

Naval Combat

By Nathaniel Goddard

Premise

The world is at war. Germany has conquered most of Europe and Britain struggles for survival. In the Pacific Japan wages ruthless warfare with China, its navy rains supreme and threatens a region stretching from the coasts of India and Australia to the west coasts of Canada and the United States. America is still reeling from the devastating attack at Pearl Harbor, an onslaught that saw the demise of its Pacific battleships. The clash of the superpowers is inevitable, and there can only be one victor.

Game play

This will be a card game where the player may choose from one of the following countries: Germany, United States, Japan or Britain. Each player will have a deck of cards that contains various ship and equipment cards. Up to four players may play at once, either as teams or separately, however, it is not recommended (you may if you want though) Each player starts with five cards in their hand, each having a specific time they may be played in.

Deployment: The player has the option of adding up to two ships in his/her fleet.

They may control up to 5 ships at any one time.

Attack Phase: The player may attack opposing fleets if desired. If the ship is an aircraft carrier, they may decide to launch planes to attack. This action requires two rounds to complete (takeoff is 1, the second turn to actually attack)

During this phase, players, if they desire may use equipment cards which offer various bonuses.

Both attacker and defender have the option of retreating at any time, however, this cannot be done in the first round.

Resupply: The player draws as many cards as needed to replenish his/her hand.

All destroyed ships/used equipment cards must be placed in a discard pile. Should a player run out of cards the discard pile may be reshuffled into a deck.

This continues until one player remains.

Purpose

The purpose of this game is to bring a better understanding of naval combat and that it is not simply about which ship is larger, or whom has the most powerful weapons. It is about conning and strategy. This card game seeks to emulate those situations in a much more basic environment.

Genre

Card game/Strategy/Puzzle

Platform

N/A – Cards/Tabletop

ESRB Rating

Teen

How the music relates:

I might have seen too many Hollywood movies on this one. But when I first saw the time period the music had to be in I immediately thought, World War 2; such an incredible amount of options in those five or six years alone. However for whatever reason I could never seem to get the image of sailor's playing cards or something around a cramped table on some cramped ship, then suddenly rushing around as the klaxon sounds. It was from this I decided what genre, and where the idea for this game came from.