be removed from play until the end of the round. In other words, every game piece will have a chance to act in every round.

A player may perform multiple attacks from a single character, such as when a ship, having cannons on two sides, sails between two ships and fires upon both. The resulting attack damage from his attack roll is the same for both ships.

During a player's turn, it is possible for another player to take action. An example of a player performing action when it is not his turn is when an opposing player activates a trap of his. For example: a player declares he will move his HMS Captain four units forward, and after two units of movement he sails into range of a Land Barrage. The player(s) who has laid the Land Barrage must stop the player in turn the instant he sails into range if he wishes to use the Land Barrage at this time. The result will be determined by the indicia on that particular card. If the player's character has not been destroyed or limited in its movement by the card, he can continue along his original path, and continue to move HMS Captain four spaces forward from its original position. Or, to simulate simultaneous action, the player can decide to way anchor and stop. When a player has finished using all of his cards, he states that his turn is over and the next



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

player, according to the original order of play, now takes his turn.

Location of a trap or concealed card should be designated by the concealed method, which is when a player writes down where the trap is to be laid upon the game area. He conceals the location information from his opponents until the trap is activated, then turns over his trap card and the written location and performs the action according to the indicia on it. Some traps are good for only one use, while others may be permanent. When a trap is permanent, it must remain in the same location, and it is up to the opponents to remember where the trap is located. Just about any character may deactivate traps. A player states that the action of one or more of his characters will be to detect a trap or hidden object(s), etc. To detect a trap or hidden action, such as a Land Barrage, a character must be located within striking distance (refer to Appendix A - Section G). The character expends its entire turn to detect the trap. When a character attempts to detect a trap, the player who owns the trap will roll his dice in view of the other player(s). If the roll is 10 or less, nothing happens. But, if the roll is 11 or greater, the character has detected his trap. Hint, roll dice whether there is a trap or not to keep secret that there may not be a trap there.

Boarding a ship

A player may wish to try to board and capture an opponent's ship instead of destroying it. To do so, a player must first subdue the targeted ship. This means he must reduce the ship's CAP to 80% of its original CAP. For example, to subdue the St. Alabans, an opponent must reduce its CAP from 950 to 190 ($950 \times 20\% = 190$). Next, he must use his marines and/or boarding parties to defeat the opposing ship's forces and claim it as his own. He must then sail the damaged ship at 50% speed to a dockyard and repair it to at least 80% of its original CAP to utilize it against his opponent(s). For example, if successful at capturing the St. Albans, a player would sail it at a maximum of 2 spaces per turn ($4 \times 50\% = 2$) to a dockyard and repair it to at least 760 CAP ($950 \times 80\% = 760$) before he can use it. A cutter can have 2 slots to fight on the side of the



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

boarding attempt. Any character that has boarding abilities, such as: marine, sharpshooter, boarding party, etc. can fill these slots. A cutter can carry 4 slots worth of boarding characters. A frigate has 3 boarding slots and can carry 12 boarding slots worth of characters. A ship of the line has 4 slots that can be filled with boarding characters and can carry 16 slots worth.

A player is eliminated from play when all of his character cards have been removed from the game (refer to Appendix A – Section A). The game is over when a single player, at the end of a round, has at least one character card in play. He is then declared the winner. Because of simultaneous action it is possible for the last two players to be eliminated in the final round. When this occurs the game is considered to be a stalemate. If there were multiple players, the previously eliminated players are considered to have lost and the last 2 players co-winners.

Stalemate

A stalemate does occur when there are two players left in the game and one or both are down to one character card. When neither of them can eliminate the other within twenty rounds, a stalemate is declared. When there are more than two players at the start of the game, and there is a stalemate between the final two players, the previously eliminated players are considered to have lost and the final two players are co-winners.

Detection of a Stealth Character

A non-visible or unidentified object, ship, etc. must move and act according to the card's indicia (including all modifications). The methods for revealing unidentified object(s), ship(s), etc. are:

Line of sight - the recommended line of sight is 10 units on the game grid (daytime play) and 6 units (nighttime play); however, the players may agree to any standard they choose. Line of sight may be enhanced through the use of cards such as: Telescope, etc. For instance the



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS RULES

Telescope card allows a character to see greater distances.

Attacking - when a player attacks using unidentified or hidden object(s), (ship(s), etc., those object(s), (ship(s), etc. are disclosed.

Activating a trap - an unidentified character activates a trap the same as a visible character.

Detection - when a player declares he will use a character's action to try to detect all stealth item(s), character(s) and traps(s), he forfeits all other action (including movement) by that character on that turn.

Detection area - is, but not limited to, the character's line of site, touch, enhanced viewing range, etc.

Communication - A player can communicate information to another player. For example, Player B reveals a trap only to Player A because Player C is not within viewing range. Player A decides it is in his best interest to communicate that information to Player C. To do so, Player A must have a communication line available to Player C (be within view of each other). To communicate, a character uses its entire action for that turn, but the communication distance is unlimited. Meaning, a player can relay information with all unused characters on that turn, increasing the range of communication.

When a player divulges information illegally, he is penalized. The penalty can be, but not limited to, losing the rest of his turn, losing his next turn, the removal of one of his characters (chosen by the player whose information should have remained secret), etc. This penalty as well as all penalties should be agreed to prior to game play.

Variations of play

Only one variation of play will be included in these rules. For all others please refer to our web site www.BEBattlegames.com. The only variation discussed here is wind. This variation should be considered a standard for any player old enough to be able to incorporate it and in any tournament play.



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS

RULES

Wind

Wind will have a huge impact on the game. Initial wind direction should be determined prior to game play. As to be fair for all players, it should be from a direction that does not give one opponent an initial advantage over another, such as from the side. Wind affects the speed of vessels. First divide wind direction into 8 equal parts (N, NE, E, SE, S, SW, W, NW). If the wind is coming from behind to 1/8 variation, then your ship moves at full speed. If the wind is coming from the side, your ship moves at 75% of full speed. If it is coming from 1/8 variation from head wind, then you ship moves at 25% of full speed. And a head wind, your ship cannot advance, but it can still turn to sail in another direction. For a great element of uncertainty, let the wind direction change every 10 rounds or by any agreed upon duration. To change wind direction, roll your ten-sided die, 1 = North, 2 = Northeast and son on. If you roll a 9 or 10, simply roll again until you get a number between 1 and 8.

APPENDIX A

How to Read an Artifact Card

An Artifact card is an item that helps or hurts a character's performance. An Artifact card can have up to six Sections: B, I, J, K, L, and M (that are explained below). When there is one section on it, it is Section B, when there are two sections, the first section is Section B and the second one is Section I, when there are 3 sections, the first one is Section B, the second one is Section I and the third one is Section J and so on.

B. This indicium states the level number of the Artifact card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 100. If a player chooses the Superior Cutlass card (level number 8), he will subtract 8 from the agreed to total level number of 100. This player now has a 92 total



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS RULES

level number left to utilize however he wants.

- I. This indicium states the modification to a character's attack roll
- J. This indicium states the modification to a character's attack damage.
- K. This indicium states the modification to a character's movement without attack.
- L. This indicium states the modification to a character's movement with attack.
- M. This indicium modifies the attack range.

How to Read a Character Card

- A. This indicium states the CAP number of anything. CAP stands for Combat Abolishment Points. When anything has its CAP depleted to zero or less, it is removed from the game at the end of that round.
- B. This indicium states the level number of the card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 500. If a player chooses the ROYAL GEORGE card (level number 140), he will subtract 140 from the agreed to total level number of 500. This player now has a 360 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the character. All characters have a dimension of 1 (this section will be deleted in future editions - ships do not have a Section C for this reason).
- D. These indicia state: 1) the different attacks the character can perform 2) the range of numbers for each particular attack and 3) the reduction of CAP to the attacked.
- E. This indicium states the maximum units of movement the character can utilize when he is not attacking.
- F. This indicium states the maximum units of movement the character can utilize when he is attacking.
- G. This indicium states the maximum units of attacking distance of the character. A unit of attacking distance is equal to a unit of movement.



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

How to Read a Defense Card

- A. This indicium states the CAP number of the Defense card. CAP stands for Combat Abolishment Points. When a anything has its CAP depleted to zero or less, it is removed from the game at the end of that round.
- B. This indicium states the level number of the Defense card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 1000. If a player chooses the FORT 12,000 card (level number 310), he will subtract 310 from the agreed to total level number of 1000. This player now has a 690 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the defense area. The first number is the width of the defense area and the second is its length. When there is one number for C, the defense area's length is always 1. Looking at the DOCKYARD 8,000 card, you will see that C is 3-2. This means, the Dockyard is 3 squares wide, 2 squares long and its height is irrelevant.
- I. This indicium states the modification to an intruder(s)' attack roll when attacking something within the defense area or while in the defense area.
- J. This indicium states the modification to an intruder(s)' attack damage when attacking something within the defense area or while in the defense area.
- K. This indicium states the modification to an intruder(s)' movement without attack upon entering the defense area. An 'X' designates a defense area that is inhospitable and therefore a character must move around it. An X-1 means the area is impassable for ships, but anything else will move at their 'movement without attack' rate -1.
- L. This indicium states the modification to an intruder's movement with attack upon entering this defense area or when attacking something within the defense area. An 'X' designates a defense area that is inhospitable and therefore a character must move around it. An X-1 means the area is impassable for ships, but anything else will move to



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

their 'movement with attack' rate -1.

- M. This indicium states the modification to an intruder(s)' attack range when attacking something within the defense area or when in the defense area.

How to Read a Modification Card

A Modification card states the benefit or hindrance it performs upon character card(s). All modification cards have a Section B. Other Sections I through M appear on the cards. If other sections appear on a Modification card, it is aligned and read according to the category it falls within. Meaning, when the Modification card modifies a Defense card, the Sections are aligned and read like a Defense card, when the Modification card modifies an Artifact card, the Sections are aligned and read like an Artifact card and so on. If there is a minus sign in front of a section number, then that number is applied to an attacker attacking that character, not the character's attacking ability.

- C. This indicium states the level number of the Modification card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 600. If a player chooses the ADMIRAL NELSON card (level number 76), he will subtract 76 from the agreed to total level number of 600. This player now has a 524 total level number left to utilize however he wants.
- I. This indicium states the modification to a character's attack roll
- J. This indicium states the modification to a character's attack damage.
- K. This indicium states the modification to a character's movement without attack.
- L. This indicium states the modification to a character's movement with attack.
- M. This indicium modifies the attack range.



BUNKY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

How to Read a Terrain Card

- B. This indicium states the level number of the Terrain card. It is used by a player to comprise his total level number. For example, two players agree to the total level number of 500. If a player chooses the CHOPPY WATERS card (level number 32), he will subtract 32 from the agreed to total level number of 500. This player now has a 468 total level number left to utilize however he wants.
- C. These indicia state the dimensions of the terrain. All terrains have a dimension of 1 (this section will be deleted in future editions).
- I. This indicium states the modification to an intruder(s)' attack roll when attacking something within the terrain or while in the terrain.
- J. This indicium states the modification to an intruder(s)' attack damage when attacking something within the terrain or while in the terrain.
- K. This indicium states the modification to an intruder(s)' movement without attack upon entering the terrain. An 'X' designates a terrain that is inhospitable and therefore a character must move around it. An X-1 means the area is impassable for ships, but anything else will move at their 'movement without attack' -1.
- L. This indicium states the modification to an intruder(s)' movement with attack upon entering the terrain or when attacking something in the terrain. An 'X' designates a terrain that is inhospitable and therefore a character must move around it. An X-2 means the area is impassable for ships, but anything else will move to their 'movement with attack' distance -2.
- M. This indicium states the modification to an intruder(s)' attack range when attacking something within the terrain or when in the terrain.



BUNKLY'S ENTERPRISES, INC.

BATTLE FOR THE SEAS **RULES**

Key

G denotes refer to graph on card.

N denotes does not apply.

M denotes applies to object or character.